

THIRD EDITION

HEAVY GEAR



PLAYER'S HANDBOOK

THE SCIENCE FICTION ROLEPLAYING GAME

INTRODUCTION • QUESTIONS OF HONOR • INTRODUCTION TO TERRA NOVA • WHAT HAS COME BEFORE • NEW IN TOWN • LIFE GOES ON • PEACE
ON SOURCEBOOK • PATRON SECURITY (PAXSSC) • BADLANDS REVOLUTIONARY FRONT • SILHOUETTE BASICS • CHARACTER CREATION •
GENERAL WEAPONS & ARMOR • EQUIPMENT • ROLEPLAYING RULES • HAZARDS • CHARACTER IMPROVEMENT • OPTIONAL ROLEPLAYING RULES •
ENTRY RULES • CAMPAIGNING • ROLEPLAYING CAMPAIGNS • TACTICAL SCENARIO GENERATOR • INTEGRATED CAMPAIGNS • FIELD GUIDE •
MILL • TECHNOLOGY AND TACTICS • GEARS • CONVENTIONAL VEHICLES • GROUND VEHICLES • AIRCRAFT • STRIDERS • LANDSHIPS •
SPECIAL WEAPONS • CANNONS, ROCKETS & MISSILES • CLOSE COMBAT WEAPONS • WAZOOKAS • LASER WEAPONRY • MAGNETIC ACCELERATION
ONE • PARTICLE ACCELERATORS



WHEELS THE JOE
INTO THE EYE OF THE STORM



DREAM POD 9

THIRD EDITION

HEAVY GEAR®

A Hunter races past you, its rapid-fire 20mm autocannon spitting metal death. As you watch in horror, your commanding officer's Black Mamba erupts into a ball of raging flame, composite armor and fuel ablaze in a bright fireball.

"Fall back! Fall back!" Hastily, you have taken command. Your cadre pulls back behind a rocky outcropping and regroups. Tracers streak by your temporary shelter like angry hornets — you all know you can't stay here forever.

You crouch low and burst out of the rock's shadow, zipping, zooming and ducking on powered wheels like an oversized armored skater. A hail of shells explode on the ground around your Gear, but you sidestep every one of them, unleashing the full power of your V-engine, you head back into the fire fight, emptying your shoulder-mounted 71mm rocket pod on an enemy heavy tank.

And they told you this was just a routine patrol...

Step into a whole new universe with Heavy Gear, the next generation of military science fiction game! This book features:

- A detailed world background along with extensive guidelines for campaigning on Terra Nova that can be used to jumpstart any campaign.
- Extensive guidelines and tips for adventuring in the human colony worlds of the 62nd century.
- Dual-stats for the powerful Silhouette CORE rule system, a highly acclaimed game engine that uses classic six-sided dice, and the widely popular d20-based rules placed under the Open Gaming License.
- And tons of military and civilian archetypes, weapons, equipment and vehicles!

Requires the use of the Silhouette CORE rulebook(tm) published by Dream Pod 9, Inc., or a Roleplaying Game Core Book published by Wizards of the Coast(R), Inc. You will also need a few six-sided dice, pen, and paper. Suitable for 2-6 players, aged 12 and above.

1934



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DREAM POD 9

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INTO THE EYE OF THE STORM

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NEW EARTH COMMONWEALTH DATABANKS

A

Official Correspondence #883-JK/332

Captain Hector-Gustav Métivier, Special Colonial Operations

Source: CEF HQ, Hausten

>Enter User ID: ••••••

>Enter Access Code: ••••••••

>Retinal Scan Confirmed<

>Identity Confirmed<

Covert Agent 209,



Welcome to your first briefing.

This is a form document. It will serve as primer for the hypnotraining sessions you will undergo during your trip. It contains some critical information which is inconsistent with the New Earth Commonwealth's official propaganda. You may not disclose any part of this document to any party under penalty of death.

The mission you have undertaken will require you to be familiar with the history of the culture you are about to encounter as well as with the specifics of their past and current military technology. It is imperative that we do not repeat the mistakes of the War of the Alliance. Therefore, it is your mission to ensure that we gather appropriate intelligence on the Terranovans and that you establish friendly contacts that will work in our favor in the future.

Remember at all times that although Terranovans are descendants from colonists, they should not be underestimated. Do not make the mistake of thinking they are without education, culture or civilization. After the departure of Earth corporations under the Human Concordat Recall Order, Terranovans were left to fend for themselves on a still inhospitable planet. It is a tribute to their resourcefulness that they were able to thrive in such a short time. Their military capabilities are considerable and they represent a clear threat to our government.

The planet's geopolitical layout is deceptively simple. The northern and southern hemispheres are united under polar confederations that are antagonistic to each other. The desert band around the equator, called Badlands, is home to no more than twenty million independent Terranovans who reject polar rule. They are deceptively strong, and the city-state of Peace River is strongest among them. The city-state of Port Arthur has been founded by one of our stranded officers (Colonel Charles Arthur III) and is home to tens of thousands of our former soldiers and GREs (see attached file on GRE supersoldiers). Their current affiliation needs to be clearly ascertained, but we expect they might join us against their "fellow" Terranovans if provided with sufficient incentive. Their strong dislike of Peace River — whose Peace River Defense Force was the determining factor leading to our "retreat" ten years ago — indicates that it could be used to goad them into action when required.

Before we proceed any further, we remind you that you have pledged your life to this cause. We therefore entrust you with valuable information and immense responsibilities, as you entrust us with the safety and well-being of your family and friends. Your success is vital to our plans. We know you will not return until your mission is accomplished.

>Click here to continue<



ASTRONOMICAL SITUATION
CLIMATE & GEOGRAPHY
ECONOMY & DEMOGRAPHICS



STONEHEADS
CULTURES & RELIGIONS
ARTS & EDUCATION



INDIGENOUS FAUNA
INDIGENOUS FLORA
IMPORTED (EARTH) LIFEFORMS



POLAR CONFEDERATIONS
BADLANDS CITY-STATES
INTERNATIONAL ORGANIZATIONS

INTERSTELLAR WEB MAP

JOTENHEIM

Surveyed in 5491 and colonized in 5510, Jotenheim was the only planet bought by a consortium of private citizens. No major corporation ever managed to get a strong foothold on Jotenheim. Its mountainous surface was colonized by strong-willed adventurers and freeholders. Jotenheim was often called "New Switzerland" because of its canton-style system of government. Jotenheimians were never very friendly to outsiders and little is known of their condition at the time of the colonial fleet's withdrawal.

BOTANY BAY

After ten years of trying, the Earth government finally abandoned all hope of selling this lifeless rock. Rising crime rates across the colonies and Earth itself, combined with a popular anti-capital punishment movement, led the Earth government to establish Botany Bay as a prison planet. Prisoners were forced to mine radioactive ores and grow experimental crops. The military wardens of Botany Bay were notoriously cruel. When Earth's Gateships withdrew, most of the staff and all of the prisoners were left behind on the barren rock. Little is known of their fate.

UTOPIA

Utopia was perhaps the greatest colonial success story. When the planet was initially surveyed in 5435, it was a barren rock. It was purchased by the Wilder-Grosz Group and a massive terraforming project started. Utopia began to live up to its name. Rich mineral deposits and a flow of enthusiastic colonists helped Utopia become the second most influential colony, after Caprice, by 5600. Utopia was preparing to build its own shipyard and its own fleet when the Earth withdrew its support. These plans were apparently scrapped since no Utopian ships are known to have ever visited Terra Nova.

EARTH

After sponsoring the colonization effort under the rule of the Human Concordat, Earth's economy found itself on the brink of collapse and the government had to pull out from the colonies. Now four centuries later, a new governing force has emerged, the New Earth Commonwealth. Ten years ago (fourteen cycles by Terranovan reckoning), it sent the Colonial Expeditionary Forces (CEF) to reclaim the old colonies of Caprice and Terra Nova, claiming that the colonization effort was never repaid and it is the colonies' duty to pay back Earth for its investment. Unfortunately, the CEF was defeated by the Terranovans and their impressive military technology, and its ships have retreated to Caprice, leaving many soldiers and officers behind.

PORTAL

Discovered by the first Gateship to leave Earth's Solar System, Portal is a binary system that contains no inhabitable planets. When a new gate point was discovered leading to Caprice, an automated station called Port Haven was built within a hundred kilometers of the entry gate. It served as a waystation for Gateships travelling between Earth and Caprice. There are few humans working there.

CAPRICE

As a dry, barren planet with an eccentric orbit, Caprice was never a pleasant place, but it has always been a very valuable world. Caprice is located at the nexus point of every major Gateship route ever established by humanity. This ideal location, combined with its rich mineral deposits, helped Caprice become humanity's industrial center. Over half of Earth's Gateships were built in Caprice's shipyards. Unfortunately, this success had a price: Caprice's entire population was concentrated in one gigantic metropolis known as Gommorrah and led by a council of major corporations. A little over ten Earth years ago, the Colonial Expeditionary Forces came to Caprice. Having no armed force to call their own, Capricians saw in the CEF an opportunity to make a profit and quickly made a convenient alliance with the Earth forces.

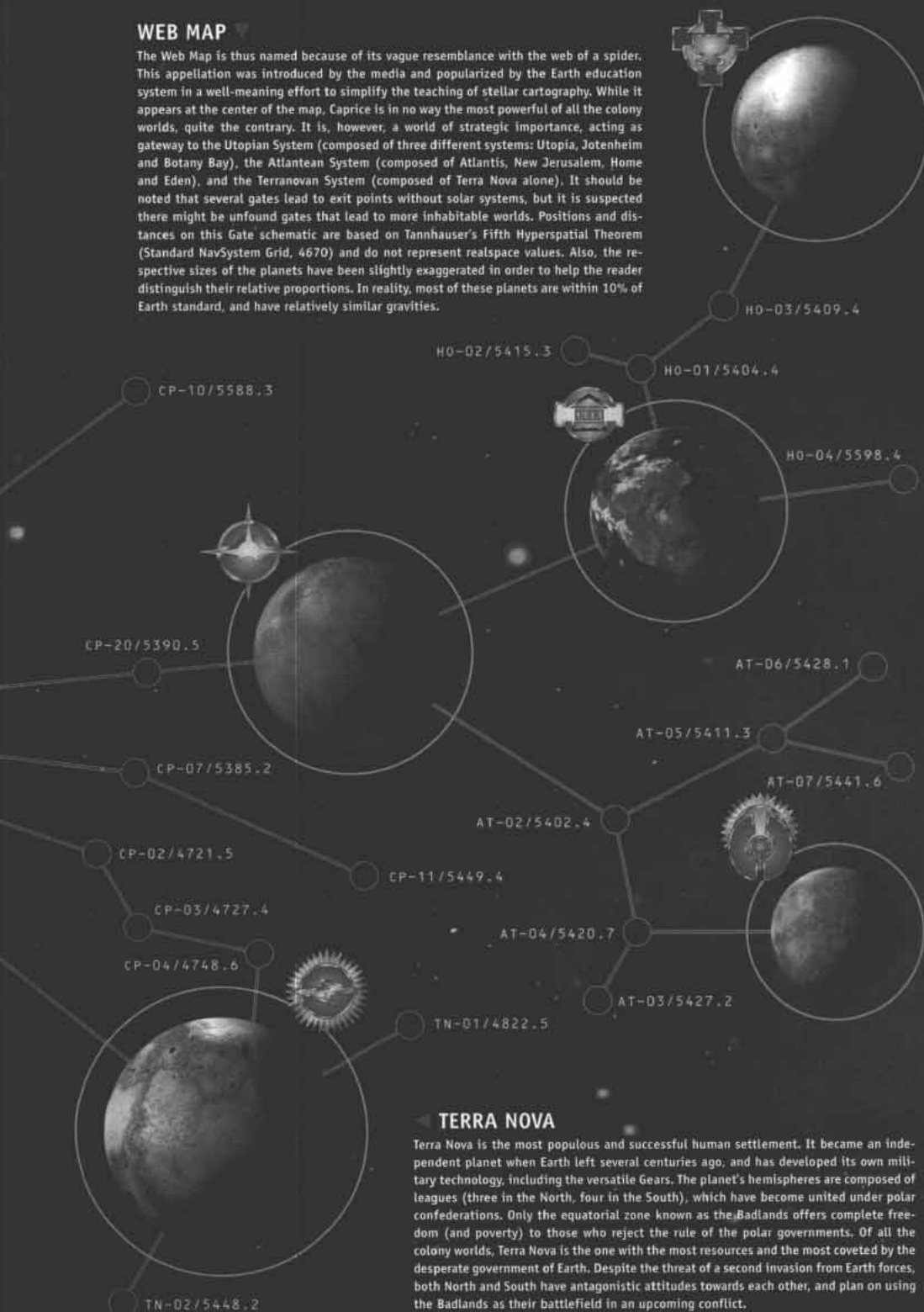


INTERSTELLAR WEB MAP



WEB MAP

The Web Map is thus named because of its vague resemblance with the web of a spider. This appellation was introduced by the media and popularized by the Earth education system in a well-meaning effort to simplify the teaching of stellar cartography. While it appears at the center of the map, Caprice is in no way the most powerful of all the colony worlds, quite the contrary. It is, however, a world of strategic importance, acting as gateway to the Utopian System (composed of three different systems: Utopia, Jotenheim and Botany Bay), the Atlantean System (composed of Atlantis, New Jerusalem, Home and Eden), and the Terranovan System (composed of Terra Nova alone). It should be noted that several gates lead to exit points without solar systems, but it is suspected there might be unbound gates that lead to more inhabitable worlds. Positions and distances on this Gate schematic are based on Tannhauser's Fifth Hyperspatial Theorem (Standard NavSystem Grid, 4670) and do not represent realspace values. Also, the respective sizes of the planets have been slightly exaggerated in order to help the reader distinguish their relative proportions. In reality, most of these planets are within 10% of Earth standard, and have relatively similar gravities.



NEW JERUSALEM

The purchase of New Jerusalem by the Roman Catholic Church in 5415 caused quite a bit of controversy. Many consortiums which had placed rival bids for the world argued that the Church had no right to interfere in political and business affairs such as planetary colonization. In 5430, the church won a lengthy court battle over its ownership of the world and began creating its utopia. The final outcome was somewhat less than stunning. At the time of the fleet's withdrawal, New Jerusalem resembled a medieval agricultural nation ruled by a religious technocracy.

HOME

After its discovery in 5395, Home was purchased by Sandrakar-Xia Interworld. SXI, led by its visionary president Ferrin Tynes, dedicated itself to creating a truly independent colony. SXI was the only colony-owning corporation to move its headquarters and primary facilities to their colony. When Earth withdrew, Home was a prosperous colony of fifty million inhabitants with a strong domestic economy.

ATLANTIS

With 97% of its surface covered by water, Atlantis could only be described as a water world. The planet was surveyed in 5392 and purchased by the Kincaid Aquapharm Consortium a year later. The planet was rapidly terraformed and Earth life forms were introduced by 5421. Atlantis' domestic economy rapidly diversified, but like most of the colony worlds, its foreign trade was limited to a few products: pharmaceuticals and seafood delicacies. While Kincaid Aquapharm owned the planet, the colony was governed by a participatory democracy. There are indications that Atlantis was coveted by the CEF, but it is unknown at this time if it was captured or not.

EDEN

When it was first surveyed in 5428, Eden was in the first stages of developing Earth-like life. Terraforming techniques accelerated the process, turning Eden into a lush garden world. When Udnar Corporation, Eden's owner, collapsed, the residents of the planet took advantage of a legal technicality to buy out the rights to the world for a pittance. Since the new owners could not agree on any form of government, a form of cooperative anarchy evolved. Eden became a paradise world so lush that the inhabitants did not even have to work if they did not wish to do so. Although emigration to Eden rose rapidly, the prohibitive costs of space travel through the planet's Gate prevented the planet from becoming overpopulated.

TERRA NOVA

Terra Nova is the most populous and successful human settlement. It became an independent planet when Earth left several centuries ago, and has developed its own military technology, including the versatile Gears. The planet's hemispheres are composed of leagues (three in the North, four in the South), which have become united under polar confederations. Only the equatorial zone known as the Badlands offers complete freedom (and poverty) to those who reject the rule of the polar governments. Of all the colony worlds, Terra Nova is the one with the most resources and the most coveted by the desperate government of Earth. Despite the threat of a second invasion from Earth forces, both North and South have antagonistic attitudes towards each other, and plan on using the Badlands as their battlefield in an upcoming conflict.

HELIOS PLANETARY SYSTEM

A

◀ ARES

Ares is an anomaly within the Helios system. A frozen planet far from the warmth of the local star, it nonetheless exhibits signs that it may have once been much warmer. Its reddish color comes from long chain organic elements, much like those that were found on Titan (a moon of Saturn). The presence of what looks like the remnants of an enormous impact crater suggests that the planet may have occupied a position closer to the system's sun, possibly as a satellite of Zeus. The orbit, however, is far too circular to be the product of a collision. More likely, the organic molecules developed following the heat of the impact. There are no current settlements on Ares apart from a few scattered science stations.

HERMES ▶

Hermes bears a remarkable resemblance to Mercury — hence the name. It is a burning ball of rocky material that is continuously scorched by hard radiations. It has no atmosphere save for the thin, transient blanket of hydrogen ions brought over by the solar winds. The crust is composed of silicate and heavy minerals, but the harsh environmental conditions make mining operations unprofitable. There are currently no permanent settlements on Hermes save for a few automated stations.

HADES
2660 M Km

ARES
1330 M Km

POSEIDON
780 M Km

ZEUS
380 M Km

TERRA NOVA
148 M Km

HERMES
58 M Km

ZEUS ▶

Zeus, third planet in the Helios system, has been named for its majesty and its appearance that is similar to Sol system's gas giant. Slightly smaller and lighter than Jupiter, it is a typical jovian planet with a dense atmosphere composed mostly of light elements such as hydrogen and helium, with some traces of noble gases. Zeus is surrounded by twelve main satellites and a score of asteroids moonlets, with two more asteroid groups in its Trojan points. The planet and its moons form an important part of the off-world resources of Terra Nova and house a number of naval bases, shipyards and gas mining facilities.

HELIOS PLANETARY SYSTEM



HELIOS SOLAR SYSTEM ▼

The Helios system is very similar to Sol's. The inner planets are rocky, the middle ones are gas giants surrounded by tiny moons and the outer planets are composed of frozen liquids and gases. There is no asteroid belt, but several large asteroid groups follow the gas giants along their orbits. The Oort cloud lies well beyond the outermost planet.

The system's sun is a sub-giant, non-variable G5 (yellow) star officially catalogued as Eta Trimenia, but commonly referred to as Helios. Helios lies far away from Earth, nearly 3980 light years toward the northern galactic core. Although larger than Earth's own star, Sol, it is colder (average surface temperature 5200 K) and can thus provide a suitable environment for humans in its "life support zone." Helios glows a dull yellow, which places it in the same spectral class as Sol (G class).

POSEIDON ►

Thus named because of its bluish-green color, Poseidon is the second gas giant in the Helios system. It is very similar to Zeus but on a smaller scale, and is composed of much the same chemical elements. The planet has five main moons, none of which offers particularly valuable resources to exploit. The ring around the planet was caused by the destruction of an errant ice moon long ago, and is frequently mined for water by deep space expeditions. Poseidon is also flanked by two asteroid groups in its Trojan points, but they are too far away for practical exploitation.

◀ TERRA NOVA

Terra Nova orbits along the inside of the star's life support zone, making the temperature hot but bearable in both hemispheres. Only in the equatorial belt do temperatures rise high enough to become dangerous to unprotected humans. Since Terra Nova's orbit is only slightly elliptical, and since the planet has only a 3° axial tilt, the seasonal temperature differences are very minor; Terra Nova's winters are only 5 °C cooler than its summers.

Terra Nova is orbited by three moons. The largest, Hope, is only slightly smaller than Earth's Moon and circles Terra Nova at a sluggish pace, completing an orbit once every 24 Terranovan days. The other two moons, Faith and Charity, are small chunks of ice and rock that were probably captured by the planet's gravitational field a long time ago.

HADES ►

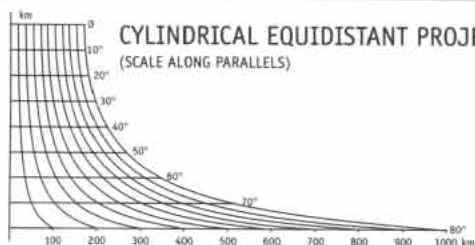
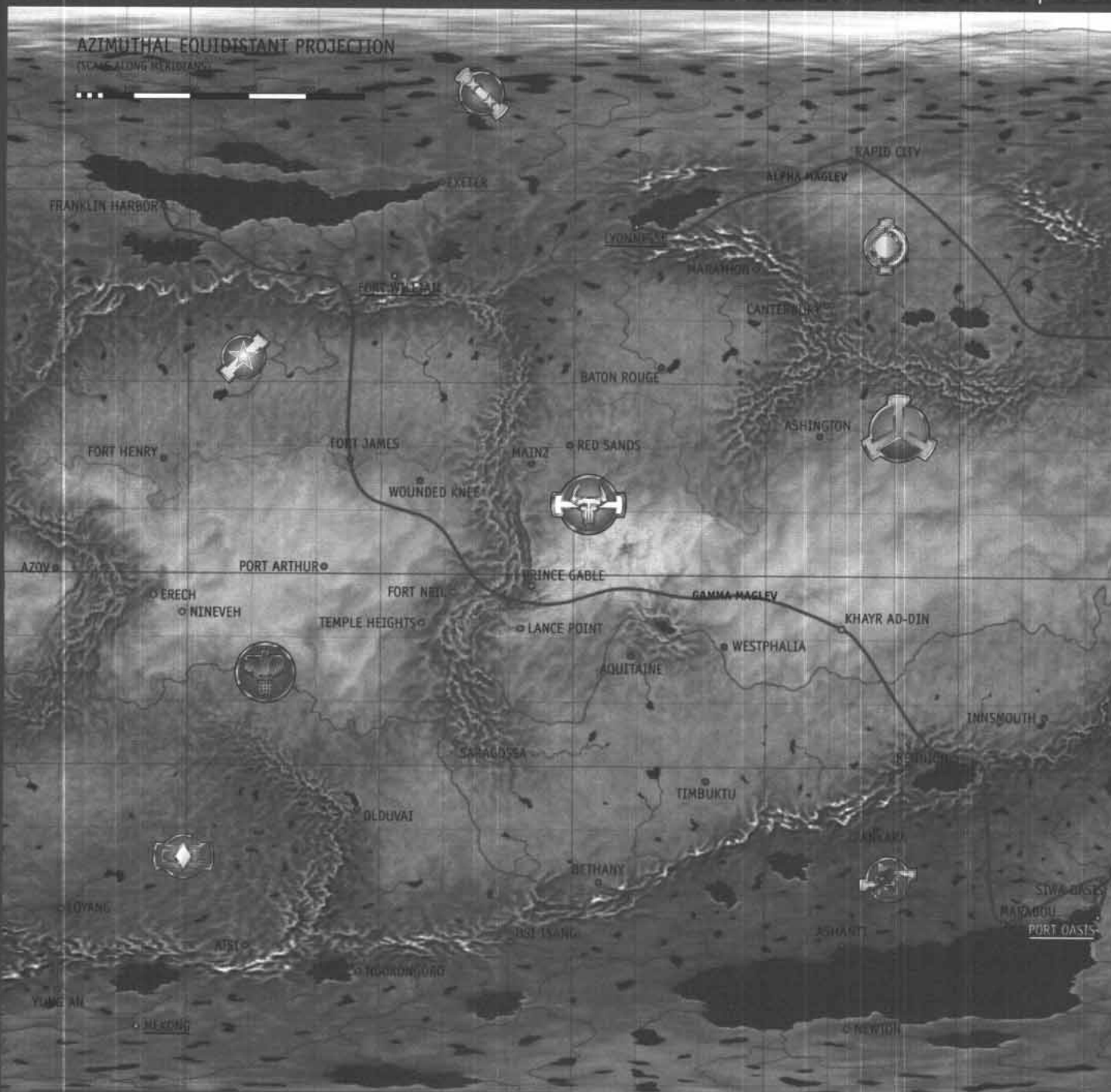
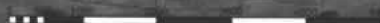
Tiny Hades is the outermost planet of the Helios system. It may have formed from the gas remnants of the system, or it was a large asteroid that was captured so long ago that its orbit has stabilized over time. A deeply frozen ball of gases, it holds little interest to the Terranovans. The icy soil is harder than rock, and the planet receives so little solar energy that nuclear generators are the only practical energy source. Hades is too far away to serve as anything but a deep space survey station, and as such is home to only a few scattered installations.

TERRA NOVA WORLD MAP



AZIMUTHAL EQUIDISTANT PROJECTION

(SCALE ALONG MERIDIANS)



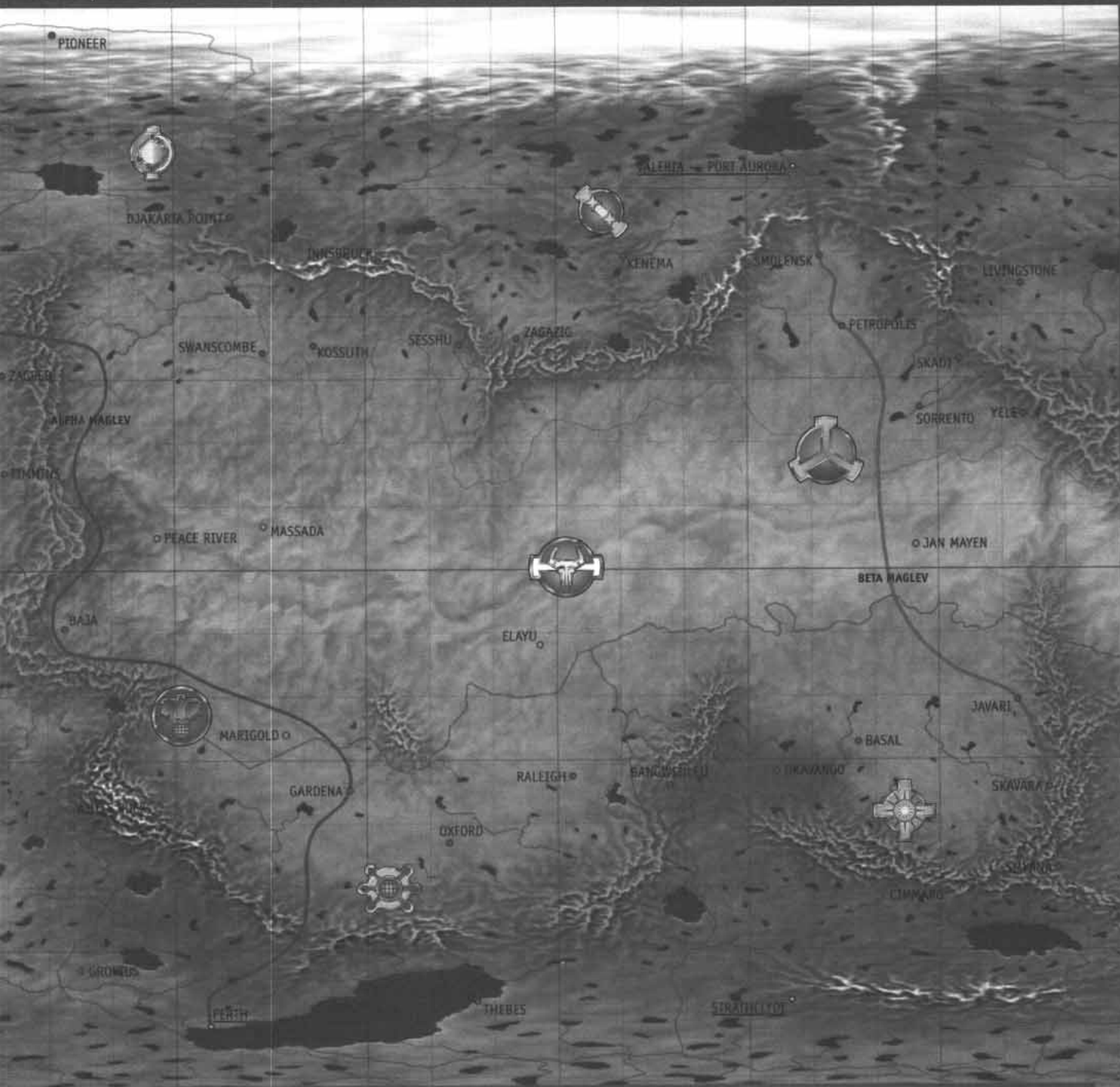
CYLINDRICAL EQUIDISTANT PROJECTION

(SCALE ALONG PARALLELS)

CITY-STATES, MAGLEV LINES AND BORDERS

- CNCS CITY-STATE
- ⊕ CNCS CAPITAL
- AST CITY-STATE
- ⊕ AST CAPITAL
- NUCOAL CITY-STATE
- ⊕ INDEPENDENT CITY-STATE
- ALPHA MAGLEV
- BETA MAGLEV
- GAMMA MAGLEV
- NORTHERN BORDERS
- SOUTHERN BORDERS
- STANDARD WATER COLOR

TERRA NOVA WORLD MAP



POLITICAL INSIGNIA



CONFEDERATED NORTHERN CITY-STATES



ALLIED SOUTHERN TERRITORIES



BADLANDS



NORTHERN LIGHTS CONFEDERACY



UNITED MERCANTILE FEDERATION



WESTERN FRONTIER PROTECTORATE



SOUTHERN REPUBLIC



MEKONG DOMINION



HUMANIST ALLIANCE



EASTERN SUN EMIRATES

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SPECIAL THANKS

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TO JASON ENGLISH, FOR HIS HELP WITH THE VEHICLE UPDATES;
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Chapter 1: Introduction

Heavy Gear is a complete science fiction universe inspired by classic military science fiction and giant robot animation. This book will take you to a faraway future place where freedom and personal honor are values upheld, and numerous political entities wage conflicts between themselves, both overt and covert, using high tech war machines of all kind.

All that is needed to play, besides the Silhouette CORE rules, is this book. In addition to Heavy Gear's background, it contains the required rules for character generation and numerous pre-generated vehicles and devices. You can also consult the numerous existing Heavy Gear sourcebooks for more information on any given topic.



INTRODUCTION

1

The Setting - 1.1

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

Terra Nova is a diverse game setting, including endless frontier deserts, high-tech cities, and pastoral country-sides; democracies coexist with dictatorships, capitalist industrial empires with religious states. Everywhere the potential for adventure bubbles up in conflicts ranging from covert operations to outright rebellions, from street crime to world-spanning plots. Heavy Gear Gamemasters need to identify the elements they will want to focus on, the parts of the whole that will feature heavily in their scenarios. Gamemasters will have to decide where to set their campaign, what general roles the player characters will take, who their enemies will be and what their adventures will be about. Gear pilots and other soldiers might be best as members of the Northern Guard or Southern MILICIA. Spies could be agents of SRID. Rebels and guerrillas could be freedom fighters in the ESE. Civilians might be best as Badlanders, where a mix of combat and non-combat backgrounds is possible.

The rest of this chapter provides basic overall information on Terra Nova, ranging from geography to astronomy, along with a historical account of how humanity came to inhabit this world, and the struggles faced since. Chapter Two: The Northern Leagues provides details on the leagues and city-states of the northern hemisphere. Every city is a potential campaign setting and receives attention. Chapter Three: The Southern Leagues provides the same for the southern hemisphere. Chapter Four: The Badlands covers the people and places of the equatorial deserts. Chapters five through seven then cover character creation, equipment, and technology, providing all the details Players will need to begin their campaigns. Chapter 8 provides the basics as well as formats and weapons for dueling on Terra Nova. Finally, the appendix contains extra useful information including and updated historical timeline, incorporating the events of recent **Heavy Gear** supplements.



Game Elements - 1.1.1

The Object of the Game: Unlike other types of games, roleplaying games don't have set victory conditions. The closest to it would be to either a) complete the assigned mission and b) survive the mission. As play progresses and subplots emerge, winning becomes a matter of resolving problems and making one's character grow and evolve.

Default Player Option: Most of the players will probably start out playing Gear pilots or agents of one of the Terranovan leagues (the closest local equivalent to nations). These are the most readily-accessible type of characters, and give the Gamemaster an excuse to supply the group with lavish gifts and equipment. See Chapter 5 for information about making characters.

Advanced Character Types: One can take on the role of a secret agent, a freedom fighter or perhaps a Badlander. More advanced players will no doubt want to venture out on their own into the vast deserts and jungles of the planet and create free traders, explorers, or just plain adventurers. The planet is vast and new characters will have no problem finding trouble and mischief to get into.

Default Bad Guys: If the Gamemaster is at a loss for opponents, agents of most foreign leagues are often up to some kind of mischief, whether spying on other settlements or "acquiring" new protectorates on the edges of the Badlands. They often like to back up their threats with firepower — there's a lot of dirt out there to hide the bodies...

Advanced Bad Guys: The politics of Terra Nova are filled with intrigue. When secret societies are not busy with some nefarious plot, other factions advance their own plans. One man's terrorist is another man's freedom fighter, and there are shades of gray in every association.

Design Notes: Life in the Army ●

Putting the default player option as a military pilot is primarily a hook to give the player characters expensive toys like advanced weapons and Gears, along with interesting leads and a quick way to get into the action. It greatly simplifies the task of the inexperienced Gamemaster, and still leaves the door open for more complex stories later on (such as espionage or exploration plots).

Design Notes: Additional World Data ◆

At the time of publication of this book, **Heavy Gear** is approaching its tenth anniversary. A lot of material has been published during this timespan, and care has been taken to ensure that everything meshes together correctly. If you require additional information on any part of the **Heavy Gear** setting, chances are, a sourcebook exists with the data. See your local game store for more information.



1.1.2 - Themes



The following themes run through much of this sourcebook and can drive roleplaying campaigns and scenarios. They are the core elements in **Heavy Gear** and ultimately what it is all about. While the plot may wander from covert operations against the South to romance with a young Eastern Emir, a campaign can remain unified by using a theme to tie these elements together. If the theme is intrigue, for example, that young Emir may end up betraying her lover to the South because he was responsible for the death of a relative in an earlier scenario.

Freedom: The original colonists left Earth to gain some room for themselves. They were then abandoned by their government and left behind. The wide open ranges and the self-reliance that was the hallmark of all successful — i.e., surviving — Terranovans combined to forge a fierce independent streak in many of the colonies' inhabitants. This is most pronounced in the Badlanders, but even the most jaded city-slicker will get the occasional urge to go out into the wilderness.

Today's Terranovans are veterans, or children of veterans, of the War of the Alliance and take the concept of freedom very seriously. But freedom can mean many different things. Stories based on freedom can put Players face-to-face with the threat of dictatorship or imprisonment, but could also highlight the contrast between different interpretations of freedom. Within a resistance movement, for example, complete obedience may be necessary to secure the long-term goal of freedom from the oppressor. It is easy, however, for this to lead to just another dictatorship.

Honor: Terranovans are, by and large, proud people. They were cast aside in the dirt and rose to their current position solely through struggle and sheer stubbornness. Everything they are and own is the result of hard work and much pain, and they refuse to bow down before someone who hasn't been forged in the same fire.

Honor runs deep on Terra Nova, and it works wonderfully as a theme in roleplaying campaigns. Player characters with a strong code of honor should gain the respect of many of their peers, but also face the contradictions of such a code, especially if they are soldiers. In the heat of combat, honorable behavior can be hard to come by. Players can also be confronted by honorable NPCs with dark secrets. What happens if the PCs' honorable mentor ends up being a foreign spy? Honorable enemies can also be useful, highlighting the fact that the opposition has its own beliefs as well and making them more than 2D cardboard cut-outs.

Power: Throughout history men have always been attracted to and sought after power, whether through strength, influence or riches. Terranovan societies are no different, and each has given rise to many ambitious people over the history of the colony. All have different beliefs: some are driven by greed, others by faith, others by naked ambition. These people are the source of much of the current tensions, using rhetorics, patriotism and outright fear to manipulate the population into doing their bidding and increase their own personal power base.

Intrigue: Terra Nova in general, and especially the South, is full of espionage and counter-espionage. Players involved in this web of intrigue have entered a world of cutthroat operations and double-dealing. PCs could begin with clear, patriotic goals (e.g. uncover an enemy mole) and slowly discover that nothing is black and white. What happens if the mole is a close friend? What if the PCs discover that their country is involved in immoral activities? Conversely, PCs who start as bitter pragmatists might be forced to finally decide just what they are willing to sacrifice themselves for. Is it worth it?

Survival: Terra Nova is a rough world, full of natural and man-made dangers. White sand and wild animals make short work of lone travelers in the Badlands, while rovers and thugs target anyone left over. Stories focused on survival can be traditional wilderness adventures: the PCs enter unknown territory and must overcome the dangers therein. Other stories of survival can feature more personal transformations. What happens to an elite unit lost in the Great White Desert, where all their technology becomes useless junk? Can they adapt to life with the Sand Riders, or do they fight to the last?

War: With North and South ready to go to battle over national pride, the theme of war runs through many **Heavy Gear** games. War stories can be simple action-adventure tales: the PCs are assigned a mission and must accomplish it, often despite overwhelming odds or unforeseen complications. Other war stories are possible, however. Civilians caught between the juggernauts of enemy forces must find a way to save their homes. Expendable soldiers are sent to their deaths in a seemingly useless offensive; do they rebel? Even elite soldiers can suffer from the stress of war. After seeing buddy after buddy sent home in a box, how do the PCs carry on?





INTRODUCTION

1

Genre Points - 1.1.3

Genre Points and other game mechanics (see section 6.4 of the **Silhouette CORE rules**) will allow you to influence the plot and the story, creating a game that has stronger genre emulation — in this case, military-style science fiction stories — and a more heroic feeling overall. The characters can use Genre Effects from the list below. The Gamemaster can veto the use of any approved Effect if desired.

Burst of Anger: witnessing a traumatic event unleashes a berserk rage in the character. Each Genre Point spent allows one Attribute Point to be moved from Psyche to any other Attribute except Build. Psyche cannot go below -5. This lasts until the end of the current scene or combat.

Creative Stunt: by spending 1-3 Genre Points (based on how powerful the stunt is), a character gets to use a Skill, Perk, Special Ability or piece of equipment in a new and creative way, one time. For example, the firing spring in the character's handgun just happens to match the broken part in the control panel.

Escape Impending Death: for 3 points, Wound Degeneration stops (see section 3.5.3 of the **Silhouette CORE rules**). The wound(s) remain, but the character is in no danger of dying unless he receives more damage. He will still need healing or medical attention.

Group Effort: If a character lacks enough Genre Points to use an Effect, other characters may donate their GPs. Contributed GPs must be spent immediately. There is no cost for this Effect.

Inner Well of Strength: the character can tap his willpower to temporarily fuel his flagging strength. For one Point, the Action Penalty of a Flesh Wound is ignored for the rest of the crises. Three points overcomes a Deep Wound. This may be used multiple times, but only on one wound's AP per round (it is possible to return to full "health" after several rounds). The wounds themselves still exist, and still need healing or medical attention.

Lucky Break: instead of taking full damage from a wound, something happens: a falling character lands on something soft, a bullet gets deflected by a canteen, etc. Each 3 Genre Points spent reduces a wound by 1 level. Flesh Wounds are completely negated. Multiple reductions can be made at once; spending 9 GPs can negate an Instant Death result.



Dual Statting ◆

Game stats for both Silhouette CORE and the d20 3rd edition ruleset are provided in all recent books of the **Heavy Gear** line. Though the SilCORE stats are somewhat more detailed, feel free to use the system you feel most comfortable in — given that the d20 rules and stats are available elsewhere in their own core books and on the Internet, we simply referenced them as needed rather than reprint them wholesale.

Older titles in the game line contains only Silhouette stats but can be easily updated to SilCORE standards (in most cases, they are useable as is). Needless to say, background information, biographies and adventure seeds need no change and can be readily used. Visit the Dream Pod 9 Web site for a complete list of **Heavy Gear** products (and many free game aids) at: <http://www.dp9.com>

INTRODUCTION



1

1.2 - WHAT HAS COME BEFORE...



Terra Nova's past is our future, a long tale of Humanity's quest to find a home in the stars. This quest began when the home world seemed to give its best effort to eliminate humans from its face. Around A.D. 2400, six thousand years of civilization were about to be swallowed by a blanket of ice descending toward the equator. After a frantic (and fruitless) race to counter the coming Ice Age through technological solutions, and after several near-miss ecological disasters, everyone on the planet realized the fight was pointless and moved toward the warmer climates of the equatorial countries to wait out this new Ice Age.

Cultures were born and died during the rush toward the equator and old racial differences were largely broken down by global mixing. Millions died in the Emigration Wars, as overburdened equatorial countries did their best to keep refugee convoys from entering their borders, and still the ice continued to creep forward. Brutal warlords sprung up with frightening regularity, but this period also saw some great social experiments. The socialist utopia of Greater Samarkand stood as the pearl of Earth until it collapsed under its own weight.

Great technological advances were made, especially in the field of genetic engineering, resulting in the design of the fabled Prime Knight warriors in Kir Arya, a small country nested between warring giants. That success, however, was short lived and Prime Knights were hunted to extinction during the 24th Crusade that also destroyed the fledgling Kir Aryan society. Ultimately the population of Earth could only wait, one generation after the other, for the ice to retreat. It finally did in the 44th century, and brought a new hope with it.

1.2.1 - A New Age of Discovery

In A.D. 4318, Professor Markus Tannhauser wrote his masterpiece, "Principia Universalis." His Unified Theory explained time-space discontinuities and their potential as gateways to the stars. Suddenly, this opened a wealth of new possibilities. As the Ice Age came to an end, a Second Renaissance on Earth marked the beginning of Humanity's return to space. A few centuries later, an exploration ship discovered Caprice, an Earth-like planet that could (barely) support human life. Almost a century later, Terra Nova was discovered and a colonization effort began soon after.

The first colonists were sent by corporations and worked for the duration of their contract before returning home. Over time, however, many among them were enthralled by the beauty of this new world and chose not to leave Terra Nova when their contracts expired. They instead settled down on a piece of land, sometimes given resources by the corporation that hired them to help them out. After two centuries, many corporations put together support programs to help the new colonists get organized — it was advantageous for the corporations since the colonists had become "locals" and were no longer eligible for the outrageous wages paid to imported labor. An increasing number of workers built their homes all over Terra Nova, and over the course of the following centuries, the planet became one of the more successful colonies established by Earth.

1.2.2 - The Colonization Effort

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

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

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





Discovering Terranova ◆

After nearly one hundred years of exploration, a second world suitable for colonization was found in early 4752 (Autumn TN -1) through a series of four Gates. Rapidly christened Terra Nova, the planet completely flabbergasted the scientific community. Whereas Caprice had the beginnings of alien life, Terra Nova teemed with it. Terra Nova was a hot world with an atmosphere nearly identical to Earth's. Its biodiversity rivaled that of humanity's homeworld. Scientists and prospectors scrambled to visit Terra Nova. The planet was ideal for colonization and mineral exploitation. The complex life forms that had evolved on the planet were nearly biological twins of Earth organisms. Many of the plants and animals could be safely eaten. Much to the surprise of early researchers, many wildlife species proved to be equally capable of eating them. With the discovery of Terra Nova and the subsequent colonization of Caprice, humanity began to regain faith in the future. No longer was the future restricted to a single solar system — the galaxy was there for the taking. Humanity's third great Golden Age was dawning.

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

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



Captain Harris and the Lizard ◆

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

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

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

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

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



Isolation - 1.2.3

While the corporations contributed a fair portion to the colonization effort, it was the Earth government itself that absorbed the lion's share of the expense. After centuries of investments, Earth's population was split on the topic of colonization. Some believed that investing in the colonies was a smart move in the long run, since the colonies would some day repay Earth tenfold for its initial investment. Others felt that the colonies would never show any gratitude and claim their independence as soon as they were self-sufficient. In the end, Earth leaned towards that second opinion and decided to abandon all the colonies. By the end of the 58th century, the home world had pulled all its ships and resources away from the colonies and left them to fend for themselves. Thus began what would be called the Age of Isolation.

The period that immediately followed Earth's departure became known as the Reconstruction. The remaining Terranovans scrounged through what Earth had left behind to find the resources to survive and rebuild some semblance of society. The resources being limited, several brutal confrontations erupted over territories and scavenging sites. In the midst of this chaos, Yuri Gropius rose and fought to unite several neighboring towns into one city-state. By late TN 1479, Gropius was elected mayor of the city-state which was to later bear his name. In TN 1482, he spearheaded the effort to unite several neighboring city-states into the first Terranovan league, the Humanist Alliance.

During those times, elsewhere in the Badlands desert, a pacifist named Mamoud Khodaverdi rose and laid the foundations of what would later become Revisionism, the most important religion on Terra Nova. In his later years, he moved to Massada with his trusted companion, Nathani Reiss. After Mamoud's death, his son Jakob and Nathani disagreed on the principles behind Revisionism. Jakob remained in Massada to continue his father's work while Nathani moved to Sorrento in the North and founded his own branch of Revisionism. The schism between both branches remains to this day.



INTRODUCTION



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1.2.4 - Age of Alliances



Some forty cycles after the foundation of the Humanist Alliance, several northern city-states followed suit and formed the Northern Lights Confederacy (TN 1525). Almost on cue, several more alliances were formed in the following cycles: in the north, the Western Frontier Protectorate (TN 1527) and the United Mercantile Federation (TN 1551); and in the south, other leagues were forming: the Southern Republic (TN 1545), the Mekong Dominion (TN 1562) and the Eastern Sun Emirates (TN 1492). On the interstellar scale, limited contact was maintained with the other colonies. Unfortunately, each colony had its own problems and was largely unable to help its neighbors. Over time, most Terranovans began to ignore the other colonies' existence in their day-to-day lives.

In the South, in view of the Southern Republic's recent expansionist history, the Mekong Dominion signed an alliance with its neighbor to avoid unnecessary (and unprofitable) bloodshed. The Southern Republic, its western borders secure, unleashed its armies onto the Humanist Alliance and the Eastern Sun Emirates. In TN 1681, the Allied Southern Territories — mostly a facade of a confederation controlled by the Southern Republic — united the hemisphere.

In the North, unity came slowly. In TN 1669, the NLC and the WFP attempted to invade Pioneer (in the UMF), only to be repelled by a regular military force complemented by makeshift combat walker units built from construction vehicles. The UMF victory demonstrated the validity of combat walkers and led to the design and production of the first Gear, the Hunter, in TN 1678. The expansionism of the South and its sudden unification became a great concern for the northern leagues. In the NLC, discussions began about the unification of the northern hemisphere, but the United Mercantile Federation resisted the idea. When the UMF lost its Merchant War to the AST in TN 1688, unification finally became a possibility; it became a fact in TN 1692 with the foundation of the Confederated Northern City-States.

1.2.5 - St. Vincent's War



A cold war began between the polar confederations soon after the formation of the CNCS. While there was no outright conflict, both Northern and Southern forces clashed on a regular basis in the Badlands, fighting over resources, territory and allegiance. Caught in the middle with no military power to protect them, Badlanders were the helpless victims of the two giant superpowers. Tensions grew between North, South and the Badlands, and the stage was set for the first inter-polar conflict, St. Vincent's War. While fighting over the wreckage of a pharmaceutical cargo ship (the St. Vincent), Northern and Southern forces unwittingly released a virus into the atmosphere which caused the St. Vincent's Plague and killed 5% of the children on Terra Nova. The resulting conflict lasted six cycles before the economies of both confederacies collapsed and an uneasy peace was restored. With their economies at an all-time low, all borders were closed while the confederations attempted to rebuild their resources.

More than helping the development of Gears and warfare in general on Terra Nova, the St. Vincent's War also cemented the polar confederacies and strengthened their respective patriotic sentiments. A sense of national identity emerged and contributed to the embitterment which has since then plagued North-South relations.

1.2.6 - The War of the Alliance



The 18th and 19th centuries were mostly a period of cold war that gave some measure of peace to the Badlanders. There were several bloody skirmishes both internal and external to the polar confederacies, but in comparison to the St. Vincent's War, it had very little effect on the Badlands themselves. New rivalries emerged, however, and several factions working on either side were about to sell out their own. The stage was set for a new inter-polar war.

In TN 1913, Earth resurfaced after centuries of silence. When 400,000 soldiers and GREL super-soldiers were dropped on the surface of Terra Nova, the former colony realized that Earth had come to reestablish its hold on the planet. In a historic move, both polar confederations put their quarrels aside and joined forces to repel the Colonial Expeditionary Force (CEF). This union between North and South gave the conflict its name: the War of the Alliance. After four cycles of intense warfare and destruction, the intervention of Paxton Arms — which had remained neutral in the conflict — turned the tide in favor of the Terranovans with its Peace River Army and sent the invaders back to Caprice, where they had a base of operations. The cooperation between North and South helped forge some friendships between high officials. Despite their cooperation during the War of the Alliance, however, old rivalries resurfaced and the inter-polar relationship cooled down once more.

In the Badlands, Paxton Arms established the Paxton Protectorate, a "safe zone" where Peace River's new Defense Force would protect residents from bandits and marauding polar armies. While the AST and CNCS largely respected these new boundaries during the early cycles of détente, it is now more theory than fact. Paxton Arms does not have the resources to forcefully maintain this zone and Northern and Southern forces no longer hesitate to take up "strategic positions" in the region. Nonetheless, many in Peace River feel it is Paxton's responsibility to protect the whole of the Badlands.



The Post-War Period - 1.2.7

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

Much of the Badlands lay in ruins, along with large parts of the Mekong Dominion and the United Mercantile Federation. Several other cities had suffered from orbital bombardment. Over 100,000 Earth troops had been abandoned on the ground, and were slowly filtering to a Western Basin Base — now a huge refugee camp. The CEF's defeat was also no guarantee that Earth would give up on its aspirations — a new planetary defense needed to be mounted. All the while, the tensions that had caused the Judas Syndrome were not yet dead. Desperation and common interest had brought enemies together, but North and South still hated each other and the war had, if anything, created more tensions between them.

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

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

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



Renewed Tensions ◆

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

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

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

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

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

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



INTRODUCTION

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1.2.8 - On the Brink



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

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

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

The independent city-state of Peace River, the only force that has both the means and the will to impose order in the region, has been swept by worker riots and dangerous intrigues of its own. Its leadership, caught in its own problems, may not be able or willing to provide the show of force required to keep the region safe.

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

1.2.9 - Death in Sorrento



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

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

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

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



INTRODUCTION

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TERRA NOVA: MANKIND'S NEW HOME - 1.3

Terra Nova orbits a sub-giant, non-variable G5 (yellow) star officially catalogued as Eta Trimenia, but commonly referred to as Helios. Helios lies far away from Earth, nearly 3980 light years toward the northern galactic core. Although larger than Earth's own star, Sol, it is colder (average surface temperature 5200 K) and can thus provide a suitable environment for humans in its "life support zone." Helios glows a dull yellow, which places it in the same spectral class as Sol (G class). Its spectrum reveals ionized and neutral metals with traces of some uncommon heavy metals.

The Helios solar system is, in many ways, very similar to Sol's. The inner planets are rocky. The first one, Hermes, lies so close to Helios that its orbital period can be measured in mere days. Terra Nova is the second of six planets. The third and fourth planets are small blue-green gas giants named Zeus and Poseidon respectively and are surrounded by tiny moons. The remaining two planets are small, cold balls of frozen gases: Ares and Hades. Although there is no asteroid belt, several large asteroid groups follow the two gas giants along their orbits, probably remnants of a captured celestial body or a failed seventh planet in the system. An Oort cloud of comets lies well beyond Hades.



Traveling Through Space ◆

A surprising phenomenon came to light in the early days of interstellar exploration. A Tannhauser Gate's point of origin and arrival do not depend on the position of the points in space they join. Thus, a far-away star system could be far easier to reach than a close one if its Gate required less energy to activate.

This created a sort of "travel web" in space, a cosmic subway of colossal proportions. However, the subway's stations are scattered throughout the galaxy with little relation to their actual proximity to each other in space. One may have to crisscross the galaxy to actually reach a "neighboring" star system, an irony that is not lost on space travelers.

Terra Nova is peculiar in that it has two Gate routes linking it with the rest of human occupied space. The first route is relatively easy to follow, its Gates having low energy thresholds, but the second, discovered later on, requires a more powerful drive. It is, however, more direct.

Terranovan Planetary Basics - 1.3.1

Terra Nova orbits along the inside of the life support zone of Helios. The resulting planetary temperature average is hot but bearable in both hemispheres. Only in the equatorial belt do temperatures rise high enough to become dangerous to unprotected humans. Since Terra Nova's orbit is only slightly elliptical, and since the planet only has a 3° axial tilt, the seasonal temperature differences are very minor — Terra Nova's winters are only 5° C cooler than its summers, on average.

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



Time Keeping - 1.3.2

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

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

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





1.3.3 - Basic Geography



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

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

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

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

◆ The Badlands Deserts



The Badlands support two major climate zones. Sandy wastelands form the heart of the Badlands. Deep in the wastelands, temperatures often surpass 50° C during the day, making existence unbearable for most forms of life. It is here in the deep desert that the infamous Terranovan tempests form. The tempests are sandstorms whose ferocity is several orders of magnitude greater than Earth's hurricanes. During a tempest, winds reaching 250 km/h are accompanied by massive chain lightning strikes. The depression known as the Barrington Basin is the site of frequent tempests.

Dry savannah lies between the equatorial desert and the polar woodlands. The savannah is hot, but tolerable, averaging 35° C. In addition to the regular winter rainy season, occasional polar rainstorms drift down into the two savannah belts, quenching the land's perpetual thirst. Sometimes, the torrential downpour causes huge mud fields which sometimes turn into dangerous mud slides along the sides of the hills.

Interspersed amongst both desert and savannah are rocky outcroppings and plateaus, where dry and hot winds sculpt the rock into fantastic shapes. These mesas and hills are most common along the local fault lines. Volcanic highlands were formed where tectonic plates were pulled apart. It is the ash from these volcanoes that forms the corrosive "white sand" for which the Badlands are famous.

The Badlands are valuable for two reasons: minerals and water. The Badlands are by far the most mineral rich region of Terra Nova. Massive quantities of metal ores, fossil fuels and gemstones can be found under the desert sands. These riches drew the first colonists to the planet and to this day they continue to draw numerous prospectors and miners.

Ironically, the arid Badlands conceal much of the water reserves of Terra Nova. This liquid gold is found in the subterranean MacAllen cave network. This series of interconnected underground rivers and lakes is believed to extend through large sections of the planet's crust, but is concentrated in the Badlands region. The network is slowly being explored by a few dedicated scientists, who have theorized that perhaps the Badlands were once covered with a warm, shallow ocean that has since disappeared.



Geology - 1.3.4

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

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

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



Hydrology - 1.3.5

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

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



Terranovan Life Forms - 1.3.6

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





Chapter 2: The Northern Leagues

Terra Nova's Arctic is a vast untamed frontier dotted with occasional human communities. Many Northerners claim that the crisp, fresh air of the northern mountains is what gives them their vibrant energy and sharp wit. Southerners, they explain, get their brains parboiled by the South's oppressive heat and humidity.

The people who live among the majestic mountains and rolling plains of the Arctic pole are a hardy breed.

Northerners are a conservative lot, renowned for their industriousness and their patriotism. Highly traditional, they react to novel circumstances with stubborn determination instead of creativity. At home both in urban and rural settings, Northerners scoff at agoraphobic Southerners.



THE CONFEDERATED NORTHERN CITY STATES - 2.1

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

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

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

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

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



Sources of Conflict - 2.1.1

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

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

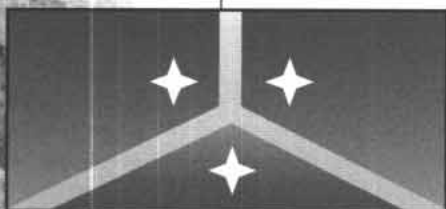
Nevertheless, diplomatic leadership seems to have shifted from Norlight to Mercantile hands. UMF Treasurer Yves Banderas has recently brokered secret meetings between CNCS officials and powerful taipans from the Mekong Dominion. These discussions seem to indicate a break between the Dominion and the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



THE NORTH



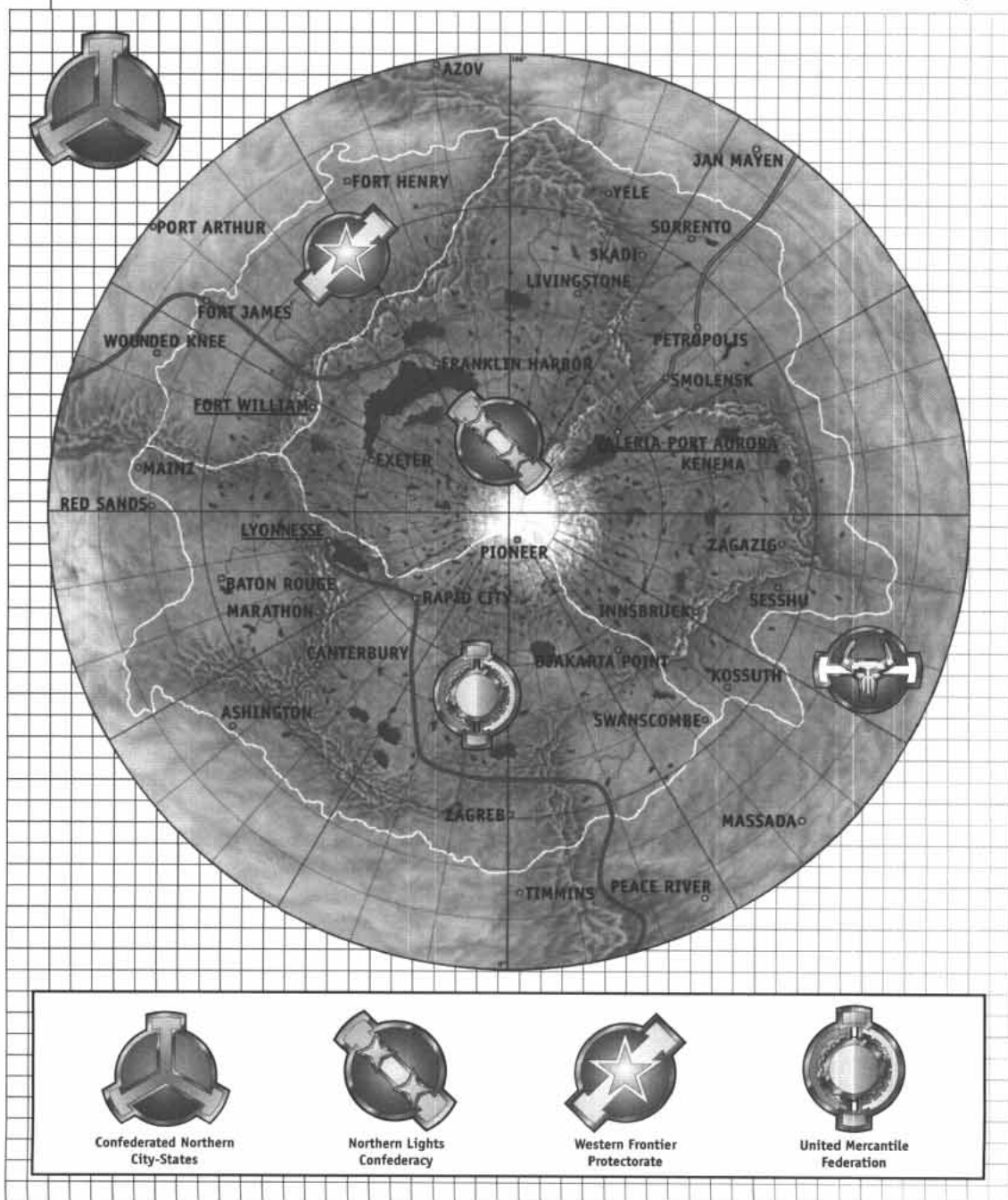
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CNCS Vital Statistics ☐

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

CNCS Polar Map ☐





THE NORTHERN LIGHTS CONFEDERACY [NLC] - 2.2

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

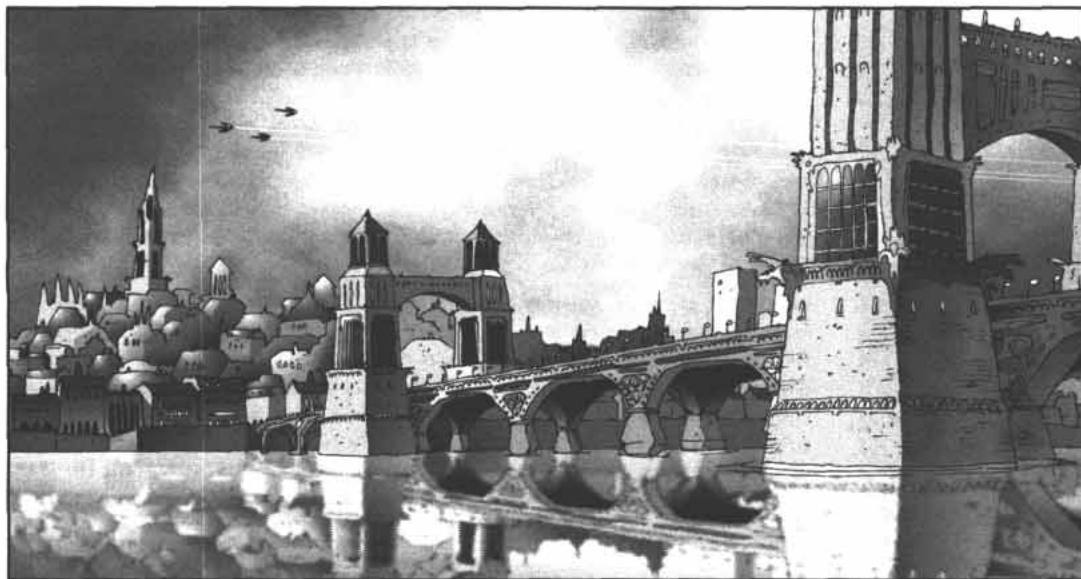
The fanatical strain remains strong in the Norlight heart, however. During St. Vincent's War, Norlight troops were among the most destructive, and calls for various "holy wars" are never far from the lips of the extremist fringe. The Norlight mainstream has nevertheless built up a tradition of democracy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

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

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

NLC Vital Statistics

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





2.2.1 - Valeria-Port Aurora [Capital]

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

Radiating outwards from St. Vincent's Square are Valeria's eight grand boulevards. Forming concentric rings around St. Vincent's Square are six parkways. These 14 main arteries divide the city into numerous districts: central districts consist primarily of government buildings and residences for civil servants; middle districts are commercial and industrial zones; and outer districts are divided between residential and agricultural regions. On the outskirts of the city lies the spacecraft landing facility. The gantries, launch pads and other equipment are visible from certain neighborhoods. The Port Aurora Spaceport has recently been brought back on-line as a launch facility for the Northern Guard Space Service. The city-state's airport is also nearby as is the CNCS military headquarters.

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

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

Valeria-Port Aurora Vital Statistics ☐

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



The 28th Gear Regiment - Rising Cross ☐

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

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





Innsbruck - 2.2.2

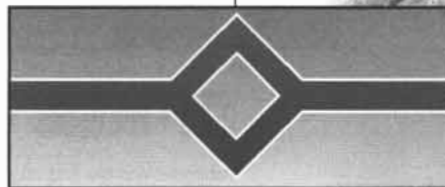
Nestled in the upper reaches of the Tershaw Mountains, Innsbruck is the premier mining city of the NLC. The peaks around Innsbruck are laden with many sizable mineral lodes, including gold and silver. Innsbruck also supports a strong industrial base specializing in mining equipment and mineral refining.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

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

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

Innsbruck Vital Statistics

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



Kenema - 2.2.3

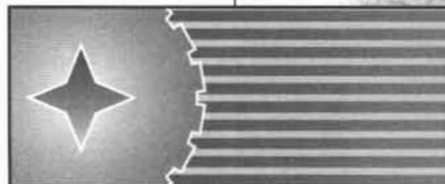
Kenema is the motor city of the NLC. As the home of six automotive and defense contractors, including Nova Motors and Shaian Mechanics, Kenema rivals Rapid City as the automotive capital of the North. Kenema is also the site of many smaller manufacturing firms which produce everything from hairbrushes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

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

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

Kenema Vital Statistics

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





2.2.4 - Livingstone

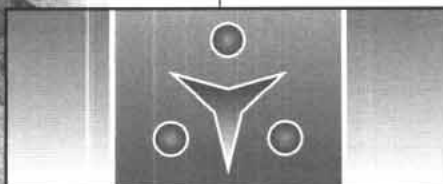
Livingstone is an old city that dates back to the first century of colonization. Antique stone monuments are scattered about the modern city, creating a striking contrast between old and new. Livingstone's economy is dominated by large, heavy industries. The two most important corporations are Noveren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

The leading employer is Noveren Materials, responsible for much of the advanced materials used in construction across the North. The factory workers who actually produce these materials make up the bulk of the local population and their labor unions are the most powerful political and social groupings in the city. The People's Party, which currently leads the Norlight government under President Kathë Adjanni, originated in Livingstone and still calls the city its home. The realities of actually running a nation have forced Adjanni and the party to make certain compromises, including occasionally siding with big business. This has eroded some of the People's Party's core support, but its record remains strong enough that the only important electoral races in Livingstone occur within the party.

For the military history enthusiast, the city offers guided tours to Grascaü Point, the nearby site where the 6th Gear Regiment - Mäuler Khans - was completely eradicated, down to the last man, by an advanced reinforced scouting party of the Colonial Expeditionary Forces, thus buying enough time for the civilians in Livingstone to finish evacuating the city.

Livingstone Vital Statistics

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



2.2.5 - Petropolis

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

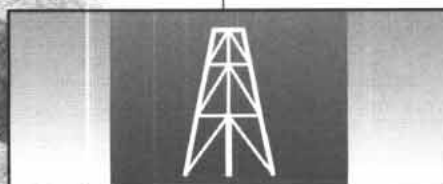
While this vast oil reserve has brought much wealth to Petropolis, it has also exacted a terrible price. The city is constantly enshrouded in thick yellow smog and permeated with a horrid oily stench. That Petropolis is livable at all is largely due to the efforts of Thor Hutchison, the recently assassinated leader of the Revisionist Church. Petropolis was young Hutchison's first congregation and he was able to use the church as a rallying point for a powerful reform movement that swept the city in the TN 1870s and TN 1880s. Hutchison's work here gained him the personal admiration of much of the Norlight working class.

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

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

Petropolis Vital Statistics

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





Sorrento - 2.2.6

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

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

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

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

□ Sorrento Vital Statistics

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



□ Order of Dorethea

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

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

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

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





2.2.7 - Exeter

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

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

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

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

Exeter Vital Statistics ☐

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

2.2.8 - Franklin Harbor

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

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

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

Franklin Harbor Vital Statistics ☐

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



Kossuth - 2.2.9

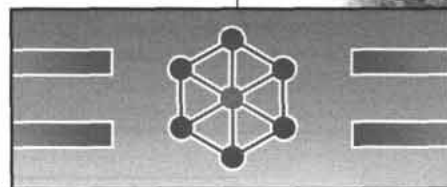
Kossuth is a perfect example of efficient bureaucracy. Soon after the formation of the NLC, many city-states entered an economic boom. The rapid expansion during this period over-taxed the league's available electrical sources. As a solution, the governments of the NLC and the Tershaw Cooperative Alliance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

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

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

 Kossuth Vital Statistics

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



Sesshu - 2.2.10

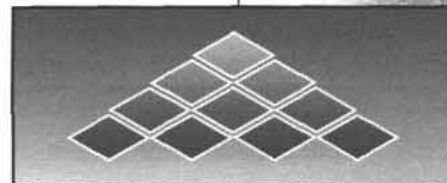
Sesshu was one of the last cities to join the NLC. The city was established as an independent duchy late in the 57th century by an aristocratic family exiled from Earth. For centuries, the dukes of Sesshu squandered their city's resources until in TN 1570, burdened with heavy debt, the eighth duke of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

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

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

 Sesshu Vital Statistics

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





2.2.11 - Skadi

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

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

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

Skadi Vital Statistics

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



2.2.12 - Smolensk

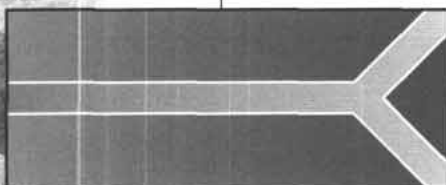
Seen from the air, the city of Smolensk looks like a gray island in a sea of gold. Smolensk is the NLC's most important grain center. The city is surrounded by hundreds of smaller agricultural communities. The grain harvested by these villages is shipped to Smolensk using a complex network of grain pipelines.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

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

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

Smolensk Vital Statistics

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





Yele - 2.2.13

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

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

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

 Yele Vital Statistics

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



Zagazig - 2.2.14

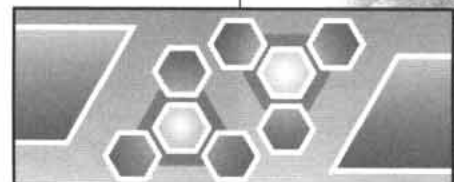
Some deride Zagazig as "the most boring place north of the equator," but most locals enjoy living in a quiet community. Indeed, this medium-sized city is a popular retirement spot, boasting an unusually mild regional microclimate. The city-state is also surrounded by many large medicinal plant fields,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

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

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

 Zagazig Vital Statistics

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





2.3 - UNITED MERCHANTILE FEDERATION [UMF]

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

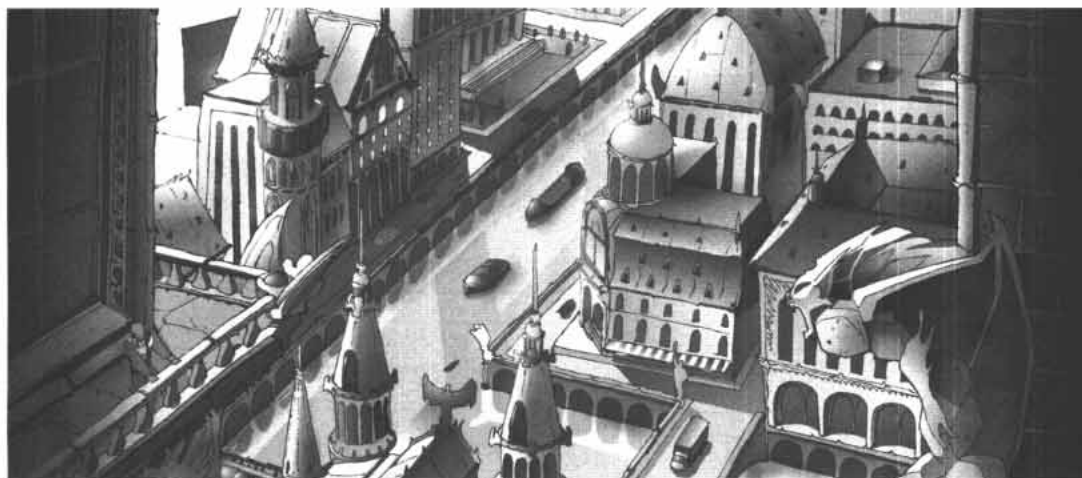
Essentially, the UMF is patterned after a corporate organization. Citizens are encouraged to invest in the league by buying electoral vouchers, a form of temporary share. During any Federation election, a citizen receives a number of votes equal to the number of electoral vouchers he owns. Vouchers may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

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

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

UMF Vital Statistics

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





Lyonnesse [UMF Capital] - 2.3.1

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

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

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

□ Lyonnesse Vital Statistics

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

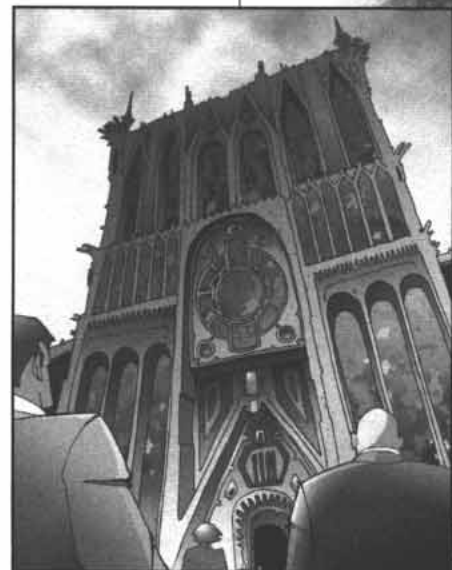


□ The Cathedral and the Pit

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

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

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





2.3.2 - Marathon

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

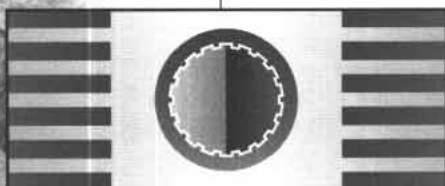
The Marathon network is the brainchild of Abaline Research, the largest and most powerful NNet manufacturer and trainer in the northern hemisphere. Abaline produces NNets for numerous applications, ranging from on-board vehicle computers to the near-sentient powerhouses that govern the Marathon net.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

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

Marathon Vital Statistics



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



Life in the Smart City



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

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

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





Rapid City -2.3.3

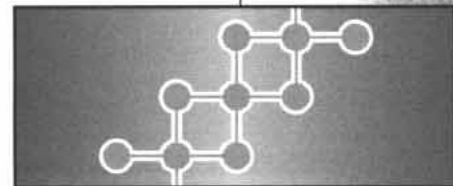
Rapid City is the center of the Federation's industrial heartland. Situated in the foothills of the Quinn mountain range, Rapid City overlooks Fossenwood and the Byerst Plain. The city is blessed with a temperate climate and mild weather. Despite its high level of industrialization, Rapid City's environment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

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

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

Rapid City Vital Statistics

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

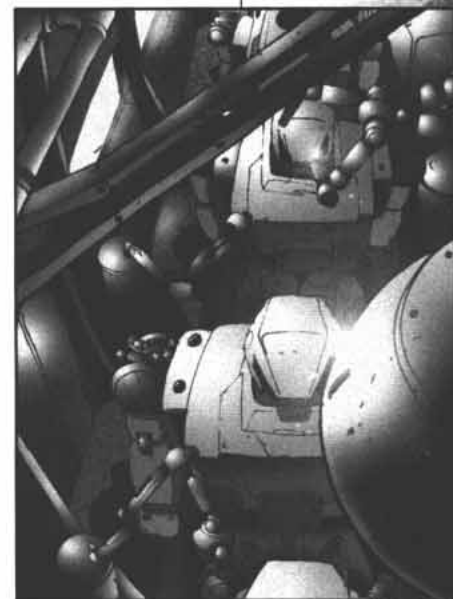


Northco

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

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

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





2.3.4 - Ashington

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

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

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

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

Ashington Vital Statistics

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



2.3.5 - Baton Rouge

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

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

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

Baton Rouge Vital Statistics

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





Canterbury - 2.3.6

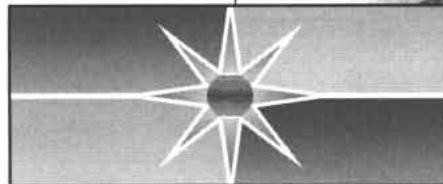
Canterbury is the theater and movie capital of the Arctic. The city's entire economy is based upon entertainment and the tourism that accompanies it. The city boasts a veritable who's who of Northern celebrities. Every major UMF video and trideo corporation is based in Canterbury and all Norlight and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

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

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

Canterbury Vital Statistics

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



Djakarta Point - 2.3.7

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

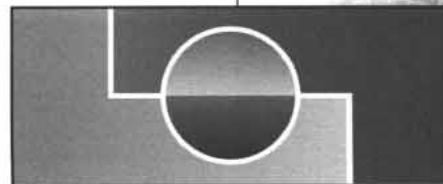
This mineral wealth made Djakarta Point a desirable target for the growing UMF. The city was a founding member of the Tershaw Cooperative Alliance, a small league between the UMF and NLC. It was nevertheless a target for acquisition and, when it refused to be swayed by diplomatic efforts, Djakarta Point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

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

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

Djakarta Point Vital Statistics

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





2.3.8 - Mainz

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

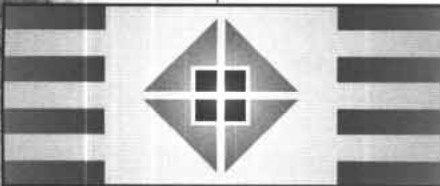
Today, the city is the center of the UMF's ranching culture. Animal production, processing and packaging completely dominate this city's economy. The city's slaughterhouses process countless springers, barnabies, hoppers, snakes and cattle every year. No part of the animal is wasted. The hides are processed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

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

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

Mainz Vital Statistics ☐

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



2.3.9 - Pioneer

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

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

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

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

Pioneer Vital Statistics ☐

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





Swanscombe - 2.3.10

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

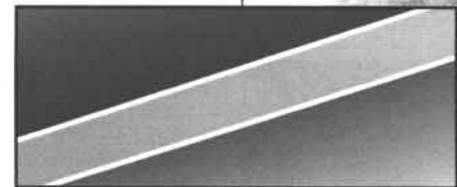
During the ensuing Reconstruction period, a radical matriarchal government took power, backed by the city's now numerically superior female population. Almost overnight, the status of men changed. They were now denied the right to own property or hold public office, thereby reducing them in status to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

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

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

Swanscombe Vital Statistics

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



Zagreb - 2.3.11

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

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

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

Zagreb Vital Statistics

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





2.4 - THE WESTERN FRONTIER PROTECTORATE [WFP]

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

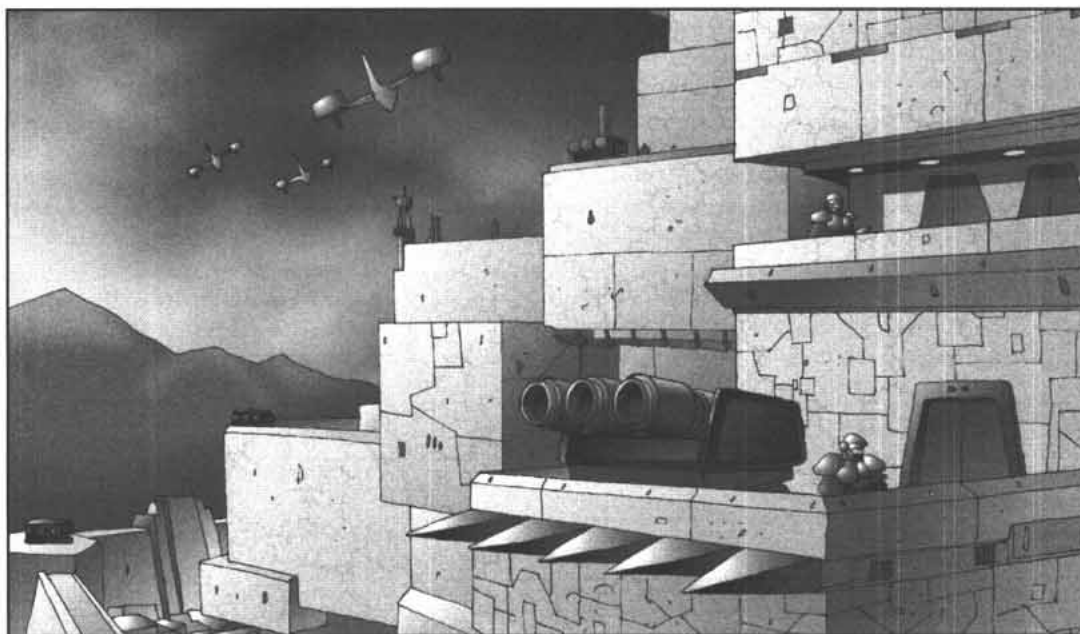
Ever since the sixteenth century, only individuals who have served at least five cycles in the WFP Army (WFPA) have the right to call themselves citizens of the Protectorate. Ten cycles of service in the CNCS military or twenty cycles of service in an allied league's military is considered to be an acceptable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

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

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

WFP Vital Statistics

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





Fort William [Capital] - 2.4.1

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

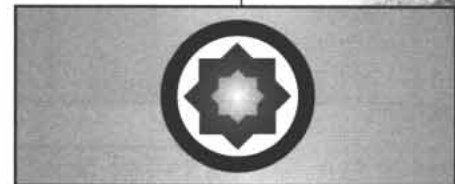
The city's economy is diverse but the most notable local industries include mining, metal refining, and weapons production. Thanks to the great fields found on the land of the Protectorate, the city is self-supporting. The WFP military-industrial complex is unusually large for so small a nation. Many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

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

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

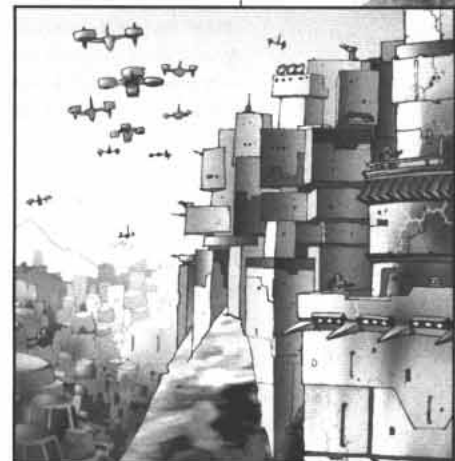
Fort William Vital Statistics

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



The Fortress

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





2.4.2 - Fort Henry

Fort Henry is a much quieter town than Fort William. This city is a large military stronghold surrounded by vast fields dotted with armored factories. Aside from the military, Fort Henry is primarily an agricultural town; many different food crops and medicinal plants are grown in the surrounding farms. In addition, most farmers have covered their more barren fields with wind and solar energy farms. The municipal authority buys this power at a set rate and resells it to those without power-producing facilities.

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

Fort Henry is home to the powerful Maderas clan, known for its more passive, careful approach to politics and diplomacy. Several other first clans also call Fort Henry home, including the Hernandez and Cristobal clans, both close allies of the Maderas family. Because it is not a major immigration post, Fort Henry has fewer new clans, although several former Badlander groups are present. The most prominent of these is the Dupree clan, descended from Badlanders who hail from Wounded Knee.

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

Fort Henry Vital Statistics

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



2.4.3 - Fort James

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

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

Fort James Vital Statistics

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





Jasper - 2.4.4

For many cycles, the valleys of the Caceres district were known only for their woodlands and the rich but limited agriculture in the valleys' floors. The inhabitants lived well, occasionally exporting timber to the outside world by floater blimps. These small settlements managed to sustain themselves with the rich fields they cleared through their logging activities.

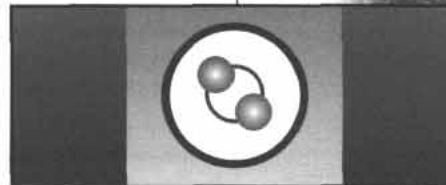
That all changed in the mid 18th century with the discovery of gold and silver in the ridges above the Richardson farmstead. This attracted many new settlers to the region, who quickly overran the pastoral residents. Among these newcomers were the renegade Maderas, who had been cast out from their clan in TN 1731 after an attempted coup. Using a mix of guile and force, the "Black" Maderas quickly dominated local politics and it was Maderas Jasper who planned the settlement that would later bear his name. The town thrived under his leadership, reaching a population of almost 60,000 at the height of the gold rush in TN 1752. The town has since reduced in size to a little fewer than 16,000, but gold continues to play a major role in the town's economy.

By-products of the refining and extraction process, such as mercury and cyanide, have poisoned large tracts of land around the mines and for many miles downstream. Once-valuable farmland and fishing waters lie abandoned. Though fined repeatedly, the activities of the Grusskurth Mining Company (ultimately owned, via convoluted series of shell companies, by UMF conglomerate Northco) continue unabated. The profits to be made in the region far outweigh the penalties, and the firm uses its political and economic muscle to great effect with the local authorities.

Despite the best efforts of the ruling council, the settlement retains its frontier mentality and violent crime is common. The local militia is stretched to capacity to maintain order in the town, which seethes with the tensions between the rich corporate groups and poorer residents. Brawls are common around the many taverns and brothels on Hope Prospect, while gangs of thieves prowl many of the back streets.

Jasper Vital Statistics

Founding Date:	TN 1747
Joined WFP:	TN 1747
Method of Government:	Self-perpetuating bureaucracy
Head of Government:	Maderas Tor
Population:	15,713
Principal Industries:	Gold mining and refining



Ronda - 2.4.5

The exact founding date of Ronda is unknown, the town growing out of the Becerra Clan farmstead some time in the early eighteenth century. The difficulty of reaching the settlement, which was accessible only by air or through bad dirt roads, limited its growth for many cycles. The local railway, which reached the town in TN 1706, brought about a population boom with considerable immigration from Fort William, 1000 km to the north.

Until the early 19th century the town's economy was solely concerned with exporting cattle and grain. The Miracle of Ronda led to the town becoming a center for Revisionist pilgrimage, prompting the construction of hotels, restaurants and other services to cater to the needs of the transient population of pilgrims and other visitors. The number of pilgrims has slowly diminished with time, but this has been offset by the town's increasing role as a tourist center.

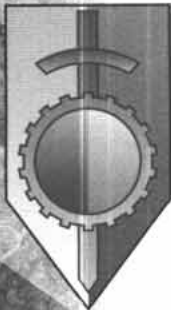
The Guadalquivir Gorge, above which the town is situated, is the principal tourist attraction, dropping seventy meters below the level of the plateau and extending a dozen kilometers north of the settlement. The violent cataracts where the Guadalquivir plunges into the gorge are a popular venue for white-water rafting.

Ronda is fairly typical of the smaller communities that dot the landscape outside the city-states. Most trace their origins to a single clan's homestead, and have some kind of resources or location that makes them a focal point for the region. Many say they are the heart of the WFP.

Ronda Vital Statistics

Founding Date:	TN 1703
Joined WFP:	TN 1703
Method of Government:	Oligarchy (clan council)
Head of Government:	Becerra Tomas
Population:	34,700
Principal Industries:	Agriculture, transport





2.5 - NORTHERN ORGANIZATIONS

The following groups and factions are some of the main organizations that constitute the North's social and political scenes. All are part of a complex web of alliances and oppositions which continually changes as new actions are taken. Each group has its own agenda and purposes, and not all of them are public knowledge. Indeed, secrecy and behind-the-scenes work often seem to be the preferred method of action.

2.5.1 - The United Mercantile Federation Army

From its earliest days, the UMF has had a reputation for aggressive expansionism, as much by force as by diplomatic or economic means. The UMFA was the instrument of their martial ambition, a large and powerful multi-service armed force. Since joining the CNCS the size of the UMFA has decreased considerably, but this is made up for by the quality of its troops and equipment.

As with all major organizations in the UMF, the UMFA is legally a corporation in its own right, operating under the aegis of the UMF and receiving financial support from the central government. The UMFA also raises its own revenue from the promotion "ransoms" of its officers and from the sale of merchandise such as books, model kits and artwork relating to its units and equipment. The army's volume of income and expenditure, combined with its corporate status, qualify it for a seat on the Corporate Council though until Director Davi took up his seat in Autumn TN 1936, only two Directors had exercised this option. Furthermore, unlike most militaries, the UMFA is directly represented in the Mercantile government, its Director also holding the post of Secretary of Defense.

The Director works closely with colleagues in the Northern Guard, the WFA and the NAF. He must bow to the will of the CNCS Grand Marshal in times of war, but at such times the Director still retains considerable influence through a seat on the Northern Guard's Joint Command Council. Indeed, in this capacity the Director commands both UMFA troops and Northern Guard forces operating in the Federation.

Furthermore, the Federation's War Powers Act grants the Director sweeping powers over the economy in times of war, giving military supplies and foodstuffs priority. Even in peacetime the UMFA maintains strong links with the Mercantile military-industrial complex. Many arms companies court the UMFA's patronage with large financial contributions and sponsorship of units. The military are also closely involved in the development of new technologies, with military pilots and designers working at corporate sites, and new equipment given to UMFA troops to field test. This has, however, earned the UMFA the reputation of being a "show room" for Northco products.

The UMFA purchases Electoral Vouchers, but traditionally limits their use to elections for the Secretary of Defense. It occasionally forays into other elections, particularly those of Foreign Affairs and Finance Secretaries, but such occurrences are rare, usually only when the ascension of their preferred candidate as Secretary of Defense is assured and they wish to oppose (or support) particular candidates in the other elections.



2.5.2 - The Corporate Council

In TN 1551 the spiraling chaos of the Lyonesse League prompted the corporations upon which the nation's economy were based to band together and depose the corrupt league government. That meeting, known as the Lake Tristan Conclave, decided the fate of the Lyonesse League and both created and shaped the United Mercantile Federation. Over the cycles that followed, the companies continued to meet to discuss political and economic issues, formalizing their relationship in TN 1572 as the Corporate Council. It should be noted that while only twelve companies form the Council, every corporation in the UMF recognizes its authority and follows its dictates. Over the cycles several companies have learned to their chagrin what it means to challenge the Council. Their stock was attacked by the combined might of the Council and the companies were either rendered worthless or taken over and dismembered. Not surprisingly, such challenges are now rare.

The Council serves a number of roles, but its principal concern is ensuring that conditions in the UMF and its neighbors remain favorable to Mercantile business concerns. Competition is a good thing, but too much can damage the market and the Council works to ensure that trade wars within and without the UMF do not escalate to a great extent. They attempt to mediate disputes between companies, and seek to head off trouble by establishing pricing guidelines and distinct areas of influence. They also coordinate the Mercantile response to foreign threats, making it difficult for foreign concerns to establish a foothold in the UMF or Federation-dominated foreign markets. The classic example of this is Paxton Arms, whose attempts to break into the CNCS Gear market has long been stalled by Northco through the aegis of the Corporate Council. The Council also lobbies for reform within the CNCS, particularly the removal of trade barriers, knowing that a level playing field will turn their present success into future dominance.

Corporate and Federation interests do not always coincide, however, and it often falls to the Corporate Council to mediate a common path, or more often, to force the corporate line. Corporate influence over fiscal and foreign policy in both the Caucus and bureaucracy is considerable, a result of sponsorship of election campaigns, virtual domination of the electoral process, and by knowing what skeletons are in which closets. Persistent public lobbying lends this process an air of respectability, but it is a rare secretary or career civil servant who can hold out against pressure from a single corporation for long - none can withstand the combined efforts of the Corporate Council.



The Prophet's Shield - 2.5.3

The Shield began as an association of clerics dedicated to a renaissance within their church. Brought together in TN 1880 by Thor Hutchison, the Shield became a support network for his bid to become Second Follower. It was also the basis for a new generation of religious leadership he brought with him. On its public face, the Shield became a forum for the influential to dedicate their skills for the good of the faith. The rich and famous were approached to donate time and money to goodwill efforts, and the resulting charity functions soon became one of the North's most important social venues. The Shield then created meeting houses for its august membership and encouraged them to make use of these for meetings and social occasions, slowly becoming a sort of "old boy's network" for the faithful. This social aspect has made Shield membership an important pillar of the careers of many political and business leaders.

The Shield also exists for a covert political purpose. The inner circle of the Shield includes the Second Follower's closest advisors within the church. They control the entirety of the organization, made up of clerics and secular individuals, who share the dedication to a renewed and Revisionist North. Members can expect favors from the organization and are asked to do acts of service in return. Copied reports, leaked information and hidden confidences merge together to give the Shield a power few people realize they wield.



The Swanscombe Jerusalemite Church - 2.5.4

By the late 7th Century a number of permanent religious institutions had been established, including, in TN 692, the Convent of St. Justine on the Northern Plain — the future city-state of Swanscombe. Widely respected by the people of the Northern Plains and considered neutral in the disputes that raged after Earth's abandonment of its colonies, the Swanscombe Convent and the town that surrounded it became a focus for refugees. In a bid to avert chaos in the power vacuum, the order's Mother Superior took control of the city, imposing the matriarchal system that remains today and instigating reforms that allowed the Church to join the Jerusalemite alliance of faiths. As the cycles have passed the Mother Superior's power, though centered on the city-state, has spread across the UMF.

Swanscombe Jerusalemites form the UMF's second largest religious group, with almost five percent of the UMF population of devoted adherents. This mix of political and spiritual power gives the Mother Superior considerable influence across the league and her status as head of a city-state gives her unimpeded access to the Caucus. In the pragmatic UMF, such influence is viewed with some amusement, though not by all. Indeed, though considerably larger, the Mercantile Revisionist Church envies the secular power of Swanscombe Jerusalem. Even after almost 500 cycles, the Swanscombe Church retains a firm grip on the city-state's reins of power. Even though only thirty percent of the city's population is Jerusalemite, many of the city's female population have supported the Matriarchy. This has waxed and waned over the years but despite the occasional male revolt, there has never been a serious threat to Matriarchal or Jerusalemite rule. Until, that is, the rise of Fundamentalist Revisionism.

The massive upsurge in Revisionist sentiment since the Second Follower's murder is of grave concern to the current incumbent, Mother Superior Frances Hamilton. Almost overnight, Swanscombe Jerusalem has become a church under siege, deemed unacceptable by many in the Revisionist faith. The UMF is a tolerant nation and Jerusalemites have never had need to fear, but over the last cycle they have been verbally and physically abused, their homes attacked and their jobs threatened. Furthermore, angry crowds have twice besieged the convent. Hamilton believes worse is to come, and is considering reducing the role of the church in governing the city-state in hopes that distancing the church from the state will calm the religious tensions.



The Forzi Cartel - 2.5.5

Most city-states have their criminal underworld, dealing in stolen goods, trafficking illegal material, or extorting money. Much of this "industry" is dominated by the Forzi Cartel, one of the groups based in the CNCS protectorate of Wounded Knee. The Forzi have built their criminal empire by suborning existing enterprises, using strong-arm tactics — with ultra-violent object lessons for the recalcitrant — to persuade the groups of the wisdom of cooperating with the cartel. The Forzi dominated Wounded politics throughout most of the eighteenth and nineteenth centuries, using the vast income from their affiliates in the UMF to finance an extravagant lifestyle and keep the other groups in check. However, the Kolson family usurped their leadership of the protectorate at the end of the nineteenth century. The Forzi immediately rebounded, smuggling goods, people and information into and out of CEF territory during the War of Alliance. The cartel is also believed to have extensive contacts with the Badlands Revolutionary Front (BRF).

The most important center of Forzi business is the Federation, where they specialize in gambling, money lending and extortion, though they also smuggle high-value goods, including people, into and out of the UMF. The Forzi appear as an all-pervasive force in the Mercantile underworld, their influence particularly strong in the corporate centers of Lyonesse, Marathon and Rapid City, though almost every city in the UMF contains Forzi-controlled affiliates. The cartel's inability to break into the lucrative markets of Djakarta Point has been a bone of contention with a succession of Forzi leaders, who have instead settled for sponsoring a series of faction wars in the crime-riddled city. Roman Forzi, who has recently become responsible for all Forzi operations in the CNCS, has put this disappointment behind him and continued to exploit the Kolson-dominated NLC.

Traditionally, the Caucus and the corporations have taken a hands-off approach to organized crime in the UMF, treating the Forzi as an unsavory but necessary corollary to their activities. The expansion of the Kolson-Forzi gang war into Federation territory, however, has prompted both the Federal Intelligence Agency and corporate security forces to take a tough line against any of the Wounded Knee cartels.





2.5.6 - The Zucco Association

The Zucco Clan is one of the oldest in the WFP and certainly the most powerful. They settled the region that is now Fort William in the early 11th century, expanding their holdings and influence throughout the surrounding area.

The Zuccite faction came together in TN 1874 in response to Norlight domination of the CNCS. Their archconservative views are the main unifying factor of the group's member clans. They all promote militant Western nationalism and a belligerent stance towards the South and the Badlands. They are unwilling to see the Protectorate dominated by its neighbors as happened so often in the past, and will fight to retain the freedoms they gained under the Norlight Von Breslau administration. A quick look at some member clans is presented here.

Clan Zucco: Members of Clan Zucco are seen as harsh and arrogant. In some regards, the success of the clan justifies their attitudes, with a track record of military, political and business excellence. The Zuccos are based in Fort William but have influence throughout the Protectorate, with representatives in almost every major regional and national government institution.

Clan Peters: Though a new clan in the Zuccite faction, the Peters family earned considerable notoriety for their unscrupulous practices in order to gain and maintain their status. They also control the WFP's largest legal firm.

Clan Sidhra: Originally from the Irrian Plain, the merchant-dominated Sidhra family relocated to Fort William in TN 1681. The Sidhra's political influence is minimal but their mercantile interests are unparalleled, and function as the financiers of the Zuccite faction.

2.5.7 - The Maderas Group

Clan Maderas arrived in the southwest of the Protectorate in the late ninth century, where their diverse interests and pronounced diplomatic skills led them to form a cooperative under whose aegis the region flourished. At the center of this territory was land owned by the Henry Clan which proved an ideal meeting ground, and grew into the modern city-state of Fort Henry.

The Maderas Group officially came into existence late in the autumn of TN 1874, a response to the increasingly belligerent nationalism of the Zuccite faction. The Group's members are regarded as political moderates, favoring negotiation and compromise over confrontation. Brief descriptions of a few member clans follow.

Clan Maderas: Based in and around Fort Henry, the Maderas retain all the trappings of the First Clans - power and wealth - but are open-minded and their relationship with other clans is good.

Clan Cristobal: The Cristobal are one of the most militant clans in the Maderas Group. The Cristobal have also proved adept on the financial battlefield, owning a number of large farms across the Protectorate as well as the Vida Larga (Long Life) medical company based in Fort Henry. The clan has gained a reputation for generosity and is a major patron of the arts and sciences.

Clan Hamilton: The Fort James based Hamilton Clan is a relative newcomer to the Maderas. Heavily involved in shipping, the Hamilton Clan finds themselves rivals of the ambitious Peters Clan. Tensions between the clans are high, broken by occasional political scuffles. Both clans jockey for position but are backed by too much force to risk a direct confrontation.

2.5.8 - The Non-Aligned Clans

The remaining clans vary greatly in outlook and objectives but remain independent, pursuing their own agenda. Though caught in the middle of the Maderas-Zucco conflict, the non-aligned clans often serve as intermediaries between hostile factions, turning their predicament into a valuable opportunity. They often mediate disputes and facilitate trade otherwise prohibited by local politics. Most, however, are coming under pressure from the two alliances to choose a side.

In an attempt to strengthen their position - and to provide some protection from the predation of the two large alliances - many of the non-aligned clans work together in an informal alliance, in truth forming a third political faction. A few of the better known clans are listed here.

Clan Hasegawa: The Hasegawa family arrived in Fort William from the Mekong Dominion in TN 1589. They have always prided themselves on their neutrality and ability to see both sides of an argument, and thus they chose to remain outside the factional disputes between the Zucco and the Maderas. Though this has restricted the clan's political influence, the degree of integrity it implies has won them a number of allies in both camps and among the non-aligned.

Clan Abakumov: Originally residents of Rapid City in the UMF, after relocating to Fort Henry the family founded the Abakumov design bureau, specialists in designing personal firearms. They quickly came to the attention of the WFP who placed them on retainer. The company has retained closely associated with the WFP ever since and is responsible for several generations of rifles and sidearms used by the Protectorate's armed forces.

Clan Liyathneh: The Liyathneh are a very unusual clan, living a nomadic existence on the plains north of Fort Henry. In addition to cattle herding the clan are famous for decorative crafts, principally tapestries and carvings, which they trade to outside communities.



The Western Protectorate Army [WFPA] - 2.5.9

It is a popular misconception that the WFPA is the government of the Western Frontier Protectorate. Though rulers are chosen from the military, the government is a distinct entity to which the military is subordinate. The councilors and Proconsuls are granted high rank in the WFPA but stand outside the regular chain of command. These government officials are not subject to the orders of the military authorities and have executive powers over the armed forces; even the Field Marshal of the WFP is subordinate to the High Council.

As with any large organization, the WFPA seeks to advance its own agenda. While the Proconsuls and councilors are often amenable to helping out their erstwhile colleagues, they have their own political motivations and must look after the interests of the population as a whole. Thus the military is forced to rely on lobbying and subtle political manipulations of the administration to further their goals. In many areas, corruption is endemic, with officers and administrators bought by favors and goods or else blackmailed.

In addition to its own machinations, the WFPA is used as a political tool by many of the Western clans. Several encourage their members to join the army, increasing their citizenry and thus influence in the military councils. To the majority military service is an honor, but to a few it is a chore to be tolerated until the required service time is complete.

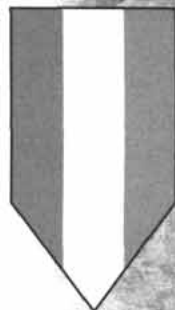


The Granis Cartel - 2.5.10

The crime cartels of Wounded Knee extend their influence throughout the CNCS, with the Forzi in the UMF, the Kolson in the NLC and so forth. The situation in the Western Frontier Protectorate is not so clear cut. The location of Wounded Knee just south of the WFP has resulted in the Protectorate becoming a major path for goods and information flowing into and out of the North, and thus most clans have influence somewhere in the league. Sometimes they avoid contact with each other, managing their own supply chains concentrating on the business of making money. At other times, they are locked in bitter and bloody feuds that manifest as low-level warfare in the streets and fields of the Protectorate.

Though no cartel can maintain dominance over organized crime in the WFP, the Granis Cartel has perhaps the greatest claim. Nowhere near as large or diverse as the Forzi or the Kolson, they nonetheless make sizable profits by exploiting niche markets in the Protectorate. The Granis are a mix of traders and extortionists whose principal area of operations is the Badlands, from Port Arthur to Peace River. The latter is perhaps the largest portion of their business, taking the form of protection rackets, but their trade links are substantial and they claim to be able to provide almost anything — if the price is right and the appropriate people can be leaned on.

The decentralized nature of the Granis' "business interests" has allowed them to flourish in the Badlands, and similar tactics work well in the Protectorate, albeit with the added step of paying off members of the WFPA or the administration. The cartel dominates the underworld in Fort Henry and has considerable influence in other Western settlements. Furthermore, it has exploited the Forzi-Kolson war to expand into the border regions of the UMF, particularly around Ashington and Mainz.



The Kolson Cartel - 2.5.11

The Kolson cartel is the leading smuggling cartel from Wounded Knee, a lawless CNCS protectorate in the Westridge Range of the Badlands. Although Wounded Knee is far from the borders of the NLC, the Kolson cartel wields enormous power in the league through an extensive underworld network. The cartel built its power base on the huge Norlight market for illegal, contraband, and controlled materials and has long maintained a stranglehold on the supply of these products. Items smuggled by the cartel include drugs, banned media (including pornography and anti-Revisionist hate-literature), weapons and slaves. Much of their profit comes from more mundane contraband, such as immoral Southern trideos that are not available through sanctioned distribution networks. The Kolson rose to power at the end of the last century during a bloody conflict with three other cartels and many independent smugglers. The cartel banded together many of the small-time smugglers and rovers from the north Karaq and Eastern savannahs into a coherent network of smugglers and enforcers. In exchange for their cooperation, these bands received monetary compensation and supplies of arms and other goods. By the beginning of this century, Kolson established itself as the most reliable supplier of illicit materials to the region.

In the years after the War of the Alliance, profits soared for the cartel as the Norlight border regions became wilder and wilder. Their control began to slip, however, as many Badlanders traveled north to profit from the frontier opportunities, and millions of marks worth of reconstruction money flowing to the region fueled a boom in the underworld economy. This allowed other cartels to gain small footholds in the region, which would come back to haunt the Kolson. In the last cycles, Dupree, leader of the cartel, has been looking to assume control of the New Coalition economic alliance in the Badlands, and the Forzi cartel has taken advantage of this to move into the NLC. The Forzi have been highly aggressive, using their power-bases in the UMF to displace local crime families in the Tershaw Range and Red Hills. Dupree has had to respond, sending Sundra Turai, a trusted lieutenant, to oversee Norlight operations.

Turai has used a well-established network of connections in Valeria and several other key city-states to respond to the threat of the other cartel. Although the Kolson cartel is reputed to be less violent than the Forzi, Turai recognizes the power of fear and has had no qualms about spilling blood in her quest to eliminate the threat posed by Roman Forzi. She is also busy building special relationships with several local authorities. Her greatest success is in Kossuth, where local law enforcement officials have recognized their interest in avoiding a gang war and are working to target Forzi supporters.





Chapter 3: The Southern Leagues

Nurtured by a rich tropical environment, dense jungles and teeming swamps cover much of Terra Nova's Antarctic. The South's older, verdant mountain chains contrast sharply with the young, barren peaks of the North.

The Antarctic region of Terra Nova shares some of the characteristics of the Arctic, yet is widely different in both climate and society. It is a place covered by vast, lush jungles and immense savannas, where four major leagues were formed in the century following the forced independence of the planet.



THE ALLIED SOUTHERN TERRITORIES [AST] - 3.1

The CNCS' counterpart in the Antarctic is based upon military might, not mutual trust. The Allied Southern Territories is a puppet state controlled by its creator, the Southern Republic. Formed after the southern war of TN 1680, the AST is a defense and trade alliance reminiscent of several past organizations, such as the German Reich of the 19th century, the Warsaw Pact of the 20th century or the Asian Conclave of the 44th century. The Alliance itself is a sham, ruled entirely by the government of the Southern Republic. In theory, the AST is ruled by a legislature known as the Curia. The Curia is composed of 25 members called Lord Councilors, each of whom serves a seven-year term of office. Four Curia members have special positions and titles. Three, known as Lord Chancellors, are entrusted with guiding the three subject leagues of the confederation. The leader of the Curia, directly representing the Southern Republic, is known as the Lord Protector. All members of the Curia are appointed by the Estates-General of the Southern Republic. Most appointees are respected Republican military officers or bureaucrats, while a few token councilors are pro-Republic citizens of other leagues. Only citizens of the Southern Republic are eligible for the titles of Lord Chancellor or Lord Protector.

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

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

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



A Fragile Hegemony - 3.1.1

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

THE SOUTH



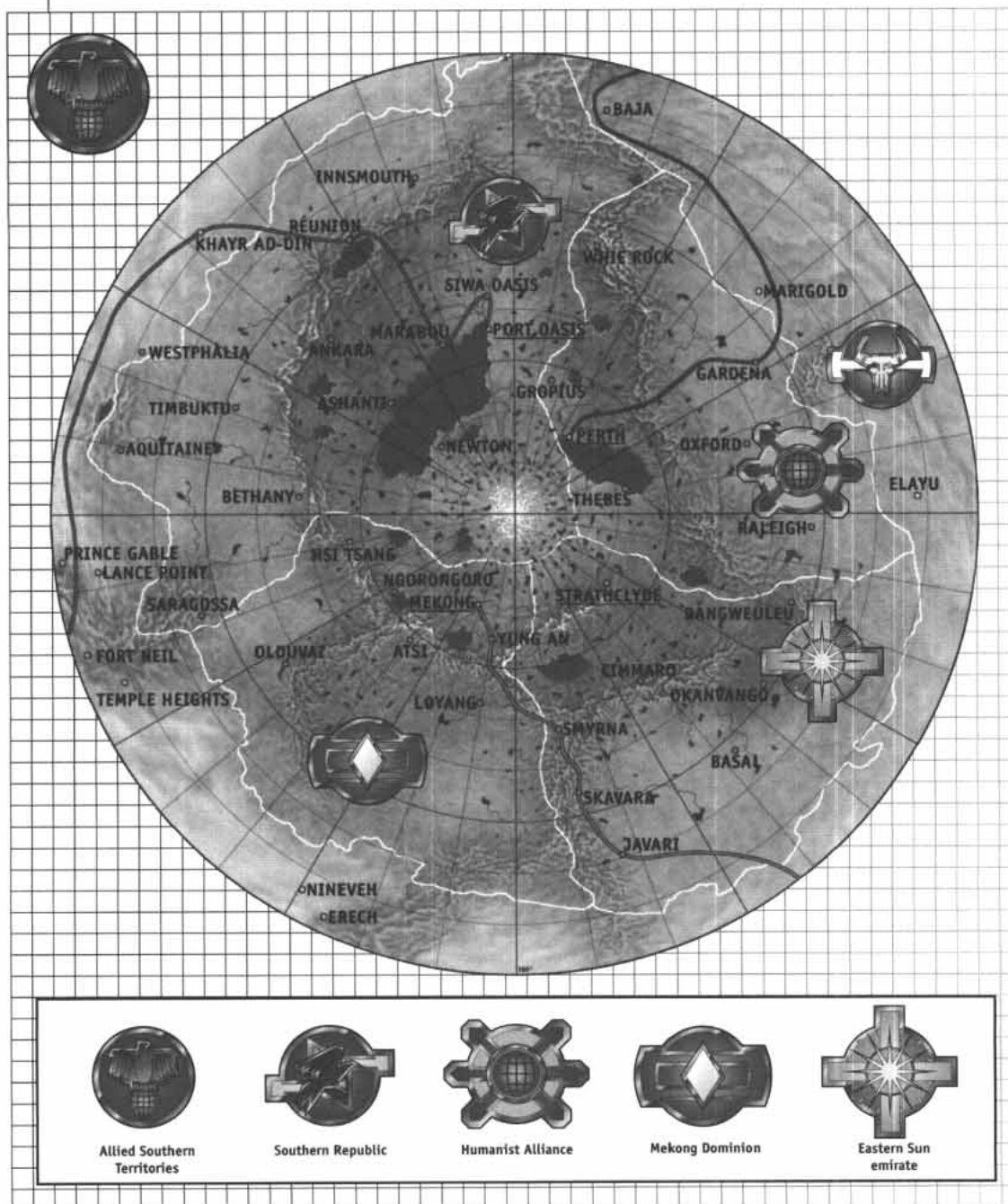
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AST Vital Statistics ☐

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

AST Polar Map ☐





THE SOUTHERN REPUBLIC [SR] - 3.2



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

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

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

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

SR Vital Statistics

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





3.2.1 - Port Oasis [Capital]

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

The city of Port Oasis actually lies some 30 km away from the old port facilities. The older districts of the city are ringed by thick blast walls that feature, at regular intervals, laser turrets. Newer suburban and industrial districts surround the walled "Old City." Public parks and green spaces abound outside the walls. In the center of the old city lies Port Oasis' town square, the Champs de Mars. The Curia and the Estates-General face each other across the square. Port Oasis' main boulevard, the Grand Processional, leads from the Champs de Mars to the waterfront where a giant statue of Buddha surveys the harbor.

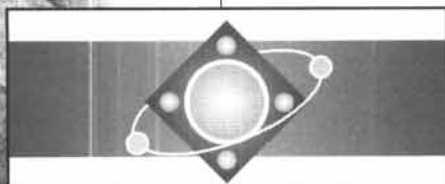
The architecture of Port Oasis is typically Republican. Imposing Neo-Greco-Roman arches, amphitheaters, museums and forums litter the landscape. All major roads, including the Grand Processional, are lined with stylized colonnades. As is the case with most major cities, numerous (and expensive) tourist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

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

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

Port Oasis Vital Statistics ☐

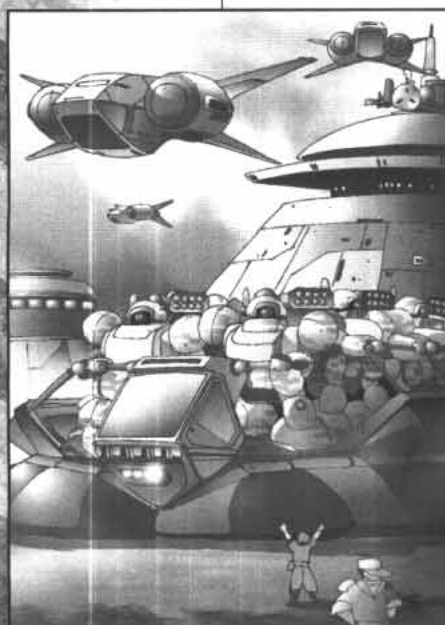
Founding Date:	TN 492
Joined SR:	TN 1545
Method of Government:	Southern Republic District
Head of Government:	Capital Minister Sylvie Tabouia
Population:	3.2 million
Principal Industries:	Finance, entertainment, politics



The 4th Infantry Legion — Watchmen ☐

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

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





Marabou - 3.2.2

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

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

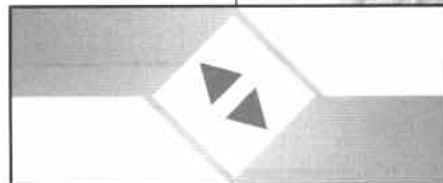
The population is largely composed of military personnel and their families. About half a million AST troops are stationed here, a full third of the MILICIA. Because of this diverse military population, the civilian citizens of Marabou have learned to respect the ways of the people of the neighboring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

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

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

Marabou Vital Statistics

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

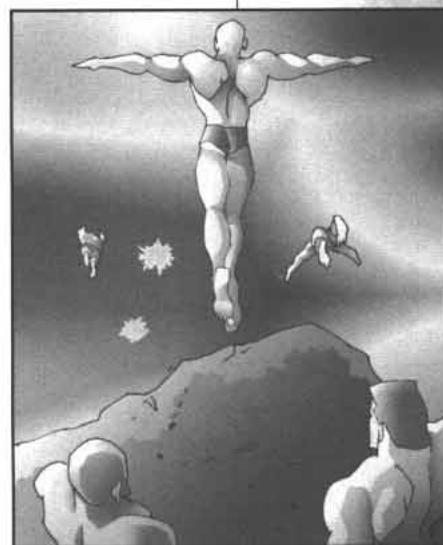


The Ironman Competition

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

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

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





3.2.3 - Saragossa

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

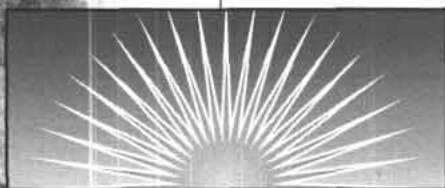
For the past three Terranovan centuries, the Saragossa People's Front for Independence (SPFI) has been fighting a terrorist campaign in an attempt to achieve freedom. This terrorist group has relatively little popular support, mostly due to their radical views and indiscriminate choice of targets. Despite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

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

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

Saragossa Vital Statistics

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



Saragossa People's Front for Independence

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

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

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

The Knights of Saragossa

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

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

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





Timbuktu - 3.2.4

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

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

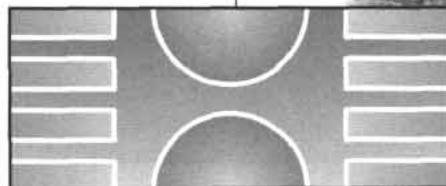
Timbuktu's dialect is highly distinctive. The city-state's residents tend to blur Anglic and Universal French into a local patois. This thick accent is difficult for any non-resident to understand unless they are fluent in both Anglic and Universal French.

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

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

Timbuktu Vital Statistics

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



Territorial Arms

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

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

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





3.2.5 - Ankara

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

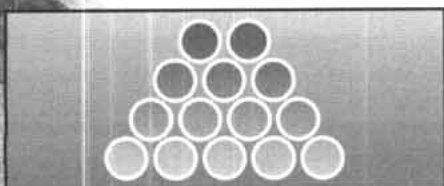
Ankara is also the headquarters of Southern Rail, the state railway of the Southern Republic. Southern Rail is notorious for constantly being involved in labor disputes with its employees. Over two dozen unions represent various factions of Southern Rail workers. On average, two to three of these labor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

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

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

Ankara Vital Statistics

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



3.2.6 - Aquitaine

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

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

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

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

Aquitaine Vital Statistics

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





Ashanti - 3.2.7

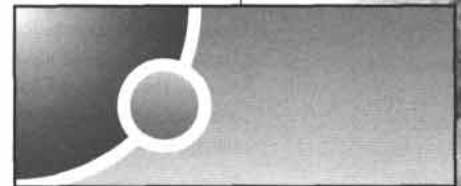
Ashanti, a resort town located on the north shore of Lake Esperance, is known for its beautiful beaches, its well-manicured roads and its lavish hotels. This teeming city is home to many of the South's celebrities. Ashanti is also home to the avant-garde of fashion. The local fashions are considered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

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

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

□ Ashanti Vital Statistics

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



Bethany - 3.2.8

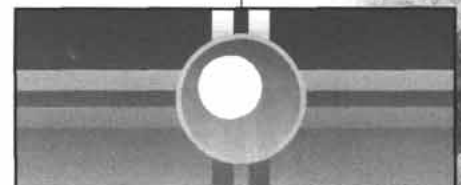
Bethany calls itself the “sweetest city in the South.” Massive sapa plantations surround the city with an ocean of green. The sap from these ferns is harvested year-round and shipped into Bethany where it is processed into sugar.

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

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

□ Bethany Vital Statistics

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





3.2.9 - Innsmouth

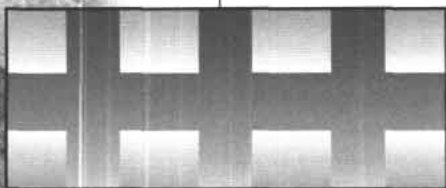
Innsmouth is a quiet, agricultural commune inhabited by an isolated religious sect called the Servants of the Dawn. This sect has been ridiculed by many foreigners because they wear elaborate, long-flowing robes covered with floral and animal prints. The Servants are fanatical pacifists who refuse to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

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

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

Innsmouth Vital Statistics ☐

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



3.2.10 - Newton

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

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

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

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

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

Newton Vital Statistics ☐

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





Réunion - 3.2.11

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

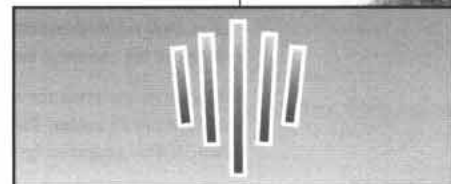
The city's most famous site is its ancient stone amphitheater. This cyclopean edifice can seat 20,000 and is the home base for the state-sponsored Republican Theater Company. About once a week, the company puts on a play to amuse the local citizens. Since many of the actors are traditionalists, most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

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

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

☐ Réunion Vital Statistics

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



Siwa Oasis - 3.2.12

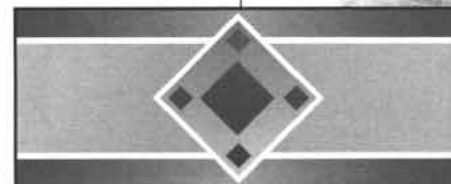
North of Port Oasis, along the gamma maglev line, is what initially appears to be a grim parody of the Republic's beautiful capital. Siwa Oasis was built during the same period as Port Oasis and shares much of the same street layout and architectural style. Siwa Oasis was once a city of stately marble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

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

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

☐ Siwa Oasis Vital Statistics

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





3.3 - THE MEKONG DOMINION [MD]

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

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

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

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

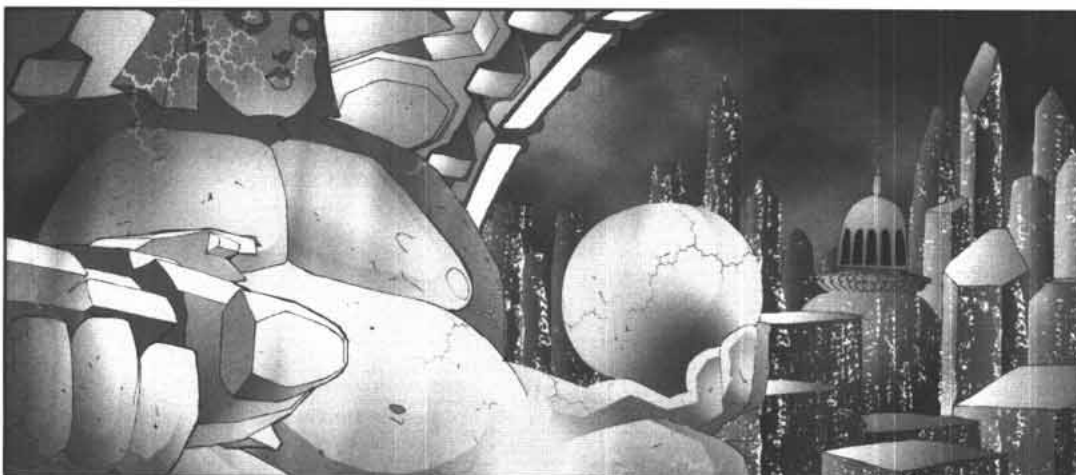
While the people of the Mekong Dominion have little direct say in their government's policies, nearly one-third of the nation's populace, almost two people per family, works for one of the companies headed by a Taipan. It is a standard practice in the Dominion to reward each year of work for a company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

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

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

MD Vital Statistics ☐

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





Mekong City [MD Capital] - 3.3.1

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

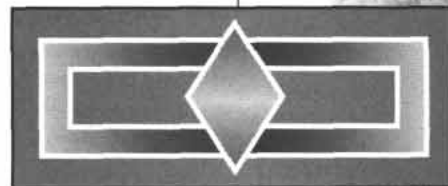
The corporations that founded the city-states of the Mekong Dominion created Mekong City as a central trading point between their various corporate fiefdoms. As such, the city has been a historical capital even longer than the actual Dominion itself has existed. Indeed, the Mekong Dominion was preceded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

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

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

Mekong City Vital Statistics

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



The Golden Temple of the Traveling Buddha is the largest religious temple in the Mekong Dominion and one of the centerpieces of Mekong City. The temple stands along Blessed Road in Mekong and features a huge golden effigy of the Buddha, carrying Earth in one hand and the Gateship Endeavor (which carried the Founders) in the other. The faithful get to the temple by climbing a stairway of a thousand steps, each step flanked by two torches. To carry a single paper crane for each torch up these stairs is said to bring good fortune.

The current temple is very recent because its predecessor was destroyed during the War of the Alliance. The ruins of the older temple, built in the early days of colonization, were mostly used in the reconstruction, but some pieces were pillaged during the war. Underground collectors are said to pay handsomely for pieces of the original Golden Temple, especially parts of the original effigy of Buddha. The current head of the Golden Temple is archabbot Ryu Hayashi, a seemingly reserved man who has built a reputation for his close friendship to many leaders of the Dominion, on the one hand, and his easy way with commoners and the poor, on the other.

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

The Golden Temple





3.3.2 - Hsi Tsang [Free City]

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

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

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

False investment schemes are also big business in Hsi Tsang. Since local companies are beyond the reach of the law, many small firms specialize in convincing people to invest in bogus schemes. Most rip-off victims have little recourse except to whine about the lawlessness of Hsi Tsang. No major manufacturers operate in Hsi Tsang, but countless little nameless factories produce shoddy goods that initially appear to be expensive products. This junk can be seen in less reputable shops across the Allied Territories.

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

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

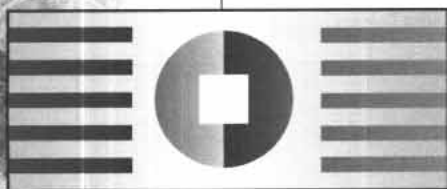
Hsi Tsang is also the home of the Mercenary Guild, a brokerage firm for mercenary contracts. The Guild has a strong monopoly and has been known to send mercenaries to destroy any competition. Independent groups are tolerated by the Guild if they pay the brokerage house 100 dinars per month per trooper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

Hsi Tsang Vital Statistics

Founding Date:	TN 1458
Joined MD:	TN 1532 (Mekong Alliance); TN1562 (Mekong Dominion)
Method of Government:	Self-Perpetuating Clan Oligarchy
Head of Government:	Oyabun Toshiro Miyazaki
Population:	2.7 million (estimated)
Principal Industries:	Agriculture (official), criminal activities (unofficial)

The Yakuza

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





Loyang - 3.3.3

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

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

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

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

 Loyang Vital Statistics

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



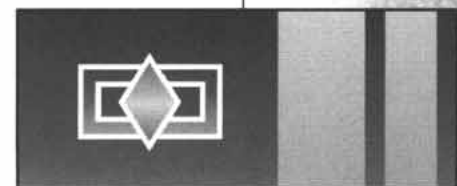
Olduvai - 3.3.4

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

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

 Olduvai Vital Statistics

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





3.3.5 - Yung An

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

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

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

Yung An Vital Statistics ☐

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



223rd MILCIA Regiment - Red Lions

This regiment was formed relatively recently but has already earned itself a distinguished name among AST units. With the rise in brigand raids on Mekong trade caravans and drone trains, the AST responded with a concerted effort to police merchandise shipments by assigning a small group of investigators to the problem. The members of what was to become the 223 were transferred from their home units to a staging area within the Southern Republic, just across the border from Hsi Tsang, to prepare for a surprise midnight assault on the largest of these pirate bands. The fighting was furious but despite the cadres' best efforts, many of the brigands escaped into the night. The brigands seemed less like outlaw pirates and more like a force ready for a civil war. In response to what the MILICIA saw as a threat, not only to the Mekong Dominion but to the AST itself, they formed the 223 Regiment, who took for themselves the name Red Lions. The mandate of the Red Lions is to root out the brigand bands still hiding in the Mekong jungles and to safeguard the internal trade shipments of the Dominion.

The centralized location of Yung An is an ideal base of operations for the Red Lions. Railriders (Gear cadres carried by high speed trains) are able to travel the internal railroads quickly and efficiently while paratroops flank any fleeing outlaws. Many troops are also highly skilled jungle fighters and can survive for weeks in the bush. The regimental orders give the Red Lions a large area to patrol, occasionally sending cadres deep into the Badlands. As a result, they are allowed a freedom of action unmatched by any other Mekong regiment. A recent rumor circulating about the assembly is that the brigands the Red Lions are chasing are merely an excuse for the Lord Chancellor to send troops to disrupt Oyabun Miyazaki's operations in the area. This has yet to be denied or even acknowledged by the Lord Chancellor.

The Red Lions paint scheme consists of irregular tan and green shapes, overlapping each other to simulate local foliage. Many units have added a highly decorative lion motif to the accepted paint scheme. The jaws appear to swallow the sensory array of a painted Gear, while a stylized mane of flames drapes the back and shoulders of the machine.



Atsi - 3.3.6

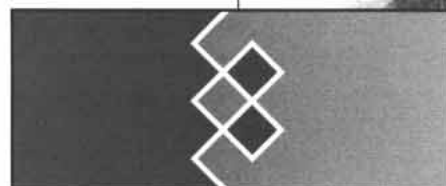
The city-state of Atsi lies on the edge of the North Mekong Plain, one of the most oil-rich locations in the southern hemisphere. This vast petroleum supply has allowed Atsi to become the center of polymer production in the Mekong Dominion. Numerous advanced polymer and composite manufacturers have their head offices here, including Calliope Research, a large military contractor. Atsi is also a major petroleum and natural gas refining site. While the city's strong emission control regulations cut into corporate profits, the city's proximity to the fuel reserves keeps the large fuel companies from moving to another location, like Loyang.

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

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

Atsi Vital Statistics

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



Ngorongoro - 3.3.7

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

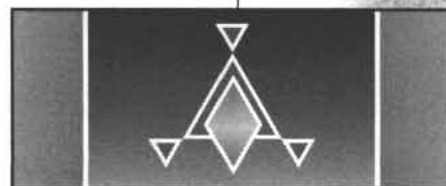
Ngorongoro was originally founded as a research station. While rich in varied natural resources, it lacked any one premiere resource to systematically exploit once colonization began in earnest. The result is an oddity on Terra Nova, a truly mixed economy. Ngorongoro's businesses include everything from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

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

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

Ngorongoro Vital Statistics

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





3.4 - THE EASTERN SUN EMIRATES [ESE]

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

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

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

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

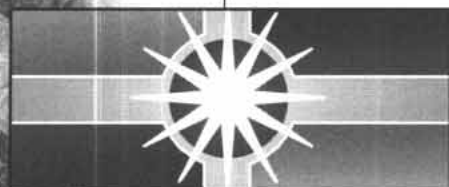
Each emir employs a large staff to help him administrate his emirate. The ESE has no united military force. Each emir keeps a personal retinue of troops. In times of war, these units unite under the banner of the patriarch's private army. In times of peace, these personal guards serve as police forces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

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

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

ESE Vital Statistics

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





STRATHCLYDE [Capital] - 3.4.1

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

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

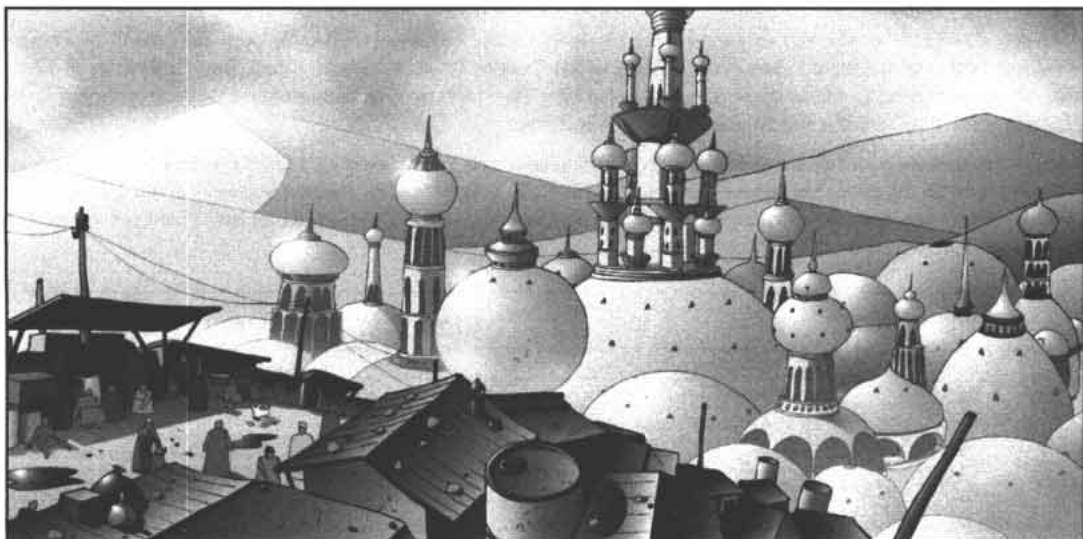
The soldiers guarding the capital city of the Eastern Sun Emirates are the most fanatical of all. They will willingly lay down their lives at the order (or the whim) of the Patriarch. The current retinue is composed of 200,000 men and women, all trained to a high degree in the various arts of war. Of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

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

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

Strathclyde Vital Statistics

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





3.4.2 - Cimmaro

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

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

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

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

Cimmaro Statistics



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

3.4.3 - Javari

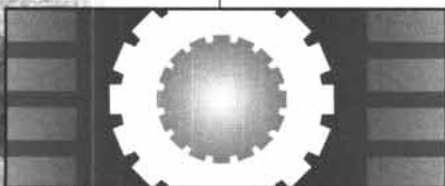
Javari is an industrial powerhouse in this poverty-stricken league. The city is the major metalwork and mechanical producer of the Eastern Sun Emirates. Although Javari's factories specialize in producing cars and utilitarian vehicles, a significant number of light tanks and APCs are produced here.

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

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

Javarites are particularly fond of Eurospanish-style bullfighting, an archaic Earth bloodsport. Each of the city's emirs keep a huge coliseum within the city proper and numerous smaller arenas in the outskirts of the city. The great popularity of this sport has made cattle herding an important secondary industry in the city. Badlands armadillo beasts and bulls imported from Earth are bred for aggressiveness in specialized ranches outside of town.

Javari Vital Statistics



Founding Date:	TN 502
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Leda Gilan and Kazuo Uther
Population:	1.2 million
Principal Industries:	Heavy industry, herding



Skavara - 3.4.4

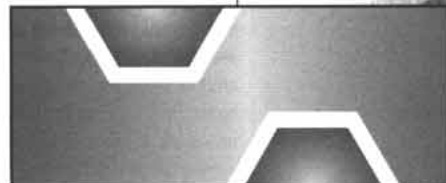
It is in this mountainous city-state that the HCS Eastern Sun crash-landed in TN 1454. Though little remains of the ship itself, the city is venerated for being the first of what would become the ESE. Every year, on the anniversary of the crash, the Patriarch and his emirs gather here for a somber memorial ceremony that borders on ancestor worship. This is usually followed by lavish festivities that include public parties and free bloodsports.

The most popular bloodsport in Skavara is the Labyrinth, a maze stocked with obstacles and opponents. Convicts are released into the maze and must escape the maze alive, fighting against booby traps and expert gladiators. Some "blockers" are called minotaurs. These fighters have undergone massive body sculpting in Atsi to make them resemble the bull-men of legend. Pumped up with powerful psychoactive drugs, they are unpredictable and vicious.

Skavara specializes in producing high-technology products such as electronics and military hardware. It also manufactures some Gear models, although not the common Jäger, a line that was completely driven out of business when Paxton Arms flooded the market with their clone of the Hunter. Skavara Heavy Industries is the Emirates' only Gear manufacturing company. Their large automated assembly line, located to the West of the city, produces licensed versions of the Iguana and the older Basilisk-class Gears. Both models are slightly modified variants of the standard designs and generally carry an additional arm-mounted light machinegun for "crowd control." Their electronics are somewhat cheaper and less reliable than those in the standard models they are derived from. The present combined production rate is about 250 Gears per year, although this number varies according to demand.

Skavara Vital Statistics

Founding Date:	TN 506 (later abandoned and reborn in TN 1454)
Joined ESE:	TN 1492
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emir Gavriel Draho
Population:	890,000
Principal Industry:	Gear production, tourism (pilgrimage)



Smyrna - 3.4.5

Smyrna has been called many things: the City of Sages, Gadget Town, and Science City. This emirate boasts the highest average level of education in the ESE. Many small colleges specializing in various aspects of science and engineering can be found along Smyrna's winding streets. The graduates of these schools find employment with the multitude of small design houses that power the city's economy. These businesses specialize in designing new and improved gadgets to make life easier or more pleasant. The upper echelons of ESE society form the core market for these devices.

The AST has taken advantage of this well-trained technical labor force and established a large military research center in the city. There are rumors that the AST is studying captured Earth war materials in Smyrna, including a nearly undamaged hovertank. Both the Curia and the research center have refused to comment on the issue.

Despite being a more intellectually oriented city than most in the ESE, Smyrna is still the site of numerous bloodsports. The most popular of these violent games is jousting. Tourneys are held once a week on Saturday in Ayekawa Park, a large green space at the center of Smyrna. Various forms of jousting occur at each tourney. The four most popular types are medieval-style horseback jousting, barnaby jousting, motorcycle jousting, and Gear jousting. Horseback jousting is so popular in Smyrna that fans will often dress up in makeshift medieval garb when they attend the events, even though these clothes are often just the people's interpretation of the garments of a long by-gone age. Barnaby jousting and motorcycle jousting are identical to the horseback form, except that the mount is either a large barnabus lizard or a powerful off-road motorcycle, respectively. Gear jousting has its greatest event in the autumn when up to 64 star pilots face off in a week-long tournament. The winner takes home 200,000 dinars and the Crimson Lance trophy.

Smyrna Vital Statistics

Founding Date:	TN 507
Joined ESE:	TN 1602
Method of Government:	Hereditary Aristocracy
Head of Government:	Emirs Anurima Khajar, Shara Khajar and Lydia Khajar
Population:	300,000
Principal Industries:	Academia and diversified research





3.4.6 - Basal [Free City]

Amid the ancient stone structures of Basal is the greatest threat to the stability of the Eastern Sun Emirates, a young man named Nigel Shirow. Two factors combine to make Shirow so dangerous to the Patriarch. First, Shirow is the rightful emir of the city-state of Basal. Also, four cycles ago, Shirow openly declared that he was a populist and rebelled against the leadership of the Patriarch.

While many uprisings have come and gone in the ESE's history, none were led by an emir. Shirow's stature as the legitimate leader of his people has given this uprising enormous press coverage and foreign support. The CNCS and every one of its member leagues have publicly recognized Basal's independence. The member leagues of the AST have not supported the Patriarch's attempts to suppress this rebellion. Even the AST itself is hesitant to act. It has now ordered its troops to only defend strategic targets.

The past four cycles in Basal have been hellish. Both AST and ESE troops have been assigned to fight the rebels, but conflicting goals have made cooperation nearly impossible. Most AST soldiers stationed here are completely demoralized and disgusted by the genocidal tactics of their ESE counterparts. The Patriarchal troopers, on the other hand, have been whipped into a killing frenzy by their officers and are now extremely difficult to control. They draw little distinction between civilian and military targets - they simply want to kill Basalites. The Basalites, for their part, have waged a highly effective guerrilla war against what they view as foreign invaders. Needless to say, this uprising has been a public relations disaster for the Emirates, as Basal is the subject of daily war reports on the news channels of Hermes 72. Meanwhile, arms, supplies and volunteers continue to pour into Basal, sustaining the city-state's war effort against the Patriarch.

The situation has brightened somewhat for the locals since TN 1933, when first Bangweuleu and eventually Okavango joined the struggle for freedom from the Patriarch. Basal is no longer alone in its fight and rural emirates have also signed on. Now most of the northwester ESE lies in rebel hands. Emir Shirow also secured, in TN 1934, the Oxford Agreement with the AST that limited Republican interference in the revolt as long as he cut ties to the North. He has done so officially, but continues to receive covert support, most recently through the intermediary of Paxton Arms in Peace River. The Patriarchal troops, however, have only become more desperate to end the revolt and are attacking Basal and its allies with renewed fervor. The AST garrisons are still in place, but remain holed up in their bases, only opening fire if they are threatened. Both rebel and Patriarchal units have clashed with the MILICIA and Shirow wants them left alone as much as possible. These optimistic signs are put off by the fact that Basal has now been a war zone for four cycles. The population is tired and some are starting to wonder if it is all worth it. Pessimists also believe it is only a matter of time before the Republic sends in its forces.

Basal Vital Statistics

Founding Date:	TN 1207
Joined ESE:	TN 1492 (in revolt against Strathclyde since TN 1931)
Method of Government:	Hereditary Aristocracy
Head of Government:	Emir Nigel Shirow
Population:	590,000
Principal Industries:	none (due to rebellion)

Shadows of War and Terror

The people of Basal live under the constant shadow of war and terror, but for the most part have been able to adapt to the increasingly harsh conditions. Hardy and determined, the shajhalin of Basal are defiant and try as hard as they can to continue living their lives as normally as possible. During the day, Basal's streets are empty and desolate; only the occasional stray animal or victim of shellshock wanders amidst the rubble. At night, however, most commoners carry on with their lives, relatively free from the specter of sniper attacks or artillery bombardments - children go to school and the workshops try to produce whatever goods they can while troops train to fight.

Since TN 1936 the North has also maintained a base a few kilometers to the north of Basal, known as Firebase 9-Delta, where the Headquarters of the Eastern Task force is located. The influx of Northern troops has caused tensions among Basalites. Weary of the North's motivations and resenting the growing Revisionist propaganda making its way to Basal, the shajhalin have developed mistrust for the Northern troops. While they respect their allies, the fiery Basalites do not want the North to get too comfortable in their city.





Bangweuleu [Free City] - 3.4.7

The city-state of Bangweuleu is found sheltered in a semi-tropical microclimate on the slopes of the Pacifica mountain range. The city is divided between two emirs, both of whom have been made extremely wealthy by the city's mines and textiles mills. Unlike most other emirs, however, the rulers of Bangweuleu are rather progressive and have invested much of their wealth back into the town. These investments have helped Bangweuleu's economy thrive and given its citizens a relatively good standard of living, even by non-ESE standards.

The core of Bangweuleu's economy is its huge canopied bazaar. Almost any product produced on Terra Nova can be found in this open-air marketplace. The bazaar has long served as a cover for many illegal activities, including smuggling Northern goods from Kossuth and Sesshu, and selling black market weapons to Basalite rebels. The emirs of the city tolerated this because they sympathized with the rebels and now that they too have rebelled continue to do so.

Bangweuleu is also the Southern center of the Revisionist Church. This gives the residents of the city an odd sense of kinship with the North. It should be noted, however, that Bangweuleuan Revisionists are allied to the First Follower's Massadan pacifist sect and not to the Second Follower's Sorrento reactionary sect.

Bangweuleu joined Basal in rebellion in TN 1933 after an attempted coup by Prince Nneka against his father Emir Armann Boash. Patriarchal troops backed the coup, but they could not stand against the local forces once the other emir of the city backed Armann. Since then, the city has been closely allied with Basal and in the thick of the rebellion against Strathclyde. MILICIA troops have interfered on several occasions, but most of the fighting has been between rebel and Patriarchal troops. The toll in blood has been heavy indeed.

Bangweuleu Vital Statistics

Founding Date:	TN 1501
Joined ESE:	TN 1501 (in revolt against Strathclyde since TN 1933)
Method of Government:	Hereditary Aristocracy
Heads of Government:	Emirs Armann Boash and Dratha Ethene
Population:	1.2 million
Principal Industries:	Mining, textiles, trade (largely suspended since 1933)



Okavango [Free City] - 3.4.8

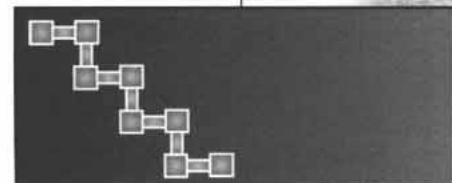
Okavango is the only Terranovan city-state not built on solid ground. Instead, the city is a jumbled mess of giant raft-like structures, each one deeply anchored in the shifting ooze of the swamp beneath them. These artificial islands are linked together by hundreds of flexible polymer bridges. Okavangans commute from island to island using hovercraft and flat-bottomed barges.

Unfortunately for the city's residents, the Okavango swamp is home to many predatory species, some of which occasionally intrude into the city's poorer areas to hunt unwary travelers. The most notorious swamp predator, the swamp shark, is also a source of tourist revenue for Okavango. In late autumn of every cycle, the city is the host to a five-week-long hunting season. Hundreds of wealthy game hunters gleefully descend upon the city for a chance to bag a swamp shark. Although named after a great aquatic predator of ancient Earth, the swamp shark has very little in common with it apart from its ferocity and great hunting ability. Two and a half meters of razor-sharp teeth, hard muscles and leathery skin awaits those who would hunt the hunter.

Okavango's wetlands make it a major rice and jhong growing region. While Okavango is primarily an agricultural city-state, many light industries, such as hovercraft manufacturing, bolster the local economy. The city also draws extra revenue from the soldiers stationed at Camp Blackwater, a large Southern MILICIA training facility located nearby. It is here that the MILICIA teaches its troops in wetlands fighting and survival techniques. At least one full battalion is present at the base at all times, even though the present facilities can barely handle half that number of troops. Okavango joined the rebellion against Strathclyde in TN 1935 when its boy-emir Rafael Bhravo returned from exile and announced his support for the Basalite cause. Since then, however, Rafael has positioned himself as an alternate leader for the whole rebellion and some fear a reckoning is due between him and Emir Shirow of Basal.

Okavango Vital Statistics

Founding Date:	TN 1078
Joined ESE:	TN 1492 (in revolt against Strathclyde since TN 1935)
Method of Government:	Hereditary Aristocracy
Head of Government:	Emir Rafael Bhravo
Population:	680,000
Principal Industries:	Agriculture, archeology, tourism (suspended since TN 1935)





3.5 - THE HUMANIST ALLIANCE [HA]

The Humanist Alliance is a rarity: a human society led by a council of scholars who are devoted to the peaceful development of their community. Formed in TN 1481 under the leadership of Yuri Gropius, the Alliance was an attempt to create a utopian society. Guided by the ideas of Plato, Gropius divided the Alliance's population into three classes, based on their function in the new league: preceptors, protectors and commoners.

Preceptors are the scholars and leaders of the Alliance. They form a self-perpetuating eight-tier hierarchy led by a dictator called the Illuminatus, the enlightened one. All legislation is passed by decree and is subject to the veto of any higher ranking preceptor.

Protectors form the military and police forces of the Alliance. Prior to their annexation by the AST, the protectors had a true military organization. Since that time, they have re-organized themselves into local garrisons. Each garrison is responsible for maintaining order and defending the town from all attacks. The prefect of each garrison is directly accountable to the preceptor of his city-state. All protector garrisons are under the direct command of the Archon, the military commander-in-chief of the league. The Archon answers only to the Illuminatus himself.

Commoners are the average citizens of the Humanist Alliance. These are the workers and merchants of the league, busily toiling away to support all three castes. Commoners come from all walks of life, but all have limited education and no military training. Commoners are forbidden to bear arms and are discouraged from seeking higher education. The one exception to this rule is the Perth Business Academy, where commoner merchants may receive advanced training in mathematics, economics and foreign affairs. Some protectors are also permitted to attend.

Citizens of the Alliance are not assigned their caste at birth. Children younger than 16 cycles are considered to be wards of the state, even if they live with their natural parents. On their sixteenth birthday, they undergo a series of physical, psychological and academic tests to determine their aptitudes. On the basis of these test results, children are assigned to one of the three castes for life. Children spend their adolescence training for the occupation they will have in their adult life.

Much academic debate has considered whether or not the Alliance has succeeded in its utopian mission. The large majority of the population appears to be content with their lot in life. The Alliance has minimal crime, mostly consisting of minor acts of rebellion that are easily corrected by re-education centers. It should be noted, however, that the Alliance also has the highest suicide and unexplained infant mortality rates on the planet.

HA Vital Statistics

Founding Date:	TN 1482
Method of Government:	Self-Perpetuating Hierarchy
Head of Government:	Illuminatus Salvador Anastapulos
Capital:	Perth
Population:	23.4 million (0.2 million preceptors, 1.3 million protectors, 21.9 million commoners)
Anthem:	Unity by Richardson





Perth [HA Capital] - 3.5.1

Perth was initially established by Earth's International Geographic Society as a research station. Over the course of the colonial period, Perth became a gathering place for Terranovan intellectuals and scientists. When the colonial structure collapsed in TN 1464, the majority of these thinkers decided to stay on Terra Nova and establish a new society based on their own ideas.

Sadly, few of these idealists could agree on what utopia was. After over a decade of chaos, Yuri Gropius managed to unite the population of Perth and form the Humanist Alliance. As new cities joined the Alliance seeking protection during the Reconstruction, Perth became the capital of the first Terranovan league.

Today, Perth is one of the largest cities on the planet, both in population and surface area. It sprawls along the northern shores of Lake Hawkins across to the Esperance Basin. Perched on a tall hill, the palace of the Illuminatus looms over the city. This white marble temple, called the Acropolis, serves the Illuminatus as both residence and executive offices.

All but the oldest sections of Perth were planned and built using a rigid geometric pattern. The entire city feels perfect. This effect is so pervasive that small imperfections like cracks in the sidewalk or random litter seem immediately out of place. While most Humanists find harmony and inspiration in this geometric nirvana, most foreigners instantly notice that something looks wrong about the city. It is just too regular, too artificial in nature. Only in the Old Quarter, which predates this geometric style, do outsiders feel comfortable. Accordingly the Old Quarter is the place where most visitors can be found.

Perth is home to two major universities: the University of Perth and the Perth Business Academy. The University of Perth is commonly accepted as the best university on Terra Nova. While other schools may be better in one field or another, the University of Perth offers the best overall education and is consistently excellent in all fields. It is here that the Alliance educates its most promising preceptors.

The Perth Business Academy was specifically created to give merchants the specialized education they need to compete effectively with foreign rivals. Commoners who bear a degree from the Academy are often treated as if they had a caste of their own.

Perth's economy is heavily based upon its status as the capital. The city has almost twice the normal ratio of preceptors in order to staff government offices. High-technology industries like computers and electronics are also fairly common in Perth, as is aquatic farming. Many of the small businesses in Perth are based on fields which are considered to be too experimental or revolutionary elsewhere.

Perth Vita Statistics

Founding Date:	TN 460
Joined HA:	TN 1481
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Nhemu Lowerson
Population:	3.0 million
Principal Industries:	Computers, electronics, aquatic farming, tourism



1st Penhilion - The Silver Watch

The Silver Watch is a combined arms unit, made up of Gears, hoppers and motorized infantry, about the size of a reinforced regiment. Its duty is to assure the safety of the Illuminatus. It is a duty that ensures the penhilion is made up of the best protectors the HAPF has to offer, backed up by some of the finest equipment. The Silver Watch is also a major tourist attraction and is well known for its polished chrome armor and vehicles. Members of the Watch can be found at all entryways to the Acropolis, the Illuminatus' home and the center of the Humanist government. They also patrol the inner part of the city, guarding important government buildings. They are known to work in close conjunction with HIRA to secure the Illuminatus' safety. The Silver Watch appears prominently on postcards and advertising material about Perth and no visit is complete without witnessing the changing of the guard on the steps of the Acropolis.

Assignment to the Silver Watch is one of the greatest honors possible for a Humanist Protection Force soldier. These soldiers consider themselves to be the repositories of all the honor and tradition of their nation, and are expected to lay down their lives for these principles if necessary. Many of the officers and senior NCOs of the penhilion will come to know members of the Inner Circle or even the Illuminatus himself during their service, and may then be recruited onto their personal staff as security or for other skills. Protectors must walk a careful line, however, because to seek out such advancement too obviously is considered a grave breach of etiquette and even grounds for reeducation. Absolute selflessness is the ideal, but few can claim to live up to it completely.



3.5.2 - Gardena

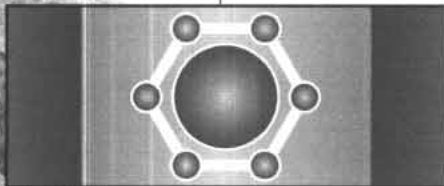
From a distance, the city of Gardena resembles a group of low, white hills clustered together on the dry savannah of the Tobian Plain. These "hills" are, in fact, the hundreds of interconnecting windowless domes that make up the surface of the city. Thousands of kilometers of underground tunnels serve as both roadways and living spaces for many Gardenans. A large underground river runs through the middle of the city, providing it with plentiful water and moisture. This moisture is used by the residents to maintain their enormous underground hydroponics facilities. These facilities are made from older, abandoned tunnels or new, specially made tunnels. Many have engineered soil which has been optimized for growing certain crops. This has allowed Gardena to grow rich by retaining a virtual monopoly over many unusual food items, such as corn, coffee beans, cocoa and other plants which failed to adapt to Terra Nova when imported from Earth. Here, in the protected environments specially created for them, these species thrive and grow to unusually large sizes.

Since they almost never leave their domes and tunnels, the people of Gardena tend to have unusually pale complexions. Most Gardenans have a poor tolerance to bright lighting such as sunlight and suffer sunburns quite easily. Gardenans also tend to be xenophobic, to the point that most speak Intralingua rather than Universal French as their native tongue. Intralingua, with the multiple grammatical and syntactical similarities it shares with Universal French, is still the subject of a hot debate between linguists. Some claim that it is no more than a sub-language derived from Universal French, while others hypothesize that it is a separate language which branched out of Colonial French. Gardenans themselves do not really care.

Gardena is also the base of operations for a rebel movement called the Hehli. Sometimes calling themselves the Gardenan Underground, the Hehli believe that the Humanist Alliance has been completely corrupted by "contamination" from the Southern Republic. The only chance for survival is to cut Gardena off completely from the world above. This extreme xenophobia makes the Hehli very careful, although somewhat fixated on their way of life. The underground controls much of the deepest portions of the Gardenan complex and has established a safe community elsewhere in the MacAllen cave network. The Hehli do face the double threat of dealing with both Humanist and Republican enemies, however.

Gardena Vital Statistics

Founding Date:	TN 573
Joined HA:	TN 1496
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Tessa Bleu
Population:	940,000
Principal Industries:	Agriculture (hydroponics and Earth strains), submersible construction



Life Underground & Underwater

Gardena is unique because of the citizens' outlook on their lifestyle. While some other Terranovans live underground out of necessity - usually for defensive purposes - Gardenans consider subterranean and aquatic life inherently better. The greater the isolation from the rest of the world, the happier Gardenans seem. Isolationism has given way to rampant cultural xenophobia and all outsiders are looked upon with a great deal of suspicion.

Despite certain psychological similarities, not all Gardenans are created equal. The city-state has three separate sectors, each deeper and more xenophobic than the last. The Upper District is the surface level, made up of a series of domes that house residences for visiting outsiders, a MILICIA barracks and a trading area. Outsiders rarely venture deeper than this district, but Gardenans who live here are generally more open to strangers than the average. The heart of Gardena is the River District, lying some 600 meters below ground along a half-flooded MacAllen cave. The River District is very busy and home to most of the city's population. Outsiders do come to the River District, but usually only on specific business. MILICIA barracks, diplomatic compounds and hotels for outside business people do a good job of both accommodating and isolating outsiders. Local residents do not like outsiders, but tolerate their limited presence. Over two kilometers below ground lies the Bluewater District, the psychological core of Gardena. Made up of hydroponic gardens and underwater facilities, Bluewater is strictly off limits to outsiders. Its residents are utterly xenophobic, paranoid about foreigners carrying disease or wishing to destroy the Gardenan way of life. Bluewater is the main base of operations for the Hehli terrorist movement, dedicated to Gardenan independence. Most locals are sympathetic to the cause because of their own xenophobia and do everything they can to hamper Humanist and Republican investigations into the underground movement. Bluewater is home to a fleet of cutting edge submersibles that explore the MacAllen network. The Hehli regularly make use of these to travel to their hidden base in the flooded tunnels.





Thebes - 3.5.3

Thebes was one of the first cities established during the first full wave of colonization. The city is well known for its cyclopean stonework which dates back to the 10th century. As an archaeological center, Thebes rivals Olduvai. While richer in potential dig sites, Thebes' greater level of urbanization makes accessing these finds difficult.

Thebes' early colonial sites are very interesting for Terranovan archeologists. Indeed, the site was set up as a scientific settlement in the early days of the colonial effort, but much of the community seems to have gone native around the scientific settlement. There are plentiful ruins of low-tech fishing villages coexisting with scientific establishments. There are also remains of exploration period stations, dating from before colonization of the Humanist Alliance region. Some point to the continuity in structures to theorize that early settlement did not die out before the establishment of Thebes proper, but rather had dispersed into a series of fishing communities around the lake that merged with the scientific community in the fifth and sixth Terranovan centuries.

The city-state of Thebes serves as a kind of engineering think tank for the Humanist Alliance. It is here that the Alliance built their world-class engineering school, the Thebes Design Institute. The city is home to countless small engineering firms and corporate research and development facilities. Its population has a high ratio of preceptor engineers and business people. The concentration of high-technology industries in Thebes makes the city a constant target of speculation. There are rumors of an entire series of new vehicles and Gears being designed and tested here. One disreputable tabloid reported that powerful new energy weapons had been tested in Thebes over the past five cycles. The Preceptor of the City laughed off the allegations, stating that the Alliance had better things to do than find new ways to destroy stuff.

The engineers and designers of the city are in a state of almost constant conflict with the archeologists. Each scientific discipline demands more space and resources from the Humanist and Theban governments. The conflict is made worse by the fact that engineers often want to build facilities over potential archeological sites, while archeologists are always uncovering ruins under valuable industrial compounds. City preceptor Olbian must navigate between these competing interest groups.

Thebes Vital Statistics

Founding Date:	TN 411
Joined HA:	TN 1487
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Jessika Olbian
Population:	1.6 million
Principal Industries:	High technology, engineering, research

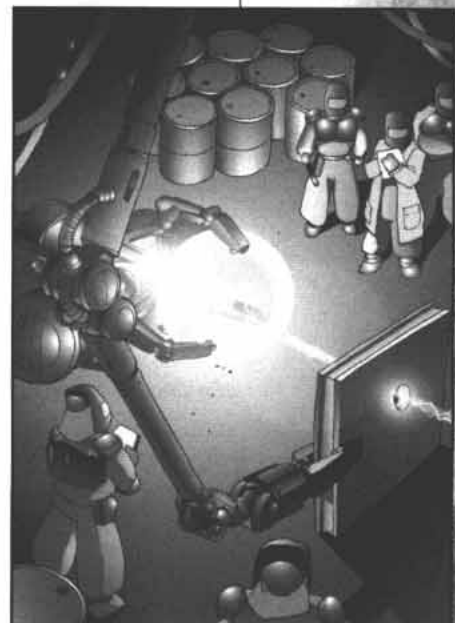


Secret Operations

Despite City Preceptor Jessika Olbian's denials, Thebes is indeed the site of many secret military research programs. These programs exist in order to keep the Alliance's military on the cutting edge. Besides being a sound strategy of national defense given the growing concerns of global warfare, it is also part and parcel of the nationalist agenda of Operation LongNight. For LongNight to succeed a military conflict of some sort between Humanist forces and the foreigners occupying her will be necessary. To win, the Humanist Alliance Protection Force must not only be efficient and deadly, but it must keep its technological edge secret from potential enemies. Because of this, several of the projects underway in Thebes are utterly confidential and appear in no records that will pass before Republican eyes. Whether or not these precautions are enough to deter the Southern Republic Intelligence Directorate (SRID) remains to be seen.

The three most important ongoing operations in Thebes bear the code names Golden Bow, Tin Man and Diomedes. Project Golden Bow is the source of the energy-weapon rumors currently running rampant. It is an effort, coordinated with new contacts in Port Arthur, to reproduce the battlefield particle accelerators used with such deadly efficiency by the CEF during the War of the Alliance. This work has been slow-going, but there has been some success in fitting new energy weapons to traditional tanks and vehicles. Project Tin Man concerns itself with the development and application of drone technology on the battlefield. The Alliance relies heavily on drones for border security and other military duties and Tin Man is the latest addition to this doctrine. Diomedes is a program dedicated to the development of Gears and other vehicles for use in the MacAllen cave network. Diomedes sees itself in direct competition with the underwater designers of New Baja in the Badlands and HIRA agents have already stolen plans for the Water Viper Silent Running manufactured in Baja.

All these programs operate in hidden facilities within or near the city. HIRA and other Humanist agencies are in charge of security and treat intruders with deadly force. So far, these programs have remained secret, but the outbreak of rumors does not bode well for continued security.





3.5.4 - Gropius

Named after the founder of the Alliance, the city of Gropius is the result of a merger between numerous small towns in the Trondheim Valley. The city lacks a downtown core, and is instead divided into sixteen boroughs. Unlike Perth, Gropius is devoid of the Alliance's predominant geometric architectural style. It is a city of narrow paved roads and gravel paths, of whitewashed cottages and cobblestone plazas, but most of all it is a city of grape fields and wineries.

Gropius' fine wines are a popular delicacy across Terra Nova. Before the collapse of Earth's colonial system, even wine lovers on other planets praised the region's wines. Ironically, normal grapes grow very poorly on Terra Nova, and only account for 10 percent of Gropius' fields. The other 90 percent is seeded with a hybrid plant called the elohar grape. The elohar grape vine is a heavily modified Terranovan creeper vine which was genetically engineered centuries ago to produce a fruit which is almost identical to a normal grape. Unlike the struggling grape vines, the elohar vines grow prodigiously. Elohar vines can often be found covering the sides of old Humanist buildings. The resulting wine tastes almost as good as the original.

Gropius is the artistic center of the Alliance. Many amateur artists make pilgrimages to Gropius to mingle with their favorite preceptor-caste classical artists or business-class popular artists. Alliance artists welcome these guests since according to Alliance tradition the success of an artist is measured by the number of people who wish to become his disciple.

The only local event which is more important than the grape harvest is the Terranovan Olympics. This massive athletic event features almost every sport played on Terra Nova and occurs in early summer, once every four cycles. Every league, city-state and village on the planet is invited to send their athletes to compete in the Olympics. However, the vast majority of contestants have always been Southerners.

Recently, a controversy has arisen over the participation of genetically engineered "supersoldiers" from Port Arthur competing in the events. Many athletes have cried foul, claiming that the Port Arthur Olympians are not true humans. Most Terranovans have dismissed the debate as a silly sports argument, but some political analysts warn that the outcome of this debate will set a legal precedent for determining the rights of genetically engineered individuals across the entire Allied Southern Territories. And, despite all the good will of the Olympic organizers, most Southerners find it hard to be defeated by outsiders - genetically engineered or not - and it is not unusual for athletes to try to gain an edge by using booster drugs.

Gropius Vital Statistics ☐

Founding Date:	TN 812
Joined HA:	TN 1481 (had Humanist system since TN 1477)
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Fyona Nahvie
Population:	2.3 million
Principal Industries:	Agriculture, wine, fine art, glass blowing

3.5.5 - Oxford

The small city-state of Oxford lies in the middle of the fertile Tobian Plain. Oxford is an agricultural town, concentrating primarily on grain production, but supplementing this with a diverse selection of secondary crops. Aside from agriculture, a few small power producing stations are the only other profitable industry. Every season, the Oxford Agricultural Fair is held. This fair showcases every aspect of farming life including new animal breeds and plant strains. It is also the location of the only major equestrian event on Terra Nova, the Oxford Derby. The race is run along a two-kilometer, outdoor dirt track on the fairgrounds.

Although the city is a grain production center, Oxford is often said to be growing "special" vegetables. "Veggies" is the derogatory nickname given to students of the prestigious Oxford Academy of Science. The moniker derives from the school's location in a former farming community and originated with somewhat envious students from other Humanist universities. Despite its unsavory nickname, the Oxford Academy specializes in agriculture and biology. Some of the more successful agricultural methods have been developed by researchers from the Academy, which has earned Oxford a grudging respect.

Oxford Vital Statistics ☐

Founding Date:	TN 469
Joined HA:	TN 1493
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Davyd Tomlyn
Population	470,000
Principal Industries:	Agriculture, advanced genetic research, power generation



Raleigh - 3.5.6

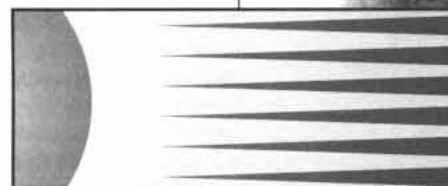
Raleigh is a medium-sized city on the eastern edge of the Alliance's territory. Many of the city's original colonists were natives of the continent of Australia. Several of the city's cultural traits are thus derived from ancestral Australian traditions. For example, the official sport of Raleigh is rugby. The most common local pest is the wallaby, a small kangaroo that was imported to Terra Nova so Raleighites could feel more at home. The most popular local religion is a form of mysticism based on Australian aboriginal dreamtime beliefs.

Raleigh's economy is primarily agricultural; wheat, millet and barley are all grown around the city. The most important and unusual crop is grown in vats in the city's industrial park. These vats are the home of some specialized bacterial cultures. When fed any form of organic material, such as the city's agricultural and human waste, these bacteria transform the waste into a simple pre-polymer substance commonly known as "gorp." Gorp produces almost no waste products when processed into any of the countless polymers used by the bio-composite firms in Raleigh. Even though the city is not home to any major brewing or distilling companies, Raleigh is often considered to be an important alcohol production region. This is due to the city's thousands of enthusiastic hobbyists who produce their own homemade beer and spirits. Some of these private producers will sell occasional batches to local merchants. These beverages invariably have quirky and original names such as Pickled Crow and Bruce's Brain-Damaging Beverage, and vary greatly in price and quality.

Despite its friendly frontier atmosphere, Raleigh does have a dark side. Indeed, it is the home of the dreaded Tatant Reeducation Facility. Operated by the Humanist Department of Health and Morality, Tatant incarcerates the most incorrigible criminals of the Alliance and subjects them to extensive reeducation and brainwashing. Many emerge as productive members of society. Others do not emerge at all. Locals understand what happens inside Tatant and try to avoid the large black building at all costs. When forced to pass by it, they avert their eyes.

Raleigh Vital Statistics

Founding Date:	TN 812
Joined HA:	TN 1503
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Jon Flytcroft
Population:	560,000
Principal Industries:	Agriculture, meat, alcohol



White Rock - 3.5.7

The city-state of White Rock is situated in the tallest mountain ridge of the South. The top of the city's water tower is the highest man-made point in the southern hemisphere. Yet, despite being built at dizzying heights, much of the city is underground. White Rock is the main production site of the Alliance's machine tool and automotive industries. The Alliance's elusive defensive industries are also found in White Rock, albeit buried under hundreds of meters of rock. Near these weapons factories is the underground bunker that is the nerve center of the Humanist Alliance Protection Force.

In early winter, the city hosts the White Rock Automotive Open, a series of vehicle races around mountainsides and through tunnels. Most of the vehicles at the Open are super-tuned, custom-built models that push the limits of Terranovan technology. Since the results of these races are viewed by many leagues as an issue of national pride, most leagues will give financial support to citizens of theirs who enter the Open.

Deep within the rock facades of White Rock lies the central command facility of the Humanist Alliance Protection Force, the leagues police/military. The Central Command Facility is extremely well guarded and even Southern advisors have a hard time gaining access. Rumor has it that many of the programs underway here are unauthorized by Port Oasis and tie into Operation LongNight. The South maintains a MILICIA base in an adjacent underground facility, but some whisper the HAPF can wipe it out if need be.

The city-state holds one more mystery: named after its city of origin, the intoxicating and expensive White Rock Liqueur still puzzles connoisseurs with its secret recipe.

White Rock Vital Statistics

Founding Date:	TN 706
Joined HA:	TN 1509
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Landil Geem
Population:	1.2 million
Principal Industries:	machine tools, automotive and defense production





3.6 - SOUTHERN ORGANIZATIONS

The following groups and factions are some of the main organizations that constitute the South's social and political scenes. All are part of a complex web of alliances and oppositions which continually changes as new actions are taken. Each group has its own agenda and purposes, and not all of them are public knowledge. Indeed, secrecy and behind-the-scenes work often seem to be the preferred method of action.

3.6.1 - Southern Republic Intelligence Directorate [SRID]

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

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

◆ Les Témoins

The shadowy partner of SRID, Les Témoins ("The Witnesses") is a league-spanning network of secret police and informers. Témoins operatives work in hiding, gathering dossiers on fellow citizens and filing them with handlers. When a criminal investigation begins, they hand over files, which are considered factual testimony in Republican courts of law, on suspects, victims and witnesses to the investigating officials. The actual number of operatives is unknown, although most are thought to be simple citizens who receive a stipend for reporting on their neighbors. Dedicated agents are a rarer breed, controlling other agents or undertaking special investigations. Rumors persist that the Témoins hold a great deal of damaging information on powerful members of the Estates-General and Curia, giving them a great deal of power. Lord Chancellor Etienne Durocher, a former director of Les Témoins, may well be privy to these secrets.

3.6.2 - The Order of the Falcon

The Order of the Falcon was perhaps the most powerful group on Terra Nova until twenty cycles ago. For over 350 cycles, they ruled the Southern Republic through their puppets in the ministries and Estates General, and had their way with the state. The organization maintained its power by remaining secretive throughout the years; despite its size and influence, relatively few knew the power it wielded and fewer still had any idea who its leaders were.

They originally seized power very simply. The ten councilors were all former members of the Port Oasis military, and had good connections with the remnants of the fighting forces that had escaped from the Marabou Marauders. They also had solid relationships with the leaders of the Saragossa Conclave (whom they would later betray) and sold the idea for a combined assault on the city of Marabou. Once their enemies were destroyed, and with the majority of the Unified Council dead, the Order used money provided by the Rostov family (whom they would later try to destroy) to cement their influence at the top.

Once they had established their power base, they retreated from the public eye. They recruited members from the elite of the Republic, and placed their own people in positions of power. For centuries, the nation's top bureaucrats all belonged to the Order. Any new head administrators named who were not members beforehand were approached and offered to join. Those that accepted gained access to far more influence than they had before; those that did not, saw their careers (or even their lives) end in ruin. The organization eventually became too large, however, and several schisms within its ranks occurred. From TN 1799 to 1822, a string of unsolved murders of some of the most influential Republicans of the time highlighted the tensions that existed within the Order. Few outsiders were willing to take action, however, until Jacques Molay and Louis Philippe deRouen decided that enough was enough and displaced the Order.

The Order, though weakened, is far from dead. They have found new leadership in the form of Louise deRouen, a.k.a. the Dark Fox, who has trimmed much of the organization's useless fat. Though they no longer control the ministries directly, the Order still wields a significant amount of power amongst high level bureaucrats and it is establishing contact with interests outside of Port Oasis. They have also used their influence to broker deals with several city-state councils, preparing them for the generalized revolt that the Order intends to spring on the Republic.



THE ROSTOV FAMILY - 3.6.3

Arriving on Terra Nova in early TN 725, Carlos Rostov brought with him knowledge learned at the heels of some of Earth's most powerful criminals and a vast family fortune. He quickly set up in the Port Oasis region, establishing hotels and casinos that catered to the whims of the rich and powerful who sojourned on this far away world. Money from a variety of sources (both illegal and not) bolstered the family fortunes, and their influence spread across the colony world. Even when the Concordat finally cracked down on the crime infested city of Port Oasis, the Rostovs managed to bribe enough officials to emerge as a legitimate business empire, and moved much of their illegal trade to other cities. The centuries since Earth's abandonment of Terra Nova have seen the family's fortunes increase a hundred fold. As one of only a handful of truly well established criminal cartels when the Concordat departed, the Rostovs consolidated much of their influence. The family's success has been somewhat mercurial, however.

The Rostovs pledged support to the Marabou Marauders prior to the taking of Port Oasis. They bribed political and army officials (who were suddenly willing to negotiate with the invaders) and in essence prevented the senseless destruction of their city. In return they demanded to be installed as the rulers of Port Oasis. The Marauders accepted the aid, and then reneged on their half of the bargain. To gain revenge the Rostovs then funneled money into the fledgling Order of the Falcon who, once they had seized power, turned around and attempted to destroy the family. The Rostov survived nonetheless and is still firmly entrenched in the Port Oasis governing council to this day, and their influence extends throughout the Southern Republic. They directly control several assistant directors of SRID, paying healthy bribes to turn vigilant eyes aside. They have established a distribution network that extends well into the Badlands, and maintain amicable relationships with many Wounded Knee smuggler cartels, most notably the Forzi. They export "immoral" Southern trideons and literature, much of it produced by the Rostovs' own legitimate publishing house, import slaves from the Mekong Dominion, and weapons from everywhere for sale throughout the Republic. They also reap sizable profits from the Blue Strip, a series of casinos, brothels, fine hotels and restaurants located in eastern Port Oasis.

The Mekong Corporations - 3.6.4

The current corporate scene features two rival top companies: International Consumer Products (ICP) and the Mekong Development Corporation (MDC). ICP currently has a slight edge in the Assembly and its Taipan, Miyako Sogabe, serves as Speaker. ICP is a diversified manufacturing and retail conglomerate, producing a staggering variety of consumer goods. MDC is a less traditional conglomerate. The corporate master of the Mekong correctional system, MDC uses a population of indentured convict laborers to undertake a wide variety of development projects across the Dominion. Taipan Arron Logan has also transformed MDC into a parent corporation with holdings in many different companies across the southern hemisphere.

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

The Middle and Outer Tiers of the Assembly include the sixty corporations with much smaller voting power than the "big five." This is a very diverse group, including several of the city-states themselves, the league's largest private airline (Ramonair) and even the Mekong Stock Exchange. Alone, these companies have little power before the Assembly, but they do seek patronage among the Inner Tier to have influence.

The Peacekeepers - 3.6.5

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

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

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





3.6.6 - The Mercenary Guild

The Mercenary Guild's headquarters are located in Hsi Tsang, but its influence can be felt across Terra Nova, especially the Badlands. Anyone looking for a life of action and skilled enough to be successful at it can become a member of the guild for an annual fee of 200 kronars (100 dinars). A guild member is given a weekly update of available work and is allowed to bid on these jobs via a computer network. Any business or individual can post jobs on this network free of charge. The mercenary must pay a 3% advance to the guild once the job is accepted and an additional 2% once the job is completed. There are absolutely no restrictions to the type of work that may be offered, but the risks and rewards of the job must be truthfully disclosed, let the employer being barred from making further offers. Some contracts may be refused for fear of offending a more powerful entity (such as the Yakuza), but this is rare.

The computer network is easily accessed via the extensive Dominion communication satellite network, but the guild member's personal code-word is required to respond to the posting. Fraudulent use of a member's code-word or forging a code-word is dealt with very harshly by the guild. Most other city-states frown upon the guild's activities, viewing them as little more than hired thugs for the Mekong government. Regardless of the political pressure upon the Assembly, the guild is far too useful to Mekong corporations to ever be disbanded. Industrial espionage is so prevalent in Dominion corporations that the guild will always have clients.

The Guild enjoys a good working relationship with all Dominion corporations, with the Civil Service, the Mekong Assembly and even with a few non-Mekong city-states. The ESE executes guild members on sight, aware that many work for the rebels in their League. This does not stop people from posting jobs in the ESE or stop mercenaries from accepting them, but it does make them more cautious. Many guild members are also Yakuza gangsters, and as such may access the extensive intelligence network of the Miyazaki clan. This intelligence network also makes the guild a clearinghouse for other people's secrets. Of course, for the real dirt one has to go to the Yakuza themselves or else hire a Mercenary to get the required information.

3.6.7 - The Brigand Gangs

Brigand gangs vary greatly from one another in outlook, size, methods and objectives. Their majority consists of ragtag bands of ruffians and criminal fugitives who have banded together in gangs to prey upon simple peasant folk and the occasional convoy. These vary in size from twenty to eighty men, with the odd gang exceeding a hundred strong. The brigands are led by a warlord who will generally build a small base somewhere within the jungle, and raid outlying farming communes or prey upon travelers. Occasionally, rival gangs will clash in bloody confrontations which inevitably lead to the destruction or absorption of the weaker one. Authorities usually stay out of these turf wars, waiting until the dust has settled before (sometimes) mopping up the survivors.

Not counting the petty ruffians who act independently, it is believed that approximately 40,000 brigands operate within the Dominion's borders; some observers place this as high as 200,000, but few people believe these groups to be in excess of 80,000, given the resources available to support them. Experts believe the impact and size of the brigand population to be artificially inflated by some sources, suspecting they have a vested interest in exaggerating the threat of these so-called pirates.

The Mekong Dominion does not openly acknowledge the magnitude of the brigand problem, often dismissing it as unimportant. The fact remains, however, that these marauders have a great impact on Dominion life outside the territories controlled by each city-state. It is entirely possible, some say, that Northern interests — most likely Nortlight zealots — might be providing some of the larger gangs with the means to disrupt the Dominion, jeopardizing the league's budding relationship with the United Mercantile Federation. These observers figure that national pride prevents the government from admitting just how much they are hurting.

Brigands tend to operate in the southwestern region of the Dominion, near Mekong City, and along the border with the Badlands. The undeveloped jungles of these areas provide ample space for the gangs to conceal their activities while a large number of trade caravans draw their thirst for booty. Hsi Tsang provides a perfect venue for a brigand to fence his ill-gotten gains. In spite of intense pressure from the Mekong Assembly, Oyabun Toshiro Miyazaki refuses to take any consistent action against them. The Lord Protector has assigned the 223 regiment, known as the Red Lions, to rid the league of this problem. To date, the Red Lions have arrested or eliminated over twenty-five gangs, an estimated total of nearly 1,400 brigands.





Humanist Insight and Regulatory Authority [HIRA] - 3.6.8

HIRA is the intelligence service of the Humanist Alliance. From an outsider's point of view, it is a cross between a typical counter-espionage organization and a thought police. The authority's main function is to monitor the population of the Alliance for deviancy. This gives HIRA far reaching powers to uncover and contain deviant activities and foreign influence. HIRA also conducts espionage operations outside Alliance borders, but this is not acknowledged by the government. HIRA is well known for employing the best electronic and optical surveillance equipment available from Thebes and Perth in their activities. All such surveillance, reports, evidence and general records are stored in a massive computer network known as Mentor.

HIRA was conceived as an internal monitoring and investigation mechanism to control the deviants who would always exist, no matter how well the education system functioned. The work of HIRA is mostly carried out in secret and takes the form of active operations to detect deviance, leaving other more traditional reactive policing to the protectors. Operatives conduct a myriad of tasks to uncover subversives and illegal activities.

When uncovered, most deviants are taken to reeducation centers where DHM staff subject them to psychological conditioning assisted by drugs and sometimes surgery. Reconditioning this way is considered more humane than simple imprisonment. It is always publicly promoted as a method to assist those who have lost their way and help them reintegrate into society. Media propaganda tells citizens how they can "help" their friends and family who might be straying from the utopian path. Media portrayal of HIRA personnel in the Alliance is that of clean-cut professionals, doing all they can to seek out and capture unhappy deviants. Humanists respect HIRA operatives but also fear them because of their far-reaching powers. These agents are referred to colloquially as "ghosts" by Alliance citizens, because of their apparent ability to be everywhere.

In the wider world of espionage, HIRA is known for their use of drugged dart guns (Sfika), sophisticated interrogation techniques and advanced electronics. HIRA is also known to play "nice" — they generally avoid killing enemy operatives. Many of those that have been captured and managed to get released only dimly remember anything at all because of the drugs HIRA uses. HIRA has a notorious reputation for getting information out of anybody with the aid of chemicals. The DHM Tatant Reeducation Facility has a wing dedicated to holding and interrogating foreign spies.



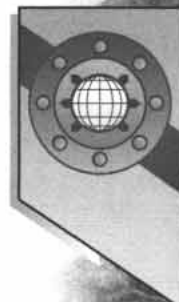
Humanist Alliance Protection Force [HAPF] - 3.6.9

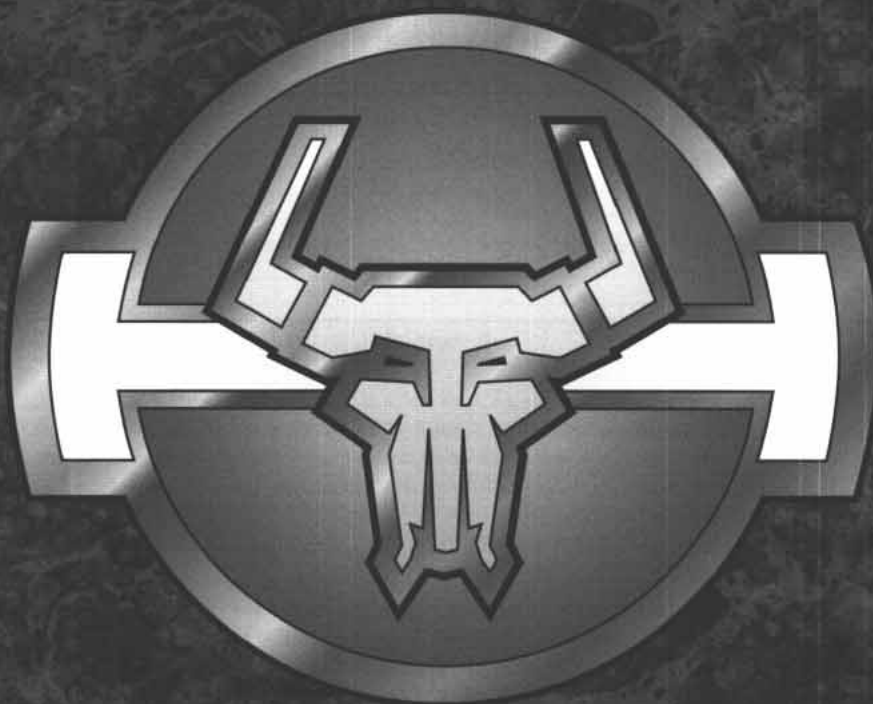
The HAPF is the body administering members of the protector caste assigned to duties that in another league would be considered military. Most of the Alliance's manpower contributions to the Southern MILICIA come from the HAPF. Commoners also serve in the HAPF, filling most support and logistic roles. This means that the protectors are freed up to do what they have been trained for: fight. The commoners assigned to the HAPF have separate ranks for purposes of command, and never outrank any protector, although they may ignore orders given to them by protectors of lesser ranks than that of the one whose orders they are acting under. Commoners must satisfy stringent testing to be placed within the HAPF and are subject to hypnotherapy and other typically Humanist "moral reinforcement" and security vetting procedures. They are overseen by the preceptors in the force.

The Alliance has about 200,000 HAPF protector troops. Some 70,000 or so of these are serving in the MILICIA in the Mekong Dominion, Eastern Sun Emirates, and Badlands or are training at the huge MILICIA War College camp at Marabou. The other 24,000 odd Humanist conscripts to the MILICIA are washed out protectors, deviant recidivists and commoner War of Alliance veterans who could not return to a peaceful commoner life. Most HAPF protectors have had a tour of duty with the MILICIA by the time they are 40 cycles old.

The rest of the protectors serving within the Alliance are comparatively spoiled for equipment, especially when compared to their MILICIA peers. The Alliance being limited to such a small military force — compared to the intentions of Gropius' original plan — has resulted in a policy of providing the best equipment to make them as effective as possible. Humanists favor advanced technology and designs that are not the result of the lowest bidder's efforts. As a result, the HAPF is well equipped and armed. The Sagittarius (see **Southern Vehicle Compendium One: Gears and Striders**, p.156), Orion and Lightning Dragon striders, the Heitorai hover tank and the new Ghost II stealth jet are all examples of cutting-edge technology that can be found in Protection Force ranks.

Many of the remaining million plus protectors in the Alliance also receive training in the HAPF as part of the Alliance's ready reserve training. The Alliance has been training far more troops in this way than the Republic is aware.





Chapter 4: The Badlands

The Badlands are a place of legend for most Terranovans. Historians often compare the Badlands to the Old West of the 19th Century or the Australian Outback of the early 20th century: a dry, desolate place populated by tough, practical pioneers.

Sculpted by harsh desert winds, the shifting dunes and rocky outcroppings of the Badlands are an awe-inspiring sight. Solitary predators glide across the cloudless blue sky, constantly seeking their next meal.

Small animals scurry over and under the sand and burrow into rocky crevasses. So great is the region's beauty and solitude that many major religious figures in Terranovan history have made pilgrimages to the desert sands to challenge their faith and to commune with nature at her wildest.



THE BADLANDS - 4.1

The Badlands are a place of legend for most Terranovans. Historians often compare the Badlands to the Old West of the 19th Century or the Australian Outback of the early 20th century: a dry and desolate frontier populated by tough, practical pioneers. Although they make up only a fraction of the global population, Badlanders often exhibit the best traits of the planet's character - independence, honor and a dogged will to survive - and so they lay claim to the title of "true Terranovans."

The Badlands are both a geographical and political region. They form a buffer space between the two polar confederations, the Confederated Northern City-States and the Allied Southern Territories. Skirmishes, trafficking and "incidents" between the two add to an already chaotic political situation. Indeed, the Badlands are home to several small coalitions, each with its own territory and ambitions. Many Badlanders can trace their heritage back to people who left the North or South for the Badlands frontier. Terranovans leave the relative comfort of the poles for a variety of reasons, ranging from a quest for adventure and opportunity to a flight from oppression, but a desire for freedom is an almost constant refrain. Badlanders see the poles as stifling places choking on nationalism and governmental restraints; they greatly resent any attempts to impose order on the equator.

In geographic reference tomes, the Badlands are the arid desert regions that ring Terra Nova between roughly 10° North and South. Much more than a desolate and empty wasteland, the Badlands feature three major mountain ranges and thousands of square kilometers of savannah on their borders. Each region, while equally hot and oppressive, has its own characteristics, making all locations unique: no two places in the Badlands are quite the same.

Sculpted by harsh desert winds, the shifting dunes and rocky outcroppings of the Badlands are an awe-inspiring sight. Solitary predators glide across the cloudless blue sky, constantly seeking their next meal. Small animals scurry over and under the sand and burrow into rocky crevasses to escape the oppressive heat. Sturdy shrubs and stubby desert plants amass what little moisture they can. So great is the Badlands' austere beauty and solitude that many major religious and philosophical figures in Terranovan history have made pilgrimages to the desert sands to challenge their faith and to commune with nature at her wildest.

Eking out a living in this dry wasteland is a difficult task. Homesteaders face nomadic raiders, predatory life forms, desert tempests and the dreaded corrosive white sand. Water is always in short supply and hard to come by. And yet, numerous small cities dot this barren landscape, symbols of humanity's will to survive. Some of these communities rival polar city-states, but most are small towns and homesteads. Almost all are built up near some source of water, be it a natural or dug well leading to the MacAllen Cave Network, plentiful waterroot fields or a healthy supply of moisture-collectors.

Desert Dwellers - 4.1.1

The most typical type of Badlands lifestyle centers on the homestead. These large dwellings, often home to one or more extended families, are desert farms. They raise waterroot and johar, ranch hoppers or barnabies and use moisture traps to strip water from the wind itself. Some also mine minerals. Homesteads are largely independent but trade for manufactured goods. Areas well-suited to homesteads usually become counties, where locals cooperate for common resource management (such as granaries) and help set up a small town for a general store and repair shop. These counties are run by town elders who are known for their conservatism and xenophobia. Counties will usually hire a war veteran to serve as marshal; some are dedicated lawmen, others corrupt petty dictators. Most fall somewhere in the middle. The laws these officers enforce are usually simple and straightforward, aimed at dealing with theft and intrusion by undesirable outsiders. Cases are either dealt with on the spot by the marshal or brought before a council of town elders for judgment. Long imprisonment is impractical, so serious crimes usually result in being stripped of property, exile or a simple execution.

Another type of desert lifestyle is the way of the bandit. Known as rovers, Badlands bandits group together in small bands that prey on homesteading communities, trade caravans and whatever other targets they can find. These bands are usually short-lived, made up of desperate souls and cutthroats who gather around a charismatic leader able to supply them with money, alcohol or some other goods. When that supply runs out or when the band faces real opposition, it will usually break up. There are some rover bands that have become more than that, however. The Desert Wolves, who operate near Prince Gable are a bandit clan and even have a basic understanding with local homesteaders: they protect the region from other forces in return for certain limited pillaging rights. Historically, there have been even larger rover bands. The settlements that became the Western Frontier Protectorate, for example, had to deal with large rover "armies" that ransacked many communities. The long Badlands frontier of the Confederated Northern City-States has also been the sight of large rover groups, currently tied to the cartel wars emanating from Wounded Knee.

The Badlands are also home to many different desert tribes. These semi-primitive social groups live in relatively isolated communities and have a much reduced dependence on technology. Most are descended from Badlanders stranded in the desert during colonial times or Reconstruction. The most famous of these tribes is the legendary Sand Riders. Semi-mythical, this tribe somehow survives deep in the Great White Desert, and expanse of corrosive white sand in the Western Desert. Many tribes send young people on journeys of discovery called walkabouts, in which they go out into the world and meet others, sometimes returning with a mate, resources or just information. Rumors persist that the Sand Riders do this as well, slipping unseen into trade caravans or other wandering desert groups.



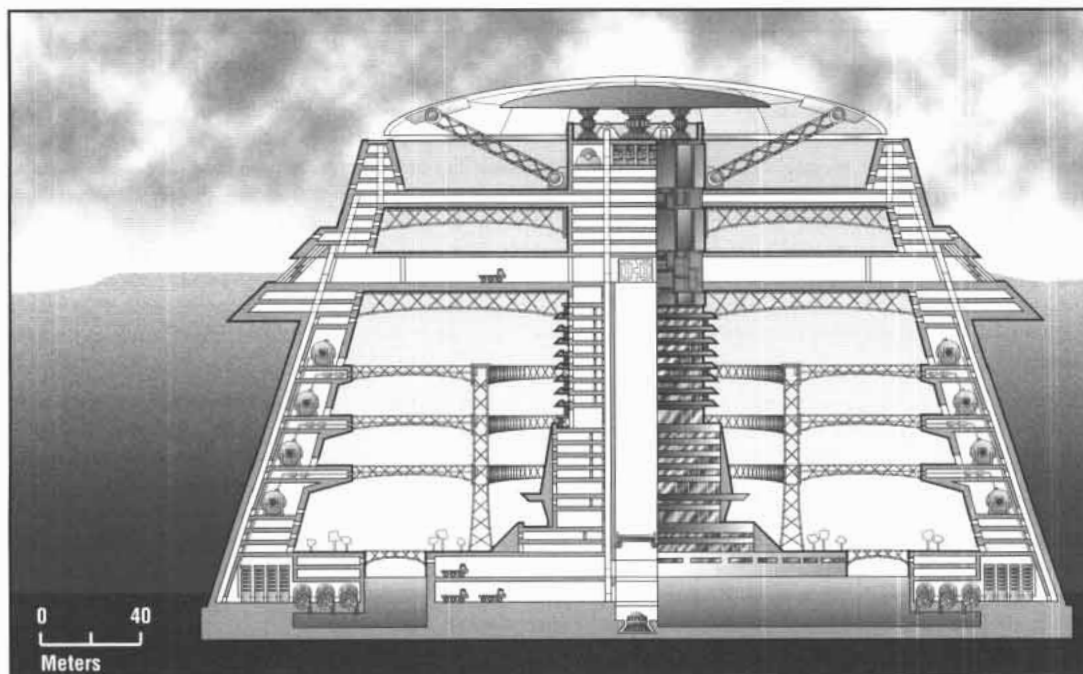
4.1.2 - Oasis Towers

Oasis towers are probably the most unique and distinctive of all desert dwellings and are found along caravan routes and at other strategic locations in the Badlands. They are huge enclosed towers made out of the local rock and sealed against the oppressive heat of the surrounding desert, protecting hundreds of people from the harsh environment outside. The lower half is buried in the sand to remain cool, and pumping stations placed in the lower levels ensure a sufficient water supply for everyone. Sensors, solar panels, moisture condensers and weapon ports dot the exposed surfaces. Originally built to shelter passing travelers, the towers are now both way-stations and towns in their own right.

Construction: Oasis towers or simply oases are massive stone shelters that line major caravan routes and cover many wells. The basic oasis structure (see diagram) consists of a truncated cone made of local stone buried deep into the bedrock and emerging from the desert sand. A spiral passageway connects the outer doors to the interior, which is cooled to a comfortable 25 to 30°C by a massive ventilation system. A habitat tower stands at the oasis' center, providing apartments, shops and other facilities. Repair and other industrial facilities are usually limited to the oasis' floor. Hanging gardens stretch from the tower to the oasis wall every five stories, providing food for the inhabitants and helping to filter the air. Oasis systems are usually powered by massive solar panels on the structure's roof that can also be set to reflect sunlight into the oasis interior to provide natural light that filters through the hanging gardens.

Ownership: Obviously, only wealthy corporations and leagues can afford such a massive construction project. Oases were first built by polar mining concerns in the seventeenth century, but many of these became independent when the companies went bankrupt after the St. Vincent's War. These "free oases" still dot the Eastern Desert. Today, most oases are sponsored by Paxton Arms. The Badlands conglomerate oversees its oases, but grants the citizens a large degree of self rule, so long as they continue to offer shelter to travelers and remain independent of polar power. Polar corporations and leagues have also built some private oases at strategic locations, but these are often closed to travelers and so are not considered "true" oases.

Oasis Dwellers: Oases exist to provide shelter from the hostile climate of the Badlands and fully half their population consists of transients. These travelers stay anywhere from a day to a season before continuing on their way, paying a fee to remain longer than a day. Permanent residents pay taxes and are usually either employed as maintenance workers by the oasis sponsor or in independent businesses providing services to transients. Most residents specialize in technical skills (vehicle repair, hydroponic farming, and medical services) or in entertainment. Although oases are complete communities with schools and churches, those who wish to obtain a higher education must usually travel to the city-states.



◆ Stone Sculptures

Some of the most interesting features of Terra Nova are its ruins of giant stone heads, carved with lasers and carefully polished. It is assumed that most were erected in the early years of colonization by settlers. Not only were these monumental stone works in fashion at the time, but they were thought to bring good luck to the person building them. Only the oldest settlements have them. Almost all are badly damaged since nobody but archaeologists care about them anymore.



Badland Rovers - 4.1.3

Desert outlaws, renegades and rover gangs date as far back as early colonial times. The original rovers were disgruntled colonial workers who struck out against their employers, living in makeshift desert shelters and raiding supplies from isolated mining camps to survive.

Today, rovers are usually drawn from the Badlands' isolated desert settlements. Very few towns can afford prisons so most criminals are simply exiled, often ending up in outlaw gangs with other outcasts. Other would-be rovers leave the settlements of their own accord, seeking the fabled thrill and freedom of the rover lifestyle. These are usually polar expatriates, as the so-called "rover mystique" is scoffed at by the inhabitants of the Badlands, who know what rovers are truly capable of. Rovers are viewed with suspicion and deep distrust by Badlanders who consider them lazy and dishonorable. This does not mean that all rovers are bad, but most have abandoned their scruples for simple day-to-day survival.

For the most part, the rover threat has been greatly exaggerated by the media. Despite tales of huge rover armies, most gangs can only threaten isolated homesteads and small trading convoys. Lightly armed bands are easily chased off by even a nominal defense force, and those communities with enough money to invest in light military vehicles, such as Heavy Gears, have little to fear from 95% of all rovers.

However, the aftermath of the War of the Alliance has made the rovers much more dangerous. The Peace River Army mobilized and armed a large section of Badlands society and battlefields remain littered with discarded or damaged weapons. Many gangs have acquired Gears and heavy weapons, making them much more powerful. Several communities have armed themselves in response, or have called on the PRDF, the Arthurian Korps or even polar forces for aid. Unfortunately, both North and South have realized that rovers can serve as excellent tools with which to harass their enemies, and several gangs have also acquired new weapons from their patrons.

The Dune Tigers

One of the larger rover gangs involved in smuggling in the Northern Plains Frontier, the Dune Tigers have become enemy number one for many of the local homestead county marshals. The Tigers were founded by Emyl Zoran, a failed caravan merchant and veteran of the Peace River Army who decided to make a living by raiding pilgrimage convoys to Massada. Zoran recruited several of his wartime companions and an assortment of Karaq Wastes' ne'er-do-wells and made a successful living, dodging the PRDF and the Dorothean Order (Revisionist warrior-monks who protect pilgrimage routes). By TN 1931, the rise in North-South tensions led to an increase in Northern troop movements along the pilgrimage routes and the Tigers found themselves in need of another way to make a living. Luckily they were approached by Dayran Gon, a representative of Roman Forzi who was recruiting smugglers. Over the last two cycles, the Dune Tigers have been moving material into the Frontier and the NLC itself.

The Tigers are not especially subtle smugglers and so are assigned to operations far from major NorPol involvement. They are vicious and deadly, however, and are used to impose Forzi rule and eliminate Kolson-affiliated rivals. With the money they have acquired from the cartel, the Tigers now field over a dozen assorted Gears (decommissioned Bears, Basilisks and Hunters for the most part) along with jeeps and transports. The gang counts almost sixty members, including Zoran and his three top lieutenants. They are based out of Lorraine, a homestead community they have terrorized into submission.

A recent arrival from the Badlands has become a thorn in the side of the Tigers. Mari Pontneuf is a War of the Alliance veteran who became the marshal of a small Karaq Wastes county along the pilgrimage route to Massada. Her community was terrorized by the Tigers in TN 1930 and Pontneuf swore she would bring them to justice. She managed to chase them out of her town, but when they disappeared north she was unable to find them. Last season she was told they had set up shop on the frontier and she got ready. She has recently arrived in the region and has already killed one rover. Emyl Zoran has ordered her killed, but her mastery of desert survival has made her almost impossible to touch. In desperation, Zoran has called on his cartel contacts. Roman Forzi has arranged for an assassin to take care of Pontneuf.





4.2 - PEACE RIVER



Built into an 800-meter high mesa, Peace River is an extension of the oasis habitat concept. The mesa's exterior is marked by ventilation outlets, access-points to the city, a major airport and a cargo monorail to the alpha maglev line. The city-state proper is contained within a 600-meter tall space divided into three main sectors.

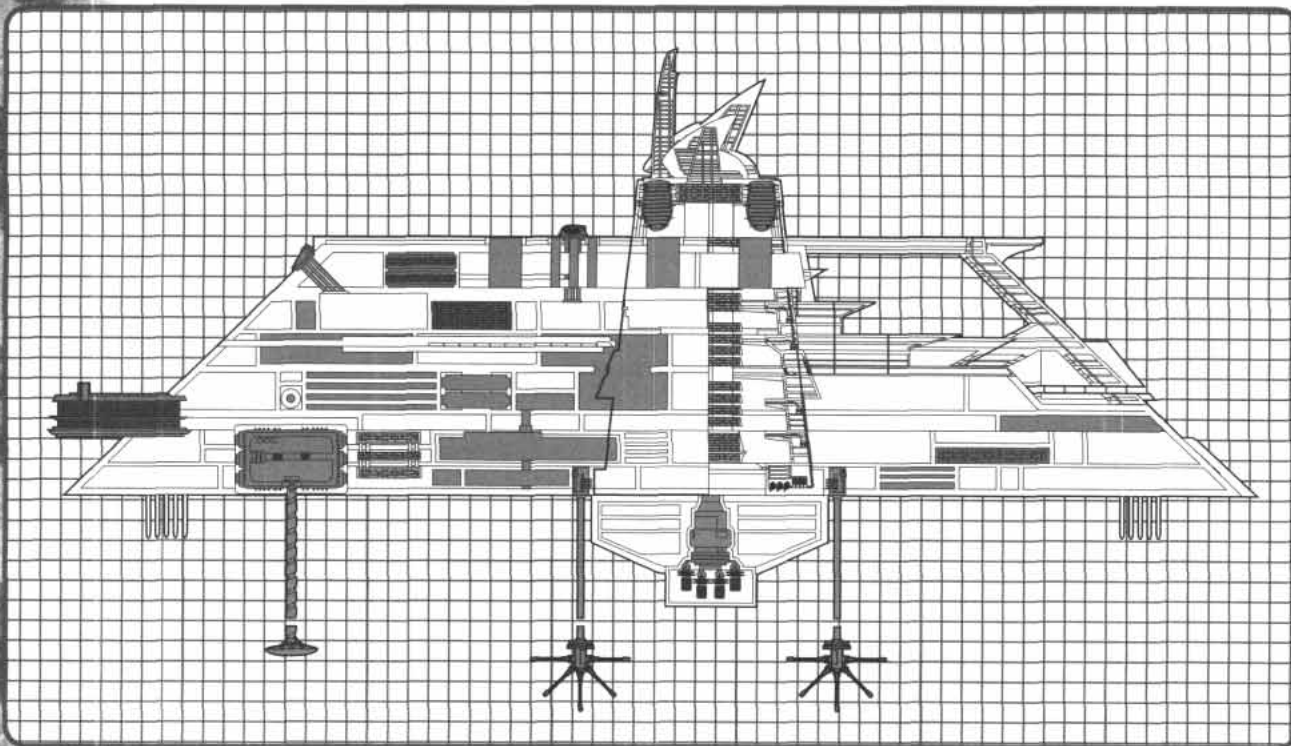
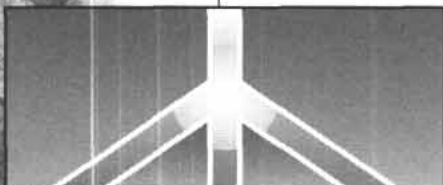
The top sector, a large oasis tower, is used for Paxton Arms' executive offices. Extremely luxurious, these stories house the offices of those who run Paxton and quarters for foreign delegates, all sheeted in armored plating. The conglomerate's massive engineering and legal divisions are also on these levels. Some beautiful, if small, parks are found here and there. Below the offices is a large, open space lined with apartments, commercial malls and three huge pillars that support the giant mobile storm shutters. The habitat core houses virtually all Riverans as well as hundreds of businesses.

Peace River's industrial sector lies below the habitat core, plunging up to 200 meters underground. The Paxton Arms factories employ 100,000 Riverans and function around the clock. The very bottom of the industrial sector is dedicated to a massive water supply and purification complex tied to the MacAllen cave network.

The industrial sector is dark and filled with a complex array of pipes, conduits and machinery. Each factory is housed in its own "division," a specific work zone isolated by heavy blast doors and reinforced to withstand explosions and earthquakes. Workers and industrial robots toil around the clock, crafting and assembling weapons, vehicles and varied goods. The whole atmosphere is oppressive and the most remote corners of the factory levels are not recommended for anyone.

Peace River Vital Statistics ☐

Method of Government:	Corporate Paternalism
Head of Government:	President Gerald Simosa (Paxton CEO)
	Helena Hitashi (Peace River Administrator)
Principal Industries:	Arms and military vehicle manufacturing





Paxton Arms - 4.2.1

The most influential and powerful faction in the Badlands is undoubtedly Paxton Arms, the largest weapons manufacturer on Terra Nova and owner of the Peace River city-state. Paxton is the ultimate neutral supplier - it will sell to almost anyone with good credit, and the Terranovan "hobby" of border warfare has ensured a steady demand for Paxton products. With the current political tensions between North and South, Paxton is thriving.

Paxton Arms' installations are located within the large desert city-state of Peace River. From their underground caverns, the massive factories of Peace River pump out millions of arms and vehicles, ranging from simple hunting knives and rifles to the cutting-edge Warrior IV Heavy Gear. In addition to weapon production, Paxton manufactures several types of consumer goods, mostly desert survival gear and body armors. The corporation's Mining Division also deals in mineral concessions and routinely acts as a middle man for independent Badlands prospectors.

Not all is well at Paxton, however. The conglomerate is increasingly trapped by its dual role as supplier for polar wars and defender of Badlands security. The board of directors fully realizes that Paxton/Peace River, along with the homesteads and towns surrounding it, is becoming an informal league very similar to those found in the polar hemisphere. The de facto transition from corporate manufacturer to self-governing state is making some Riverans nervous, since it could threaten their favored status as neutral suppliers.

Also, because of its position as arms supplier for the northern and southern leagues, Paxton Arms is often accused of fueling the war between North and South and causing the Badlands which they presumably protect to become a battlefield for both confederations' disputes. How, some say, can they hope to defend the Badlands when they contribute to its destruction? In its own defense, Paxton Arms has established a very strong defense perimeter and claims that it does not own the Badlands, thus that it has no responsibilities toward the settlements outside its jurisdiction. Needless to say, Paxton Arms is a very controversial topic for Badlanders and more than one bar brawl has started over it.

The conglomerate was founded in TN 1595 by Mekong Émigré Erbert Paxton as a mining concern. Paxton Mining became wealthy selling ore to the poles thanks in large part to its proximity to the alpha maglev line, which greatly simplified the shipping process and reduced cost. Paxton began to diversify in the early 1700s, producing heavy machinery for mining and all sorts of light desert equipment. Despite limited success initially, the devastation of the St. Vincent War was a boon for the corporation. When the war ended in TN 1729 the manufacturing industry of both poles was devastated, but Peace River was physically unscathed and rapidly restarted production. Though the company was severely criticized for focusing on arms production when the planet had just survived a devastating war, both poles remained afraid the other would rebuild first and were quick to purchase the new weapons. By TN 1750, Paxton had established many of its products as planet-wide standards and was reborn as Paxton Arms.

The Paxton Protectorate ♦

The Paxton family is officially extended to the whole of the Badlands through the Paxton Protectorate. The conglomerate has committed itself to maintaining the independence of the Badlands, and is prepared to use its economic and military might to defend the claims of small communities against aggressors of greater power. The Protectorate was announced in TN 1850 and has been used several times to defend communities in the desert against rovers, polar forces and other aggressors. The Protectorate is enforced by Paxton's military, the Peace River Defense Force (PRDF).

The Protectorate is a real and active force in the deserts around the Pacifica Range and most of the Karaq Wastes. The PRDF regularly patrols the area and can be deployed to a trouble spot by Paxton air carriers in short order. Further afield, the Protectorate becomes more and more illusory. Even Paxton cannot patrol or defend the entire Badlands, and the Barrington Basin and much of the Eastern and Western Deserts are only occasionally visited by the PRDF. Aggressors have also learned that if they present Paxton with a fait accompli, the conglomerate will not risk a long term struggle to retake a community.

The PRDF's most tense encounters usually occur when facing Port Arthur's Korps in the western desert. The latter frequently venture on the fringe of what has traditionally been Paxton's sphere of influence. The conglomerate is very concerned about Port Arthur's web of trading relationships within the Barrington Basin. Also, Port Arthur's sponsorship of the New Coalition (in the Westridge Mountains) is looked upon as an especially bold challenge to Peace River's position as the preeminent community in the Badlands. As a consequence, the occasional PRDF units that patrol the Western Desert spend some of their time trying to chip away at Port Arthur's authority. Some major skirmishes have occurred and locals fear a deadly brush war in the near future.





4.2.2 - Peace River Defense Force [PDRF]

Patrols are undertaken to establish a Paxton presence in the area, but real action comes thanks to the conglomerate's air-carrier wings which allow the PDRF to respond rapidly in a crisis. The presence of the polar fiefs of Timmins (CNCS) and Azov (AST) along with the warring neighbors of Erech and Nineveh and especially Port Arthur complicate matters greatly. The PDRF regularly find themselves in tense stand-offs with one or more of these hostile forces.

The Paladins, one of the six regular regiments of the PRDF, are led by Commander Gabrielle Hunaman. A twenty-cycle PRDF veteran, Hunaman fought in the Peace River Army during the War of the Alliance and lost many friends to the Terran invaders. She has not come very far in forgiving or forgetting the past and still sees the residents of Port Arthur as invaders or collaborators. She is ready and willing to use her forces to assault Port Arthur's small defense patrols whenever the opportunity arises, finally burying her enemies. Hunaman's vengeance is only delayed by strict orders from her superiors.

Like most PRDF regiments, the Paladins employ a mixture of Paxton and polar Heavy Gears. However, vehicles of diverse origins are rarely mixed in a squadron unless their performances are very similar.

PRDF's forces sport usual desert camouflage. Most of the vehicle's hull is painted tan with light brown on the feet and torso. The head, shoulder and lower legs have a spotted camouflage pattern of green-brown on a light brown background. The spots are tan and black. The Peace River symbol appears on the chest of a pilot's standard uniform and is black and white on a red background.

◆ Operational Role

The Border Defense's biggest role at this point is asset protection, and they are on full patrol at all hours of the day and night. They check every person arriving in Peace River for the first time with a facial scanner, and check their identity tags. The Border Defense is not required to question those entering the growing town, but most will subject potential residents and traders to full searches and relatively intensive questioning. Paranoia runs rampant among the members of the unit, and they are not about to let anyone suspicious past their net.

Their second mission objective is the protection of the refugee camps that have sprung up around the Paxton complex. Since most members of the patrol have families there, any threat to those within the camps will be met with extreme and often unjustified force. Depending on the security status of the Gears involved, some members of the Border Defense will take their Gears to the camps overnight to the horror of the maintenance squads in order to protect their families; most do, however, prefer to leave them in a storage hangar.

Lastly, the Border Defense also acts as an escort for important shipments. During these missions the Border Defense membership swells as other civilians who have small arms step in to defend their homes from unfriendly visitors while the regulars are away.

Typical PDRF Regiment Composition

Heavy Gear Regiment	Heavy Gear Company x4 Support Company Command Section
HG COMPANY	SECTIONS INCLUDED
1st	General x1 Assault x1 Rapid Reaction x1
2nd	Patrol x2 Assault x1
3rd	Assault x2 Rapid Reaction x1
4th	General x2 Patrol x1
SECTION TYPE	SQUADRONS INCLUDED
General	General Purpose x2 Strike x1 Recon x1
Patrol	Strike x2 Fire Support x1 Recon x1
Assault	Strike x2 Fire Support x2
Rapid Reaction	Strike x2 Fire Support x1 General Purpose x1



EARTH SETTLEMENTS - 4.3

Its fleet savaged by Terranovan ships and drones, the Colonial Expeditionary Force had to abandon many of their troops on the ground. A total of approximately 120,000 CEF troops including over 100,000 GREL supersoldiers were abandoned on Terra Nova after the War of the Alliance. They had little choice but to make peace with their new life and become Terranovans as best they could.

The bulk of the troops remained at the main Earth Force beachhead in the Barrington Basin, using the existing facilities to found the community of Port Arthur. Another group composed mostly of GRELS later founded the smaller city-state of Jan Mayen in the Eastern Desert. These two settlements are home to almost all GRELS currently on Terra Nova; their presence elsewhere tends to raise more than one eyebrow from their former enemies. The exiled Earth officers and soldiers, although faced with a similar predicament, can blend into the human population and many have moved to one of the polar leagues to start anew.

Genetically Recombined Experimental Legionaires [GREL] ◆

Eight different classes of GRELS were involved in the War of the Alliance. All individuals within these classes are made from the same DNA template and are physically identical. GRELS within a class have the same basic personality and ability, although environmental factors have led to a certain amount of individuality in their ranks.

All GRELS were designed as soldiers first and specialists second. They are large and powerfully built (some classes more than others), with little or no body fat. GRELS have no body hair to reduce sanitary maintenance in the field. Because of the chemical composition of their tough skin, they have a very slight purplish tone.

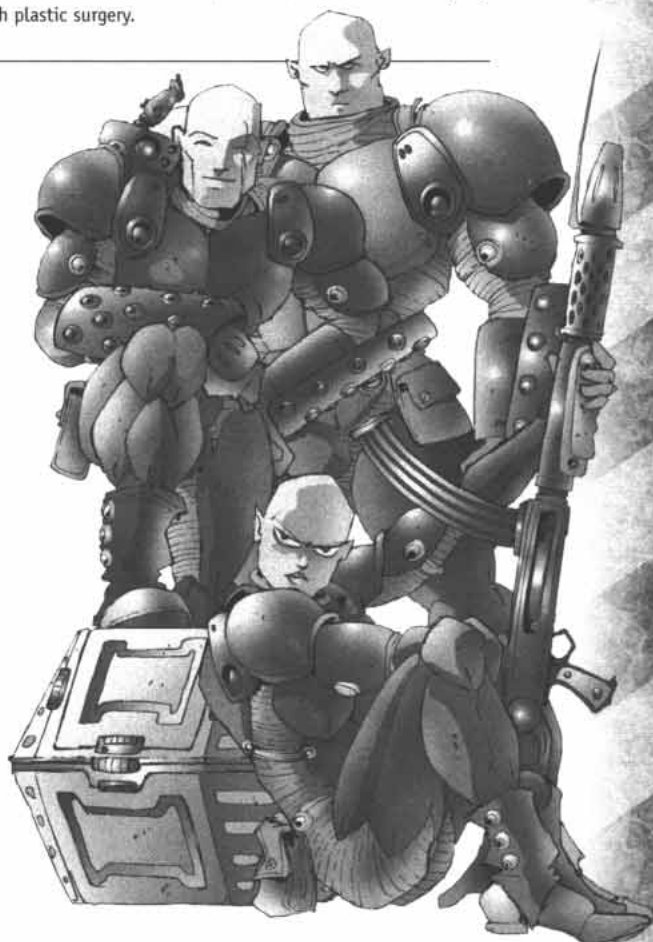
The Isaac-class GREL is typical of the "specialist" supersoldiers. Highly intelligent, the Isaacs were hypnoprogrammed with the schematics of all CEF equipment. The later Isaac-IIIb models were also capable of understanding the workings of captured Heavy Gears.

The Mordred and the Morgana GRELS are closer to the stereotypical representation of the supersoldier as a death machine. The Mordred class is designed to be the ultimate infantryman: they were engineered for toughness, strength and overall stamina. The Morgana class is similar, but more cunning and agile. They were used for commando missions and tactical assaults.

Rumors persist of a ninth type of GREL, identified only as Jezebels. Infiltration and assassination specialists, Jezebels were allegedly genetically engineered to standard human size and individualized through plastic surgery.

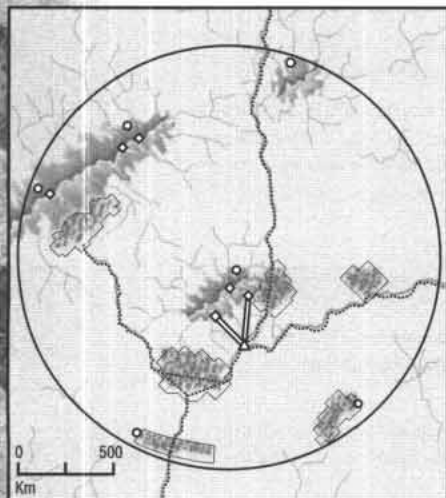
☐ GREL Types

Class	Purpose	Sex	% of total
Isaac	Technician	Male	5%
Isabella	Medic	Female	5%
Jan	Leader	Male	5%
Kassandra	Electronic War	Female	5%
Maxwell	Gunner	Male	15%
Minerva	Driver/Pilot	Female	15%
Mordred	Shock Trooper	Male	35%
Morgana	Commando	Female	15%





4.3.1 - Port Arthur



Originally Port Arthur was a huge refugee camp surrounding the crippled supply center of the defeated Colonial Expeditionary Forces. Today it has become the largest independent city-state in the Badlands and is actively challenging Peace River for political supremacy in the equatorial wastelands of Terra Nova.

Colonel Charles Arthur III is the man most responsible for this amazing turnaround. In the seasons after the colonial surrender, Arthur organized the abandoned and discouraged troops and focused them on rebuilding a new society. Only those loyal to the GREL visionary Jan Mayen refused to follow Arthur and left the camp.

In the spring of TN 1921, Arthur officially announced that he and the other residents of Port Arthur (as the community came to be called by its citizens) disavowed any loyalty to Earth. The city would mind its own business and make its living off the Badlands. This was viewed favorably by the polar governments, who were very busy with the reconstruction and did not want a permanent enemy on their doorstep.

Seizing the opportunity to entrench Port Arthur in the Badlands, Colonel Arthur welcomed all Terranovans who wished to join the community. Many Badlanders took him up on his offer, taking over the homesteads around Port Arthur and developing the local diamond mines. The city now includes many more native Badlanders than GRELS or Terran humans.

Port Arthur is run like a particularly complex military base. Colonel Charles Arthur is the commander of the city, assisted by thirteen majors who serve as a cabinet. Fully 90% of the Arthurian officers are Earth humans who were abandoned on Terra Nova; the rest are Terranovan graduates of the small Arthurian Military Academy. Only two majors are responsible for the active military force, while the others govern the city itself. All told, active and retired officers make up 2.5% of the population.

Most GRELS seem content to live in segregation. Their inability to reproduce and learn new skills has left them resigned to their fate. Most who felt differently left with Jan Mayen in TN 1924. Currently, the GREL community is plagued by the Jan-class tendency toward megalomania, with several Jans acting from the shadows of the GREL neighborhoods. The enigmatic Soldier Sebastopol has organized discontented supersoldiers into a network of revolutionary cells that he hopes to use to overthrow Colonel Arthur and create a GREL nation. The rogue Soldier Proust - leader of a personal army of conquest in the Badlands - has sympathizers in Port Arthur and is rumored to travel to the city-state on a regular basis (See the **Operation: Jungle Drums** adventure for information on Soldier Proust.). Arthurian psychiatrists have yet to convince the Colonel that this tendency among Jans is a serious concern.

Civilian Badlanders form the largest segment of Arthurian society. They include entrepreneurs, homesteaders, miners, merchants and entertainment stars. Civilians have no official rights in Port Arthur, but are represented by non-commissioned officers who are responsible for them. Colonel Arthur is well aware that the city needs to encourage good will if it is to remain a prominent Badlands center and therefore is usually open to civilian concerns. Taxes are relatively low for individuals although social services are almost non-existent outside the military and business is encouraged whenever possible.

Port Arthur Vital Statistics ☐



Founding Date:	TN 1921
Joined NuCoal:	TN 1932
Method of Government:	Military Oligarchy
Head of Government:	Colonel Charles Arthur III
Population:	370,000
Principal Industries:	Diamond mining, commercial spaceport and small businesses



Port Arthur Korps [PAK] - 4.3.2

The body of the Arthurian military - known as the Korps - consists of GRELS. The supersoldiers cannot become military officers, and they live in segregated communities. Colonel Arthur is well aware that Badlanders would not appreciate living next door to the soldiers they fought against and realizes that GRELS suffer from a lack of motivation and learning ability when they are not doing the jobs they were created to do. Although the Korps has only one cavalry brigade (known as the PAK) and one infantry brigade, all GRELS serve as reservists. Strategists are well aware that Port Arthur can call on a military force of 100,000 supersoldiers if need be.

When Colonel Charles Arthur III formed the Port Arthur city-state after the War of the Alliance, he did so using the strength of his GREL soldiers. He knew that they would have to present a strong face to the rest of the war-weary planet in order to be left alone during the rebuilding period that followed the conflict. He formed the Port Arthur Korps from their ranks and only employs about eight thousand at any one time. The Korps remains a mainly defensive weapon with incredible offensive potential. The greatest problem facing the Korps has been fuel and ammunition shortages, and so their ability to sustain any sort of attack for an extended period of time is doubtful. As a result the conservation of resources has become essential. Out of this need came the genesis of the PAK. The PAK rotates a smaller membership of about a thousand GRELS on a seasonal basis; only a couple of hundreds are active at any one time.

A friendly pact with the Humanist Alliance resulted in the building and modifying of HT-68 Hovertanks. The revamped model now uses less fuel without sacrificing movement range. Some of these models have been stripped of some armor to allow for even further progress. Additional purchases and manufacturing has given the PAK the frames and tanks that they need to sufficiently cover their territory. This surplus has led to the placing of PAK teams further and further away from Port Arthur, an effort geared towards what Colonel Arthur calls the Rapid Response Team. His goal is to have a heavily armored team that can engage enemies away from populated areas and to be able to deal with raiders immediately.

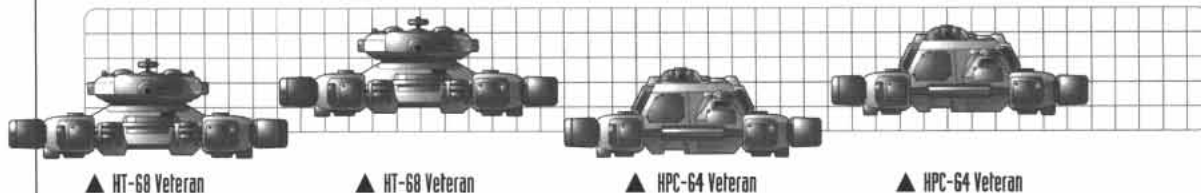
Operational Role ◆

The troops are split into a motorized cavalry brigade and an infantry brigade. Most GRELS rotate through the Korps on a seasonal basis and form Port Arthur's standing reserve, a method that has the twin advantage of keeping the supersoldiers in top fighting shape and out of trouble. Infantry units are more numerous than cavalry ones because of the difficulties maintaining and replacing the few hovertanks the CEF left behind. Retraining the vehicle crews to use local armored vehicles has proven to be far more trouble than anticipated, and Port Arthur thus only uses simple vehicles such as Elan jeeps.

The Korps cavalry brigade, known as the Port Arthur Cavalry or the PAK, was for many cycles the only hovertank force that the city-state had. Just recently however, a large number of vehicles, which foreign observers thought to be beyond repair, discreetly reentered service. Arthurian officials have openly admitted the Humanist Alliance provided industrial help and some expertise in exchange for some technology transfer. With almost a full second brigade of hovertanks available, Colonel Arthur is expected to soon announce an expansion of the Korps.

There are six military bases within the Port Arthur Security Zone; five of them are on the NuCoal border and are all used to patrol their borders. Due to the size of the area they need to cover, they often can only stay within certain routes, where they use a system of fuel drops and way stations to maximize time in the field. Since their main objective to defend the mines and homesteading areas, there is great concern that they cannot cover all the ground. In order to attempt a solution to this problem they have increased their hovertank numbers and efficiency. When their tour is over, they and their other vehicles go back in for inspection and repair.

□ Typical PAK Patrols



▲ HT-68 Veteran

▲ HT-68 Veteran

▲ HPC-64 Veteran

▲ HPC-64 Veteran



4.3.3 - Jan Mayen

Jan Mayen is a very recent city-state. It was founded after the War of the Alliance, when a personality clash split the leadership of the Earthers who had remained on Terra Nova. The majority of the Earthers remained with Colonel Charles Arthur III and founded the city of Port Arthur. A smaller group migrated westwards along the equator, eventually settling down in a small oasis near the beta maglev line. Here they founded a city-state named after their leader, Jan Mayen.

Among stranded CEF personnel, that a Jan-class (leader) GREL would challenge Colonel Arthur was not a great surprise. Soldier Mayen's declaration that he wished to live with humans and his choice not to take up arms against Colonel Arthur, however, was unexpected. Most believed that GREs could not find a life outside a military structure. That 10,000 chose to trek one quarter of the way across the globe to try just that is a testament that GREs are more human than most give them credit for. Jan Mayen's followers all abandoned their military titles and took their class-name as a sort of family appellation.

The Earthers of Jan Mayen have "gone native" much more than those of Port Arthur. Most of the supersoldiers of Jan Mayen have been adopted by one of the Badlander families that moved to Jan Mayen since the town was established. Jan Mayen is dominated by a group of clans, who have all adopted GREs into their midst. Jan Mayen himself is very happy about this. He wishes to see GREs have a future as partners with those humans who will accept them. Although he has refrained from explicit leadership, he is the father-figure of the community that bears his name.

Jannites are extremely isolationist, and are known to fiercely defend their territory. They are simply not interested in becoming a major player in the Badlands. Each Jannite extended family usually inhabits its own large ranch. They run self-sufficient farms, raising animals above ground and crops in abandoned mining tunnels refurbished with hydroponic equipment. They sell the surplus to traveling merchants in order to buy luxuries which they cannot manufacture.

Jan Mayen Vital Statistics

Founding Date:	TN 1924
Method of Government:	Participatory Democracy
Head of Government:	Mayor Morgana Kiroa
Population:	80,000
Allies:	Humanist Alliance
Principal Industries:	Herding, agriculture



Tara and Derek

Jan Mayen is an experiment in hope, but the fact that all GREs are sterile has made this hope very fragile. The community has established a dedicated GREL fertility program that has struggled against the many blocks to reproduction from underdeveloped sexual organs to failures in chromosome transmission. Tara and Derek are the best results thus far. Born from artificial insemination of a human ovum with manufactured GREL spermatozooids, these two half-GREs symbolize the future for the sterile supersoldiers. Although the two children are apparently sterile, to have overcome the safeguards against reproduction inherent in the GREL genetic code is a triumph in and of itself. This success was made possible by covert cooperation between Isabella Domosa (head of the fertility program in Jan Mayen) and Humanist scientists, chiefly Arturo Nessen. Tara and Derek are only one cycle old, but they have already achieved semi-mystical status among many GREs. Domosa and Nessen are hard at work creating brothers and sisters for them, as well as trying to develop a viable GREL ovum - which would make GREL/GREL reproduction possible.



Armadillo Cavalry

Jan Mayen's local militia lacks much of Port Arthur's technological edge, but it does have a few trump cards. Jannite militiamen are normally equipped with incredibly powerful anti-armor rifles of Earth manufacture that greatly surpass any Terranovan equivalent. In addition, they ride armadillo beasts, the gigantic, armor-plated relative of the Barnabus lizard. These reptilian creatures can travel for days in the deep desert of Terra Nova with little food and water, giving the creatures ten times the deployment range of most Gears. The Jannite cavalry has yet to have its first real taste of conflict with the Terranovan powers, although the GREs have been in a few standoffs and skirmishes with both the Northern Guard and Southern MILICIA. Jannite leaders believe in showing a position of quiet strength, gambling that neither global power will judge it worthwhile to allocate the resources necessary to take on a force of 10,000 supersoldiers just to secure a small desert city like Jan Mayen.



New Human Republic [NHR] - 4.3.4

The New Human Republic is the latest micro-league to appear in the Badlands, grouping together the small homesteading communities of Aspenpic, Briktamone, Elevation and Grisleburg on the eastern fringe of the Great White Desert. The NHR is actually the successor to the Republican Liberation Movement, a micro-league that previously united these four communities under the leadership of a warlord named Hernando Dapez. In TN 1934 Dapez and his RLM were overthrown by Colonel Proust, an ambitious Jan-class GREL who broke with Earth after the Battle of Baja. Proust has a vision of a GREL nation and gathered a rover force in the Southern jungles and Badlands before making his move against Dapez.

Proust's New Human Republic (NHR) is built around the principal that GRELS must take charge of their own destiny and not bow to "inferior" humans. Proust suffers from the alarmingly common Jan-class deficiency of megalomania and is convinced that he is destined to lead his people to a glorious and dominant destiny. His dislike for Terranovan humans is only exceeded by his hatred for the Earth humans who created GRELS as so much cannon fodder.

Proust's message resonates strongly with the tens of thousands of GRELS still on Terra Nova. Although there are other GREL visionaries Jan Mayen and Soldier Sebastopol chief among them Proust's calls for vengeance and domination appeal to the most violent of GRELS. Around 150 GRELS now call the NHR home and serve as Proust's ruling class, although there are still some humans in positions of authority for the time being. Proust also has a network of sympathizers in both Jan Mayen and Port Arthur, and both these communities consider him a real threat. The AST is also interested in Proust because he once operated within their borders.

Proust has currently charged his growing army with hunting down Soldier Roskiman, a former squad-mate of his. Roskiman, a rare male Minerva-class, fled the NHR into the Great White Desert in the company of a human guide named Zaya. This betrayal by the last surviving member of his old unit has driven Proust to new heights of anger. His forces have come into conflict in the desert both with Sand Riders and with the Desert Wolves. Some reports say that Roskiman and Zaya may have been given shelter by the Wolves, while other say the two have vanished into the inhospitable heart of the White Desert.

New Human Republic Vital Statistics

Founding Date:	TN 1934
Method of Government:	Military Dictatorship
Head of Government:	Colonel Proust
Population:	21,000
Allies:	none (covert support among some Arthurian and Jannite GRELS)
Principal Industries:	Agriculture, energy production, trade



Supersoldiers Unite

To human ears, Proust sounds like a dangerous dictator out to conquer as much of Terra Nova as possible. To GRELS, however, he makes more than a little sense. He points out how the supersoldiers were created and treated as machines, made sterile so they would have no future, and sent off to die for the cause of human conquest. When the tides of war turned, they were abandoned like so much genetic garbage. Proust wants to see a future for his people, where they can reach their full potential. He identifies GRELS with the Prime Knights and wishes to see them reborn in his people. The experiments in GREL reproduction underway in Jan Mayen are very critical to any future for his people, but Proust distrusts Mayen and his doctrine of integration with humans. He is beginning to think that he should take control of the reproduction program. The only thing stopping Proust for the time being is his lack of many Isabella technicians or Isaac medics, the GRELS who would be needed to continue the program. Proust also refuses to accept that human geneticists would be needed to provide the advanced know-how to ensure successful reproduction.

Weapons of Destruction

The Republican and AST governments are especially worried about Proust because they suspect he maybe in possession of nuclear weapons. In TN 1933 Proust was discovered stealing fissionable materials from secret Republican convoys near the Badlands border; his operation was destroyed by the Special Intervention Unit, but Proust himself escaped. It seems less than coincidental that he then set his sights on the RLM, which included as a major resource the Aspenpic Nuclear Processing Center. Southern fears are correct: using the fissionable material stolen from the South, Proust is readying a few low-yield nuclear arms. He has not confided in anyone just what he intends to do with them just yet. He is also aware that the South is likely suspicious and has the Processing Center under GREL guard.





4.3.5 - Yakut Brotherhood

The acronym NEC stood for New Eurasian Commonwealth for an entire century before the Commonwealth conquered the planet. The hard-earned victory allowed the NEC authorities to replace "Eurasian" with "Earth." Most gave credit for the success of the endeavor to the ruthless ruling coalition known as the Party. While most of the human personnel in the Colonial Expeditionary Force were made up of mercenaries seeking adventure, wealth or a new start away from their past, the core of the invasion army was constituted around hard-line Party members. It was their fanaticism that drove the invasion forward. As senior officers, political commissars, MVD secret police, and troopers of the elite all-human ParaKomandos, NEC party members formed the heart of the CEF.

When the defeat occurred, all Party members were assured of a place in the ships of the departing fleet. Due to the scattered nature of the Terranovan conflict, however, it was inevitable that some would not return in time to the pick-up points. Instead of becoming resentful, most of these abandoned zealots pressed on and continued the fight, figuring that the fleet would be back sooner or later with reinforcements. Their first struggle was to secure control of West Base, but in the bitterness of the abandonment many whom they thought would, and indeed should, have been loyal to the NEC authorities turned on them.

Slowly they lost to Colonel Arthur and his loyal troops, many dying in a violent assault by Arthurian GRELS in TN 1922. In the aftermath, the remaining senior loyalist officer, Major Eva Bukharin, decided the group had to go underground in order to survive as an entity and retain enough resources to allow them to carry on their mission of conquest. Thus the Yakut Brotherhood, named for the Siberian homeland of the NEC, was born even as Major Bukharin and her comrades surrendered and swore allegiance to Colonel Arthur and his new order.

Now existing as an informal network of like minded officers and enlisted personnel, the Brotherhood aims to take over the remaining Earth forces on Terra Nova from within, as well as striking at the hated colonials whenever possible. A secondary goal is to prepare the terrain for a second invasion by gaining sympathizers and establishing weapon caches and supply depots. Silently, most hope for the return of the fleet before the long years needed to carry out a coup pass. They do what they can to further the CEF's original goals, but few individuals or cells have resources outside Port Arthur.

4.3.6 - Perfect Form Movement

When Colonel Arthur returned to West Base one of his most trenchant opponents was a Badlander called Matsu Yamata. A Buddhist monk from Timmins, Yamata opposed Arthur because he saw him as representing the violence and anger of the war. His principles of non-violent resistance could not stop Colonel Arthur's firepower however. In TN 1921 a large number of his disciples were killed when they tried to block an Arthurian assault on South Camp by forming a human wall.

After his death the Perfect Form Movement fell apart, but one disciple, a Jan class GREL called Soldier Sebastopol, did not lose heart. An unusual Jan, with above specification intelligence, Sebastopol had been entranced by Yamata's vision of a peaceful and prosperous world. Sebastopol made his way to Temple Heights and took refuge in the Buddhist monastery there. He stayed in Temple Heights for four cycles, healing his body and mind, and perfecting his understanding of Buddhism.

Sebastopol was slowly able to expand upon the ideas that Yamata taught him, overcoming the limitations of his hypno-training. He became convinced that the NEC, by creating GRELS for the sole purpose of killing, was totally evil and that Colonel Arthur was furthering this evil by keeping the GRELS focused on military activities. Sebastopol worried that his brothers and sisters, as he now saw other GRELS, would be condemned by heaven if they were not rescued. Sebastopol himself was able to break his conditioning completely by rigorous martial arts and mediation practices.

In TN 1925, Sebastopol returned to Port Arthur and slowly started recruiting small groups of GRELS. He takes each class to his dojo, a cave in the Westridge range near Temple Heights, and trains them in mediation, Buddhist beliefs, martial arts, and a sense of their own spirituality. The students then return to Port Arthur to set up their own dojos and spread the word.

Naturally, this is a slow process and even after ten cycles Sebastopol has only trained thirty-two classes. Their combined effect, however, has been to spread his beliefs widely in the GREL Quarter, South Camp and Jan Mayen. Major Gruner has recently become aware of Soldier Sebastopol and is making efforts to locate him. He is more alarmed by Sebastopol's movement than by Colonel Proust's, since Perfect Form's message could seriously undermine the combat effectiveness of the GREL soldier units who are affected by it.





THE NEW COALITION [NUCOAL] - 4.4

The New Coalition (often abbreviated as NuCoal) is a trade alliance of several city states in the Westridge Range and Barrington Basin. Some see NuCoal as the first step towards the first true Badlands league; others see an alliance doomed from its very inception. The Westridge region is a critical axis of trade on Terra Nova. The mountain range is crossed by the gamma maglev and features several Terranovan TransRail stations. The Westridge railway also runs along the western slopes of the range. This long line links both the WFP and UMF to the Mekong Dominion and Southern Republic in the other hemisphere. Although conflict and rivalry has always existed between these leagues, billions of marks/dinars worth of goods still travel the Westridge railway. The line itself features such city-states as Fort Neil (an industrial center), Temple Heights (an agricultural center) and the smuggling town of Wounded Knee. The opposite slopes of the range are linked by tributary rail lines and include the petroleum town of Lance Point and the trading city of Prince Gable. The New Coalition is an effort to have all these towns (except Wounded Knee) cooperate so as to insure their own neutrality between North and South. They all thrive on polar trade and so have an interest in being able to sell to both sides.

The coalition was the dream of Fort Neil's mayor Royz Malkom, but it was a very hard sell. Many felt that the alliance was a waste of time, because none of the four city-states could stand up to the military might of the North or South. This changed when Royz struck a deal with Port Arthur. By the 1930s, the city of Earth refugees had transformed itself into a successful community, selling diamonds and orbital access to many private concerns. Port Arthur was anxious to guarantee its access to the Westridge regions' communication links. Royz proposed that Port Arthur become the senior partner in NuCoal, gaining favorable terms of access in exchange for the deterrent of its military might. In TN 1932, the coalition was born.

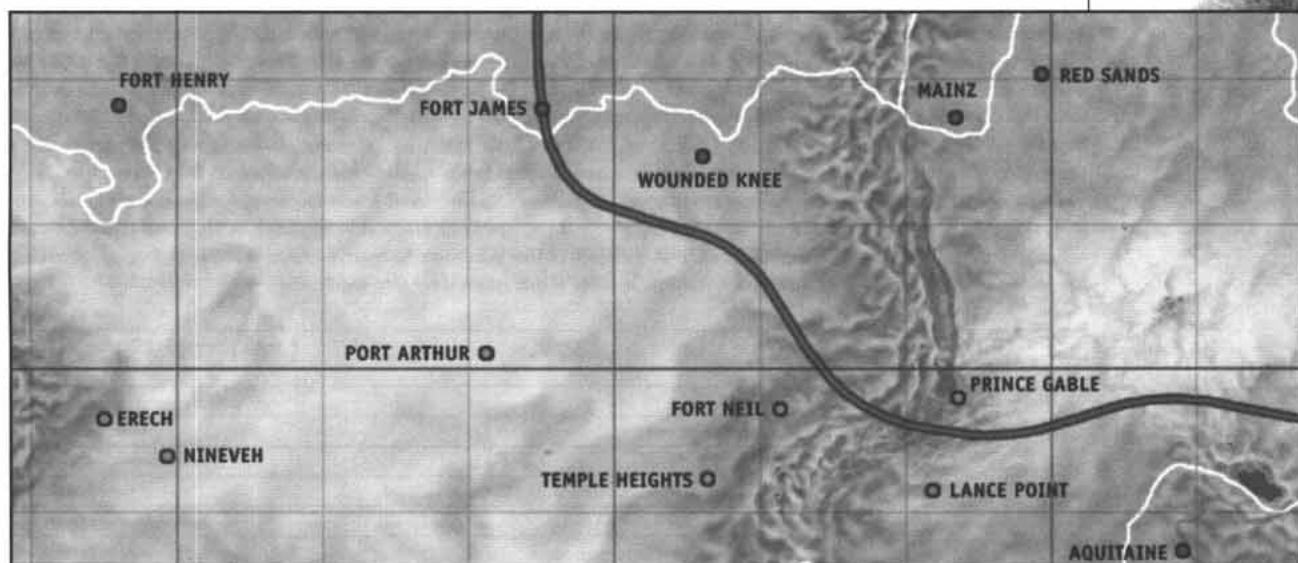
NuCoal is an economic accord rather than a political alliance. All five communities agreed to free-trade between NuCoal members and a policy of low tariffs to outside trade. Port Arthur gained cheap oil, motor parts, foodstuffs and access to global transport links, while the other partners gained the protection of the Arthurian Korps and cheap access to orbital transport capabilities. Despite this mutually beneficial agreement, NuCoal has faced internal and external challenges. All four Westridge signatories were occupied by the CEF during the War of the Alliance and many locals find joining forces with their former enemies distressing at best. Lance Point has been the sight of two major worker revolts since it signed on and has been occupied by Southern forces to guarantee the flow of oil. Royz Malkolm, who now chairs the NuCoal Board of Trade, remains guardedly optimistic, however. Port Arthur's military deterrent may not have stopped occupation of Lance Point, but it has reduced pressure on other cities.

NuCoal Vital Statistics

Founding Date:	TN 1932
Method of Government:	Trade Alliance
Head of Government:	Chairman Royz Malkom
Population:	550,000 (approx.)
Members:	Port Arthur, Prince Gable, Lance Point, Temple Heights, Fort Neil
Anthem:	N/A



The Barrington Basin and Westridge Range





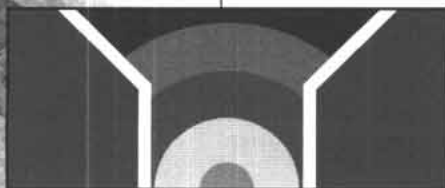
4.4.1 - Prince Gable

Prince Gable is a major trade and tourism center for the Westridge Region and now serves as the seat of the New Coalition Council of Trade. The city-state sits at the opening of the Westridge Trench, a massive collapsed portion of the MacAllen Cave Network that forms a deep trench up in the Westridge Range, running north from Prince Gable about halfway to Mainz. The trench is the sight of extreme windstorms, but its spectacular beauty and mineral wealth attract tourists and entrepreneurs to Prince Gable. Many locals cater to tourists wishing to explore the trench. These businesses range from luxury hotels like the Westview Oasis to tour guides like Trench Adventures to rescue services like Dillon Air Rescue. The Trench is also used by Wounded Knee smugglers. Prince Gable also features a major maglev link to the gamma line to the south and several rail links to the major North-South rail line just on the other side of the Westridge Range. This has helped develop healthy trade through the city.

Prince Gable is also home to several globally renowned businesses. The most prominent is the Satellite News Service (SNS), the first commercial information network to take advantage of the Hermes 72 satellite system left by the CEF. SNS remains the leader in global news coverage and has a reputation for being the only true source of unbiased news on the North-South conflict. The presence of the NuCoal Council of Trade now adds to the town's prestige, although the alliance with Port Arthur remains controversial. The city was occupied by the CEF during the war and many remember the suffering they endured. Memories are long and forgiveness hard to come by. The Desert Wolves rover gang also operates near Prince Gable. Although these bandits are considered dangerous outlaws by some, most citizens tolerate them because they helped liberate the city at the end of the war.

Prince Gable Vital Statistics ☐

Founding Date:	TN 1712
Method of Government:	Representative Democracy
Head of Government:	Governor Andrea Sinclair
Population:	150,000
Allies:	NuCoal
Principal Industries:	Trade, broadcasting, tourism



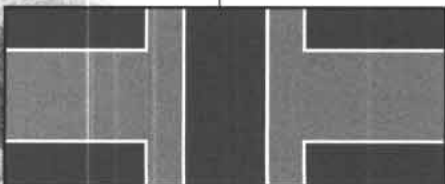
4.4.2 - Lance Pont

Lance Point is a petroleum drilling site located in the Westridge foothills, south of the gamma maglev and north of the Republican border. The city-state has a long-standing client relationship with the Republic but sells to other city-states as well. Pipelines ship oil south toward Aquitaine, but also north to Prince Gable and to the supply station on the gamma maglev between the two city-states. Special tanker trains running on the maglev fill up at this station and deliver Lance Point oil into the Republican heartland, and north toward Fort James and Fort William in the WFP. A wealthy executive class has thrived on the profits of this trade, but little of the money has trickled down to the working class, creating long-standing grievances and a history of labor strife.

When Lance Point announced it was joining the New Coalition in an effort to secure its access to multiple markets the local workers began an open revolt. They believed the protection of the Arthurian Korps would give executives the ability to brutally suppress an ongoing labor strike without fear of Southern forces coming in to restore order. Both executives and workers overestimated the Arthurian deterrent, however. Seeing production cut off by the revolt, the Republic sent in the MILICIA's elite 11th regiment (the Rapiers) to control the city. The Rapiers imposed a brutal peace, forcing the workers into the hills. The workers renamed themselves the Badlands Revolutionary Front under the leadership of Ernesto Jaxon. In the Summer of TN 1934, the BRF had gathered enough resources to strike back at the Rapiers and their reinforcements. Guerrillas entered the town and briefly held in until vicious street fighting again forced them back into the hills. Ever since, Lance Point has known little peace. Southern soldiers and Lance Point executives are targeted by BRF snipers, guerrilla strikes are commonplace, and Southern troops regularly execute suspected BRF collaborators. Jaxon and his guerrillas are now a model for radical action across the Badlands. Jaxon himself is very concerned by current events. Backed by allies in the Wounded Knee smuggling cartels he had hoped to make occupation impractical for the South, forcing them to withdraw and negotiate terms in order to ensure the flow of oil. With the death of Thor Hutchison, however, everyone seems to be bracing for war and the South is unlikely to withdraw from such a strategic location if that might leave it to the North.

Lance Point Vital Statistics ☐

Founding Date:	TN 1808
Method of Government:	Commercial Oligarchy
Head of Government:	Chairman Samuel Nanga
Population:	35,000
Allies:	NuCoal, Southern Republic
Principal Industries:	Petroleum





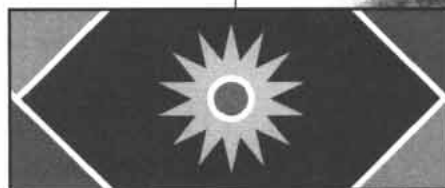
Temple Heights - 4.4.3

Temple Heights is the site of a truly unique natural phenomenon, accompanied by one of the most fascinating archeological constructs on all of Terra Nova. The small city-state is built atop a moon shaped mesa. The inside of the mesa is protected from desert winds and contains highly fertile soil blessed with natural wells. These lands are farmed by locals and have almost always brought in bumper crops - unheard of in the Badlands. Olives, figs and dates (genetically adapted to Terranovan conditions) are all part of luxury foods shipped from Temple Heights across the globe. The archeological aspect graces the inside wall of the crescent-mesa. The entire 500-meter cliff face is adorned with huge carved stone faces, in a style reminiscent of (but not exactly the same as) the widespread Terranovan Stoneheads. These faces all stare with lidless eyes at a single spot on the floor below. At that spot lies an underground chamber (revealed by sonogram in TN 1881) which contains a small altar with, upon it, a single Stonehead somewhat larger than a human skull.

The wall of faces has been called an extreme example of colonial carving, but many persist in thinking it a holy site. Revisionists claim Mamoud Khodaverdi, their Gentle Prophet, visited the site and brought fertility to the soil. Jerusalemites say Erzach Ibn-Muhammad came here and witnessed the power of God when He brought the great mesa down from the heavens. Buddhists see each face as a reincarnation of their spiritual leader. Other splinter groups see even darker fates, and the city-state is literally full of pilgrims, theologians, academics, preachers and fanatics. These groups sometimes mix with violent results. Access to the site is controlled by the town through the Templar Research Institute, a recognized academic study center which holds agreements with most major Terranovan universities. The board of directors grants visiting professor and students, as well as pilgrims and others, limited access to the site on a case-by-case basis. The Board's agenda is, in order of importance, to minimize disruption of the local farming community, to protect the archaeological site from damage, to minimize religious conflict, and finally to advance the understanding of the site.

Temple Heights Vital Statistics

Founding Date:	Unknown
Method of Government:	Clan Oligarchy
Head of Government:	Mayor Elen Hussan
Population:	18,000
Allies:	NuCoal
Principal Industries:	Agriculture



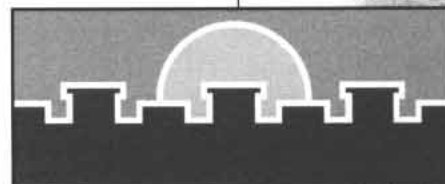
Fort Neil - 4.4.4

Fort Neil is a small Badlands motor town. Originally the community of Welton, the city was renamed by a Western Frontier Protectorate expatriate named Neil Maknamara in the TN 1820s. Neil was looking to set himself up as an industrialist away from rivals in the WFP and targeted Welton because of its ample water supply and its positioning along the Westridge railway. Neil founded Neil Motor Works after striking an accord with the locals that guaranteed them employment and made the city into a company town. Specializing in desert vehicles, NMW became a success based on its version of the Elan buggy, its original design for the Longrunner caravan truck and many other utility and sport vehicles. NMW has also taken on military subcontracts, making spare parts for several Paxton designs. Although still a small community compared with many, Fort Neil is quite wealthy for its size. This wealth has only increased with the opening of the Port Arthur market. Indeed, NMW's most recent success is the gopher series of mining vehicles, including automated carts, digging vehicles and a copy of the successful Mole mining Gear.

Royz MalkoIm, the current chairman of the NuCoal Board of Trade and the mastermind of the coalition, was mayor of Fort Neil from TN 1921 until TN 1934. He decided not to run for a fifth term so he could dedicate himself full-time to managing the Board of Trade. Royz is a skilled diplomat and has dealt with the difficulties of his Alliance quite well. He has established a friendly relationship with Colonel Charles Arthur and attracted support from the Humanist Alliance and other areas. His greatest concerns right now are the troubles in Lance Point and the potential of Wounded Knee, where he sees a possibility for added strength. By gaining allies among the more powerful smuggling cartels, Royz believes he can gain another protector against polar aggression - this time through economic means, rather than military. Others say he is deluding himself, getting into bed with dangerous cutthroats who want nothing more than to add new territories to their criminal empires.

Fort Neil Vital Statistics

Founding Date:	TN 1608 (Welton)
Method of Government:	Representative Democracy
Head of Government:	Mayor Nissa Jamison
Population:	25,000
Allies:	NuCoal
Principal Industries:	Vehicle production





4.4.5 - The Desert Wolves

The Desert Wolves are the longest lasting of all Badlands rover gangs. Established after the so-called Sand War a series of small North-South skirmishes fought for tactical advantage in the Eastern Desert during TN 1880 the Wolves have become a fixture in the Crag region east of Prince Gable. The original core of Wolves were Southern defectors led by sous-lieutenant Mahmet Mor, a charismatic section commander who had become sick of pointless conflict.

Born in the Badlands, Mor was a bold, small unit tactician who forged an almost patriarchal relationship with those under his command. When Mor finally gave in to his melancholy and went AWOL, he was able to bring most of his section with him. He encouraged his followers to become part of the surrounding community and within a few cycles the Wolves had established themselves as noble bandits, occasionally raiding homesteads to feed themselves, but also protecting the locals from other aggressors. In several settlements, arrangements were made and the Wolves were welcomed into town for trade and drink.

With the colonial invasion in TN 1913, the Wolves found themselves on the warpath again. When the Peace River Army was formed, the Wolves joined up and became one of its most celebrated fighting units. They led the drive toward Prince Gable, fighting valiantly in the house to house liberation of the city, but at the cost of Mahmet Mor himself. Mor was killed when he used his battered Black Mamba to shield a squad of his men from a barrage of anti-infantry rockets.

The Wolves have continued to be the bandit princes of the Badlands east of Prince Gable. Rich trading convoys from the city into the deep Badlands are the prime raiding targets, although small settlements are sometimes convenient sources of food. The Wolves rarely completely strip their target, taking only a percentage of the goods carried. These goods go to supply the Wolf's Den, with any surplus often distributed to the poorest of the nearby homesteads. Current leader Davood Mor has increasingly committed the Wolves to keeping the region independent from the rest of Terra Nova. The growing economic and political influence of Prince Gable and Port Arthur has made the Wolves more and more serious about their raids on caravans between the two cities. The traders have responded by arming themselves with more powerful weapons. More troubling to the Wolves is the arrival of the CNCS trade negotiators and a Northern Guard regiment in Prince Gable - raising the specter of eventual combat with Northern Guard troops.

4.4.6 - The Badlands Revolutionary Force [BRF]

The Badlands Revolutionary Force (BRF) was born in a moment of fervent socialist ideology. In the fall of TN 1931, when the rebellious workers of Lance Point had taken firm control of the city's factory complex and the region was waiting to see what the response of the Southern MILICIA would be, a wave of solidarity swept through many of the closest Badlands city-states and settlements. Those with the strongest feelings (or, in many cases, the least to lose) grabbed whatever arms and weapons they could and slowly made their way toward Lance Point to lend aid to their comrades behind the barricades. This ragtag group began to assemble in the mountains near Lance Point by the winter season. The Badlanders began making plans and trained every day for long hours.

Unfortunately, the workers revolt was brutally stamped out by the Southern MILICIA before the improvised mountain army could even act. Fearing that the brutality of the MILICIA soldiers would now be turned against them and unprepared to face professional military troops in combat, many of the would-be freedom fighters quietly slipped away and returned to their homes. Those who remained, about one-third of the original group, began to fall into a rough system of ranks to create some order out of the rising chaos, using a structure similar to that used by Paxton during the War of the Alliance. The ranks were officially formalized when small groups of workers who had escaped the slaughter arrived in the mountains seeking refuge. Together, these refugees and sympathizers formed the Badlands Revolutionary Force, a movement dedicated to the purpose of continuing the struggle of the Lance Point workers' revolt.

The BRF troopers are concerned with establishing the section of the Westridge Range located near Lance Point as their territory. Without proper training and equipment, there was no way the BRF could take on the MILICIA. Instead convoys to and from Lance Point are systematically attacked or harassed, corporate executives are targeted for intimidation and supplies are raided from settlements trading with the city-state. They have no illusions about their fighting capacity and are constantly doing their best to avoid the MILICIA forces still in the region. Most of the Revolutionary Force's operations are hit-and-run attacks, with the attacker vanishing before the guards can mount an effective defense. Support and logistics are also problematic, although the covert support of many homesteads in the region has managed to keep the men fed and clothed so far.





CNCS BORDER TERRITORIES - 4.5

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

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

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

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



■ CNCS Border Territories Vital Statistics

Founding Date:	TN 1724
Method of Government:	CNCS Protectorates
Head of Government:	Grand Marshal Victoria Edden-Smythe
Members:	Massada (non-voting), Red Sands, Timmins, Wounded Knee, various smaller desert communities
Population:	2.4 million (approximately)
Anthem:	N/A



■ Border Clashes

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

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





4.5.1 - Massada



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

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

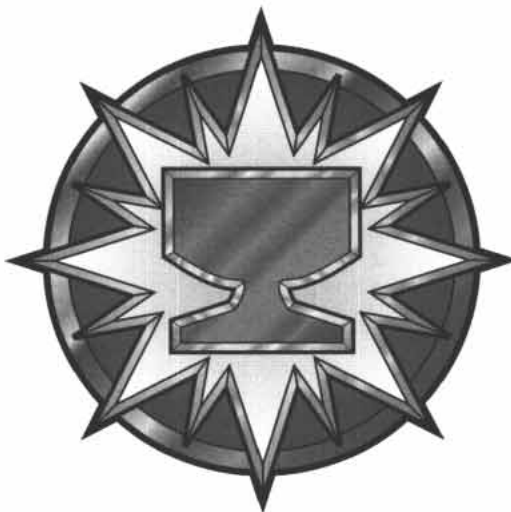
Life for the citizens of Massada is rather unusual. Their city is perpetually under siege by pilgrims, tourists, and travelers. Massada's economy is based on a mix of agricultural and tourist activities. Hydroponic farms abound under the rocky surface of the city, fed by the underground river that runs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

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

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

Massada Vital Statistics ☐

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





Wounded Knee - 4.5.2

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

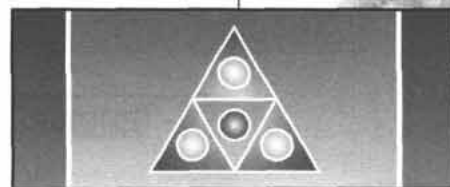
Wounded Knee is nominally a Northern city, but realistically the city is outside CNCS legal authority. This makes the city a haven for smugglers and black marketers. City authorities permit the transport of any material so long as the security of Wounded Knee is not threatened. Most smugglers are happy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

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

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

Wounded Knee Vital Statistics

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



The Cartels

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

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

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





4.5.3 - Red Sands

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

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

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

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

Red Sands Vital Statistics

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



4.5.4 - Timmins

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

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

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

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

Timmins Vital Statistics

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





AST BORDER PROTECTORATES - 4.6

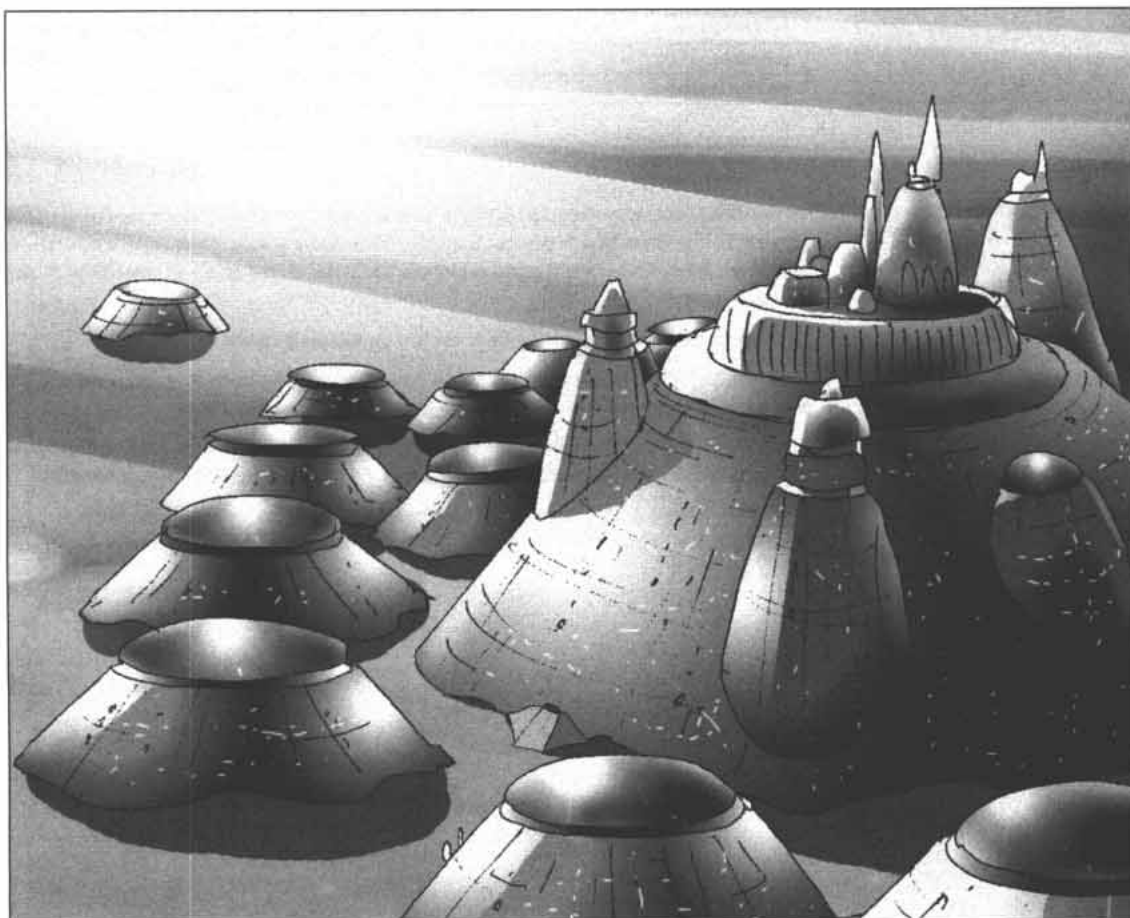
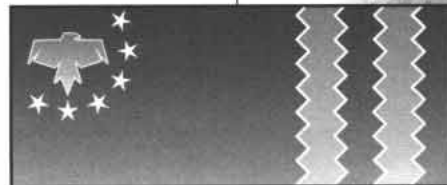
Although they are still all-powerful in the Southern hemisphere, the leagues of the AST do not control every square centimeter of territory. Entire regions escape the Alliance's influence, and the human settlements there have their own way of life. Some of these city-states have willfully allied themselves with the AST for trade and mutual assistance, even though they are not formally part of the Alliance.

Ever since the War of the Alliance occurred, many more city-states have been contacted by the "benevolent" Allied Southern Territories, arguing that should Earth return (or "when Earth returns," as some ambassadors put it), it would be best for those independent city-states to be under the protective wing of a powerful ally, such as the AST.

More and more small communities have signed on ever since the AST introduced the controversial Savannah Regional Defense Pact. This pact has attracted a great number of small desert communities by promising them MILICIA resources to ensure their defense against Northern and other aggressors. The South has used this treaty to set up more MILICIA bases in the Badlands and to draft locals into those armed forces. Communities whose loyalty is dubious can be (and have been) shut down by sudden declaration of a state of emergency. Some desert communities have resisted the pact (like the desert town of Verona) but they are under increasing pressure of being left out from any trade advantages while nevertheless being occupied as strategic targets. The regions near the tumultuous ESE are far less secure, however.

 AST Border Protectorates Vital Statistics

Founding Date:	TN 1681
Method of Government:	AST Protectorates
Head of Government:	Prefect of the Protectorates Markus Loray
Members:	Azov, New Baja, Westphalia, various smaller desert communities.
Population:	3.2 million (approximately)
Anthem:	N/A





4.6.1 - Azov

Azov is a city with curious allegiances. It lies north of the equator, and yet it is a member of the Allied Southern Territories. The reason for this lies in the city's history. Azov was once the largest mining town in the Badlands, with over half a million people living within its city limits. Around TN 1300, the local mineral lodes began to run out and Azov slowly went into decline. By the time Earth abandoned Terra Nova, Azov was already a ghost town.

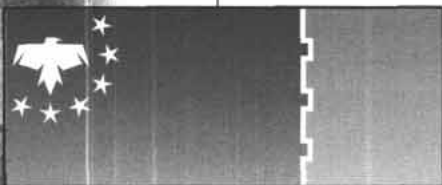
With the removal of the old colonial corporations, the Badlands suddenly became a very dangerous place. Azov's closest neighbors began arming themselves and waging war on each other. Fearing the growing power of the nearby city-states, Azov joined the first major Terranovan confederation at the earliest opportunity. In TN 1681, while the Northern powers were still debating over the formation of the CNCS, Azov voluntarily became a member of the AST.

Today, Azov is no more than a corpse city. A few thousand people still inhabit the ruins of what was once a major metropolis. Entire skyscrapers are often occupied by one or two families. A few of the old mines are still in operation, providing a meager income for the remains of this great city. About one-quarter of the city's population consists of the Southern MILICIA garrison force permanently stationed there. Most of the city's economy is now geared toward supplying and entertaining these soldiers.

Azovites tend to be xenophobic and have a gloomy outlook on life. The entire city seems to project an aura of defeat. Most residents believe that it is only a matter of time before the desert sands swallow up the remains of Azov. Few Azovians like to interact with their compatriots and usually mind their own businesses. As such, Azov has become a perfect hideout for renegade soldiers or criminals. One exception to this rule is Balthazar Caro, the "oldest man on Terra Nova." A crotchety, withered Badlander, Caro lives near Azov and claims to be older than the hills. Anyone foolish enough to pay attention to him will be stuck listening to stories of walking Stoneheads, seas in the Badlands, and the true Terranovans alien descendants of the Prime Knights.

Azov Vital Statistics

Founding Date:	TN 689
Joined AST:	TN 1681
Method of Government:	Anarchy (formerly Representative Democracy)
Head of Government:	Mayor Elonias Thorne
Population:	30,000
Principal Industries:	Trade, service (for AST Garrison)



BALTHAZAR CARO

No one really knows how long ago Balthazar Caro was born. His official papers say "Winter 1800 (apprx.)," which means that he does not know his own birthdate and that there are no actual records of it. If this is indeed the case, that makes him over 130 cycles old and grants him the title of "Oldest Man on Terra Nova."

Balthazar is a strange, unusual man. He is credited the following comments:

"I sit here, day after day, and watch the maglev pass. They're getting faster every day, I tell you, but they're not as tough as those I used to watch when I was a *young* man..."

"The Stoneheads? Oh, they're alive all right. When they think no one's looking, they dig themselves out of the sand and walk around with their huge bodies. Methinks they're getting itchy or something..."

"Ever gone fishing? Aaah, if only you'd been there when the Badlands were covered with water... Now, *THOSE* were the days!"





New Baja - 4.6.2

Port Baja was one of the three largest cities in the Badlands until it became the main battleground for the largest battle during the War of the Alliance. The desert city lost nearly half of its population and is still reeling from the devastation. Out of this chaos, a new city has risen from the ashes of the old. New Baja is an underground city situated around a large underground lake. This new city has almost completely turned inwards over the past decade, rejecting the outside world which destroyed it. Only a few thousand power plant workers and traders live in the burnt-out remains of the surface city.

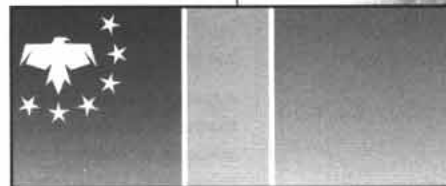
New Baja's economy is still developing. Baja's old industries of power production and rare mineral extraction still form the core of the new city's economic life. Uninhabited caves and tunnels have been converted into fungi farms and a small fishery has developed around several species of native jellyfish.

New Baja is a leading force in the large-scale exploration of the MacAllen cave network, Terra Nova's final frontier. To assist in this activity, the city owns a small fleet of submarines and aquatic Gears. Initially, this activity went on unnoticed. When a New Bajan exploration sub found its way into Gardena's underground river, however, the city's underground capabilities suddenly became an object of concern for the governments of Terra Nova. After all, how much of the MacAllen network's main arteries had New Baja explored? How many secret underground base camps did the Badlanders have and how far into the Poles' water supply had they gotten?

New Bajan officials still refuse to answer any questions about their new underground world.

New Baja Vital Statistics

Founding Date:	TN 740 (Old Port Baja), TN 1917 (New Baja)
Joined AST:	TN 1917
Method of Government:	AST Dependency
Head of Government:	Governor Maurice deValmont
Population:	390,000
Principal Industries:	Mining, power generation, submersible production



Westphalia - 4.6.3

The city of Westphalia was originally founded as a research station in the Badlands. When colonial forces evacuated Terra Nova, the majority of Westphalia's population went with them. Since Westphalia's only remaining economic foundation was a weak local agriculture, it rapidly became a smuggler's haven and has been so ever since. Westphalia became an important site during the War of the Alliance as a neutral meeting place for both sides. Eventually, the war ended with the signing of the Treaty of Westphalia and Westphalia became a household name. It was then that a few enterprising businessmen decided to capitalize on the city's newfound popularity and its criminal mystique by building a series of casinos. Sixteen cycles later, gambling is a way of life in Westphalia and the casino bosses, with the organized criminal networks that control them, are the most important power brokers in the city.

When the garrison commander in charge of the city observed the gambling trend, he called in all of the major casino owners and together they drafted the Four Laws to prevent chaos — which would be bad for business. A plastic card bearing this simplified legal code is handed by the border guards to all people entering Westphalia, with an invitation to read them very closely:

- All wagers must be witnessed by a certified witness;
- Every event must be witnessed, in person, by at least five people, one of which must be a certified witness;
- Failure to pay off a debt will result in public flogging, one lash per dinar owed. Up to one hundred lashes may be administered on any day (but the debt may still accumulate interest). Individuals who receive more than one hundred lashes are incarcerated during the periods between lashes.
- All individuals convicted by a military court of performing any of the following are subject to immediate execution: murder, treason, kidnapping, rape and littering. Tourists are most commonly convicted, though the proper bribe can save one's neck.

Westphalia Vital Statistics

Founding Date:	TN 612
Joined AST:	TN 1917
Method of Government:	Anarchy (overseen by AST military)
Head of Government:	None (AST Garrison Commander Gerome Bienvenue)
Population:	400,000 plus 130,000 transient tourists
Principal Industries:	Gambling, tourism, commerce, rail transport





4.7 - INDEPENDENT CITY-STATES

The Badlands are home to about 19 million people, scattered across a multitude of small leagues and communities. Other than Port Arthur and Peace River, no Badlands city counts more than 200,000 inhabitants and most are significantly smaller. While a community of 15,000 may be considered only a town in the Southern Republic, it is often a full fledged city-state in the desert. The most common Badlands communities are the towns or villages, counting anywhere from a dozen to a few thousand inhabitants. These small settlements are business and trade hubs for homestead counties and nomadic caravans. The townsfolk are more open to strangers than the more isolated homesteaders, but they always remain cautious.

The city-states and significant communities of the Badlands are under a great deal of pressure to ally themselves with one side or the other in the North-South conflict. This goes against the interests and inclinations of many Badlanders, and some larger communities have banded together expressly to resist this pressure. The New Coalition has been the most successful such enterprise. Some communities, however, have found themselves without much choice but to ally with one power or the other. The South has been especially successful in this department, creating a large mutual defense pact among the communities of the southern deserts called the Savannah Regional Defense Pact. Under the SRDP, the AST has pledged troops to defend signatories against any serious threats, in return getting the right to station garrisons and even draft locals if need be. The Republican government, however, has the power to define just what constitutes a threat and how long it lasts, so the SRDP has been used in the last cycles to effectively occupy regions considered important or security risks.

The North plays similar diplomatic games, just not as well. This is mostly due to a certain conflict between the CNCS Ministry of Trade, supposedly in charge of relations with Badlands client-states and potential client-states, and the military. The Ministry of Trade wants to sign exclusive trade agreements in the Badlands, and is reluctant to include provisions on behalf of the army, lest they disrupt sensitive negotiations. The political winds are changing, however, and the Ministry of Trade is being pushed out of Badlands affairs. This has led to a much more aggressive edge to Northern diplomacy and several standoffs with reluctant Badlanders.

Although they are self-governing, these city-states are often members of small defense and trade groups which rarely contains more than a few towns or villages. Their inhabitants have forged a distinct lifestyle based on independence and resourcefulness and have struggled to maintain their identity and freedom ever since the early days of the planet's colonization. The Badlands' cities and communities are too numerous to describe them all, but the following text presents a few of the largest and most influential settlements.

4.7.1 - Erech & Nineveh

Five centuries ago, two of Earth's colonial mining consortiums sponsored the development of two bases of operations in the same region of the Barrington Basin. From their very beginnings, these two towns, named Erech and Nineveh, were rivals. With both cities situated at either end of an enormous oil field, each accused the other of stealing their petroleum.

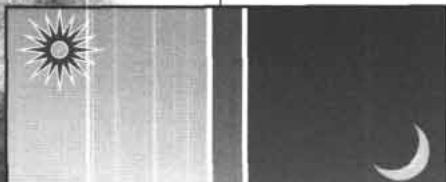
When both cities lost contact with their parent companies in TN 1464, the local authorities found themselves scrambling to avoid anarchy. Erech and Nineveh temporarily banded together to protect themselves from the turbulence of the Reconstruction. Since then, old rivalries have reemerged and relations between the two cities have varied between cold war and open warfare. Fortunately, these wars are mostly symbolic, involving, at most, a few hundred soldiers.

Despite their conflict, plentiful petroleum and mineral lodes have transformed these old corporate camps into oases of wealth. With no local access to the MacAllen network, both cities rely heavily upon waterroot farming to meet their water needs. In addition, both cities are self-sufficient in the area of electrical production. Government offices are housed in the large stone ziggurat that dominates the skyline of each city (built as corporate offices during the early colonial period).

Historically, neither of the twin cities has favored either the CNCS or the AST. With the winds of war blowing, some additional pressure has come into play to seek alliance. Northern and Southern diplomats have made overtures to the twin cities, often playing off the rival city-states against each other. They have had only moderate success, however. The Mekong Dominion is especially anxious to make sure these oil-rich states are securely allied to the AST (and so the Dominion) to help run their industrial machine. They have assigned several covert operation Ghost Squads to fake Northern sabotage in the region.

Erech & Nineveh Vital Statistics ☐

Founding Date:	TN 1421 (Erech); TN 1422 (Nineveh)
Method of Government:	Representative Democracy
Heads of Government:	President Mila Vos (Erech); President Sera Giles (Nineveh)
Population:	30,000 (Erech); 25,000 (Nineveh)
Allies:	None
Principal Industries:	Petroleum production





Elayu - 4.7.2

Elayu is a medium-sized community situated in the rocky outcroppings of the Karaq Wastes. It grew from a small explorer base camp called LAU-1 into the city it is today. Its mud brick buildings blend into the rock around them, giving the whole settlement a slightly primitive outlook.

Unlike most other Badlands city-states, Elayu is not built upon a large branch of the MacAllen water network. Only a small underground spring provides a constant source of water, forcing the city's residents to farm waterroot plants to supplement their water supply. There is a branch of the MacAllen network southeast of Elayu and several important oasis towers thrive in that region. Many trade goods and water to Elayu in exchange for polar currency or leathers. The most prominent of these communities, Rahnguard Oasis is also an important caravan trading stop on the way to the Humanist Alliance.

Like most Badlanders, Elayans distrust foreigners and are wary when dealing with the rest of the world. Elayan diplomats are notoriously cautious, often taking years to formalize even the simplest of agreements with other nations. Elayan merchants have also earned a reputation as tough, but fair, negotiators.

Elayu's economy is very isolated from Terra Nova's international markets. One economist described the town as a "self-sufficient microcosm." Yet, it would be false to assume that Elayu does not trade with the outside world. Since it does not possess any heavy industries, the city imports many manufactured and luxury goods, exchanging a wide variety of local products in return. Elayan leather works, in particular, are highly in demand among the upper and middle classes of the Southern Republic, the United Mercantile Federation and the Mekong Dominion.

 Elayu Vital Statistics

Founding Date:	TN 972
Method of Government:	Representative Democracy
Head of Government:	Prime Speaker Rachel Kostof
Population:	40,000
Allies:	None
Principal Industries:	Leather works, various other crafts.



Marigold - 4.7.3

The city of Marigold lies on a large gold lode. Over the years, the city has been constantly harassed by greedy rover bands, transforming the city into a self-sufficient fortress. Today, Marigold is defended by two regiments of heavy infantry, primarily consisting of Paxton-made Warrior Gears. Marigold's somewhat paranoid government is the remnant of the labor union which took control of the city after the local colonial corporation left.

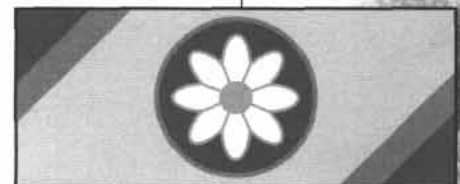
Marigold's economy is relatively weak. Most of the city's businesses are geared towards producing basic survival goods. Food and water are processed from the Ross lichen cultivated by the town's farmers. Stone is taken from a local quarry to serve as building material. The townsfolk regularly trade the metal they mine with polar traders in order to acquire luxuries, mainly novel foods and spices. A rail link leads to a way station of the alpha maglev, facilitating this trade.

Marigold's population is an unfriendly lot. Most are paranoid and convinced that all outsiders want from Marigold is their gold. Unfortunately, these paranoid beliefs are often confirmed, leading Marigolders to be extremely isolationist.

In the midst of these isolationist miners, however, rests the Great Commune of the Blue Crescent Order. Observers describe the order as a religious movement, a pacifist philosophy or secretive cult, depending on their outlook. Since its birth in the last century, the order has become a popular alternative to the rampant nationalism and fundamentalism that has gripped the planet. Young people are especially prone to shave their heads and bear the Blue Crescent tattoo as a form of rebellion against the status quo. Communes now exist across the planet, teaching the meditative and peaceful ways set down by Marigolder Kolos the Teacher. The Great Commune in Marigold is the heart of the order and is rumored to still be run by Kolos himself. All Blue Crescent teachers of note have spent time there. Some see the order's philosophies of spiritualism and communalism as dangerous, but most see them as a fringe movement enjoying its moment of fame.

 Marigold Vital Statistics

Founding Date:	TN 1121
Method of Government:	Labor Union
Head of Government:	Union Leader Jaleel Marquis
Population:	170,000
Allies:	None
Principal Industries:	Gold mining





4.7.4 - Khayr ad-Din

Private Gear dueling has existed almost as long as its military counterpart. Gear duels are spectacular events and many people are more than willing to pay to attend and/or gamble huge sums on the outcome. Although many minor duels are arranged across the Badlands, the heart of gladiatorial duels lies in Khayr ad-Din. It is in this trash heap turned criminal haven that one can find a dueling circuit with the organization, prestige and resources to challenge the private duels organized in the Antarctic.

Only the most generous speaker would call Khayr ad-Din a city. At best, it is a poor community of nomadic scavenger bands gathered around a valuable resource: the Khayr ad-Din Waste Disposal Site. This giant junkyard covers nearly 126 square kilometers, built-up by over three centuries of waste dumped by cities along the Gamma maglev line.

The place is abysmally poor, with beggars and street gangs at every corner. Some of the planet's seediest bars and meeting places are in Khayr ad-Din, attracting unsavory individuals from across Terra Nova. Some mercenaries have been known to hold shop there, taking advantage of the plentiful supply of spare parts and cheap muscle.

Khayr ad-Din's economy, such as it is, consists almost entirely of refurbishing, recycling, and reconditioning the various pieces of junk that are dumped in the region. Scavengers abound, since they is still tons of wealth buried in the ancient dumping ground. However, many among the local population are not above engaging in raiding or petty theft.

Khayr ad-Din Vital Statistics ☐

Founding date:	TN 515 (Monroe settlement)
Method of Government:	Anarchy
Head of Government:	None (various crime lords)
Population:	70,000 (estimate)
Allies:	N/A
Principal Industries:	Organized crime, mercenary contracting, gambling



A Duelist's Haven ☐

A master showman and gangster, Saddik "The Spider" Jahmoon capitalized on the interest in Gears after their victories in the War of the Alliance to establish an elite dueling circuit in his city. The Spider organized his circuit for maximum entertainment and profit, setting up a system of meets and rankings. The top seat is the Duelist with the best record, and records are kept for all fights. Meets are arranged in which dozens of Duelists compete in a series of duels. The winner of the meet improves his record, but does not necessarily become the new champion. This system creates a keen interest in all the fights, rather than simply in the championship bouts. The Spider's organization sets the odds and accepts bets on all the duels.

The Spider's greatest innovation is certainly the Web Arena. Amplifying the entertainment value of solo duels, the arena - essentially a concrete octagon 150 meters in diameter - can accommodate duels of up to eight Gears or a variety of team games, such as the hugely popular Block and Run in which a light Gear scores points by running across the arena while a series of heavier machines try to stop it.

The Arena has become the "Mecca" of Terranovan dueling, with the public coming to watch duels live and several trideo networks picking up coverage. The gambling lounges that overlook the arena provide luxurious quarters with bank links and betting services on site.





Khayr ad-Din Army [KADA] - 4.7.5

The Badlands hold opportunity for the daring bandit, especially in the area around the city of Khayr ad-Din. Those who live in and around the city know that the city attracts characters from all walks of life, especially those with something to sell or something to hide. Only the most powerful or most well guarded would be able to venture outside of the city in safety, were it not for the caliber of the local army.

One of the greatest strengths of KADA's organization is its large number of specialized personnel. Not many armies can boast the percentage of war veterans and Duelists that KADA can. The number of military personnel in this army that have spent their entire lives devoted to dueling is very high, especially with more and more duelist deserters heading into the Badlands. Most of these runaway soldiers, drawn by rumor and legend, eventually end up here. KADA even accepts the occasional GREL deserter from time to time.

In Khayr ad-Din it is one thing to have been a sport Duelist, but quite another to have defended the city. While those outside the city who watch the televised matches may herald those heroes who win the glory, those who bled for the city are best loved by its citizens. It is not uncommon to see those who are currently serving in the army, along with its veterans, being entertained in style by the wealthy and common alike.

As always, the city is one of unusual contrasts. Given its reputation, one would think that the gangs all live within the city. Likewise, one could also assume that there is no need to defend a city of thieves against thievery. With the city-state mentality that is prevalent on Terra Nova, however, there is a pronounced need to protect one's assets from all invaders. This is the strange nature of Khayr ad-Din, where criminals defend themselves from the law and other criminals alike.



Operational Role ◆

More of a ragtag militia than a traditional army, the KADA consists of roughly three segments: the Duelists, the experienced mercenary groups and the freelance volunteer irregulars from the city and its surrounding communities. The Duelists tend to operate alone or in small groups while the mercenaries and volunteers operate more along the lines of conventional forces. During the White War Katryne Sanz and Adrian Jarlson served as co-commanders of the Army, with Jarlson directing the majority of the operations and Sanz working chiefly with the Duelist contingent. In future times of crisis, it is likely that their successors will serve in the same capacity.

The newly designated Rover Hunters are the most active part of the army at the moment. The army's units are designed to be mobilized during full-scale war. The Hunters have kept occupied by patrolling the borders of the Badlands have been getting antsy; they rarely need to defend anything against the CNCS or AST. Rather, the greatest threat they face is from the raiders along their borders, who launch calculated attacks against the outlying homesteads around Khayr ad-Din. The patrol exists in a state of half-boredom, committed to defending the towns only because of the good press that KADA receives for their "efforts on behalf of humanity." The powers that be in the city find that this altruistic stance softens their image to the rest of the world, making them appear less villainous, and gives the restless troops something with which to fill their days.

In general, the raiders along the borders of Khayr ad-Din are numerous and well armed. Of course, so are the Hunters - they are duelists and veterans after all! They expect the best opposition available and while often disappointed, they continue to hope that a solid battle is waiting for them around the next corner.





4.8 - SAND RIDERS



In the heart of the harsh Badlands lies the region known as the Great White Desert. Although it is geographically part of the Western Desert, the Great White Desert is so different that it is often counted as the Badlands' fifth main desert region. The area is named after the deadly corrosive powdery sand that coats much of its surface. White sand is spewed into the atmosphere by the volcanoes on the eastern side of the neighboring Westridge Range and brought over by hot air currents. Yet, in the midst of this hellish environment, life persists. Many animals and desert plants have adapted themselves to the hostile environment, and to general disbelief, so have some very strange human communities.

The people known as Sand Riders emerge from the depths of this uncharted wasteland to trade and exchange stories with the homesteads and towns that dot the fringes of the Great White Desert. They are one of the great mysteries of the Badlands, a people able to survive and even prosper in one of the worst environments on Terra Nova. While most Terranovans think of them as a united and homogenous group of people, they are in fact composed of several sub-categories and cultures that interact with one another on many levels. Knowledge of the Sand Riders and their way of life is scarce and hard to come by. Most theorize that local homesteaders and miners, cut off long ago from the rest of Terra Nova, reverted to a tribal lifestyle and somehow discovered a way to thrive in the white desert itself, establishing a totally new culture of their own. The anthropologists and social science students who have attempted to follow them into the Great White Desert have either died or turned back, unable to survive the harsh conditions. The Sand Riders' way of life remains a mystery, even to this day.

4.8.1 - The Great White Desert

The Great White Desert is, without a doubt, the most hostile environment on Terra Nova, covering several thousand square kilometers in the Western Desert just north of the Saragossa Range. In areas where the white sand collects in larger quantities, such as on the crests of large dunes or around rocky outcroppings, the ash remains pure enough to be deadly. The region is also subject to major sandstorms. The Saragossa Range pushes cold air northward at high speed and mingles it with the hot volcanic updrafts in the area to create great turbulence. These winds pick up the white ash and become so corrosive that they can strip flesh from bone and eat through Heavy Gears. Occasionally, these sandstorms will meld together into deadly white tempests that race across the face of the Badlands, destroying anything that has the misfortune of being in their path.

Living in this desolate and harsh terrain requires a hardy constitution, some special equipment and, most of all, an extremely acute survival instinct. One must learn to recognize and avoid the worst white sand concentrations, breathe for hours on end through a half-clogged respirator, and spot the telltale coloration that betrays the presence of a patch of water-bearing plants hidden in the sand.

Ironically, the cause of volcanism that makes the Great White Desert so deadly also makes it fertile. The geological activity has led to many minor fissures in the MacAllen cave network, so plant and animal life is surprisingly plentiful. Most life in the Great White Desert lives beneath the sand, away from the wind and the highest concentrations of ash. Moss lichen, wild waterroot and some scrub plants are the most common flora. The native animals are mostly small lizards and insects that burrow through the sand, feeding off each other and the lichen. Small hunter vines also feed off the fauna.

The richness of the water and plant life has attracted many homesteaders to the fringe of the desert. These hearty souls build extremely sturdy homesteads against the deadly white sandstorms, but lead good lives raising hoppers and springers, and tapping water from their wells and local waterroots.

◆ The Godwell Valley

At the center of the desert, the volcanic mountain chain scientists call the White Mountains rises abruptly out of the dunes, their black rock contrasting sharply with the deadly white sand deposits that cap every stone. The mountains may spew out tons of deadly ash, but they also shelter one of the most fantastic micro-climates on Terra Nova. The mountains form a rough ring, and in the center an isolated valley where a huge surface tributary of the MacAllen network is hidden. The temperature hovers around 25°C and the humidity is high. This environment features ferns, trees, lizards, insects and mammals usually found only in the Southern rain forests. A unique plant called Kraan grows along the upper walls of the valley, in areas that are subjected to regular drafts carrying white sand ash. The vines excrete a resin on their leaves and branches that acts to counter the corrosive compounds in the ash. It is refined Kraan sap spread across cloaks that allows the Sand Riders to survive white sandstorms.



Sand Rider Society - 4.8.2

Sand Riders call themselves the Koreshi - which loosely translates to "the people" - and divide their society between those who are permitted to traffic with outsiders and those who must remain isolated in the heart of the desert.

Thral Koreshi: Teachers of Spirit ◆

The Thral are shamanistic priests who have molded the social fabric of their society since its inception. They direct the community by interpreting omens and entering trances in which they communicate with spirits. Thral Koreshi are responsible for preserving the traditions and chronicles of the Koreshi with oral and written records. Each Ferah village and Ratir caravan has at least one Thral who provides for the spiritual needs and education of the community.

The greatest of the Thral mysteries is the story of the Koreshi great cycle, an epic that tells of the events that led to the creation of the Koreshi people and maps their future. The details are secret, but all Koreshi know that it speaks of Godwell Valley containing the seed of the great community that the whole of Terra Nova will one day become. The Thral have protected a wild garden in the center of the valley with a great wall covered with crescent shaped openings. This garden is the Koreshi's most sacred site and is said to contain the seed of the world's rebirth.

Ratir Koreshi: Caravan Traders ◆

The great epic of the Thral speaks of signs of a great change in humanity coming from the outside world - Ratir search for these signs. The Ratir also fulfill the real need for trade, bringing back goods unavailable in Godwell Valley. All foreign goods must be ritually cleansed before entering the valley.

Those who meet the Ratir usually see them as primitive tribal traders since they only seem interested in the simplest tools, but, despite appearances, they are well aware of the power of technology. Most technology is useless in the Great White Desert, however, since it will corrode and break down within a day. Only simple weapons with few moving parts that can be covered with corrosion resistant resin are regularly traded for.

The Ratir's final duty is to adopt those outsiders who are chosen to join the Koreshi. The Koreshi believe in an organic society in which the individual is just a component of the whole. They adopt only children (relatively uncorrupted by the outside world) that have been rejected from their own community. Those abused by their parents or neglected are candidates for adoption. The removal of children is fairly rare, but the coincidence between Sand Rider visits and vanished children has been noticed.

Ferah Koreshi: Life on the Land ◆

The Ferah who tend the land given to the Koreshi are the core of Sand Rider society. They raise crops of nuts and fruits and breed animals in their jungle valley. They are banned from contact with the outside world - except for ritually cleansed objects - for fear it will corrupt the "pure" Ferah.

The Ferah, like the Ratir, live in family-based groups. Each extended family controls a small village and at least one fertile depression in Godwell Valley. Villages are led by a chieftain who operates with the consent of his or her community and the local Thral. The decisions of the villagers determine the place of almost all Ferah in their society. At the age of 13 cycles, all undergo a rite of passage, at which time the chieftain of the village presents the communal judgment on the new Ferah's role.

Villagers from diverse communities come together once a season in large festivals run by the Thral. Besides their religious purpose, these festivals serve as grand councils where Ferah from far-flung villages can air and resolve grievances. These councils usually prevent minor disputes from exploding into major confrontations, but skirmishes between warriors from neighboring villages are common.

Jonus Herasi: Sacred Wanderers ◆

The most admired Koreshi are those who leave the Great White Desert altogether to observe the outside world. Often traveling with people who have had previous dealings with the Sand Riders, their journeys usually take many cycles to complete. When they eventually return, they tell all their tales to a Thral, often talking for days on end, and are ritually cleansed before departing once again. Only volunteers become Jonus Herasi and do so because they feel it to be their calling. They are usually fascinated by the outside world and are the Koreshi most likely to adopt outsider habits. Although respected for their sacrifice, Jonus Herasi are also seen as strange and almost supernatural for choosing to leave their community behind and explore other human societies.



Chapter 5: Creating Heavy Gear Characters

Heavy Gear characters can come from all walks of life and almost any occupation. Terra Nova provides opportunities for all sorts of adventures and characters. The average Terranovan is self reliant and rugged, with some basic technical and self defence skills, although adherence to this stereotype varies considerably from the Badlands to the city-states of the Polar superpowers.

Heavy Gear characters can be created using the Silhouette or D20 Modern rule sets, at the players' convenience. The following additions apply to the character creation rules found in each rule set.



CHARACTER CREATION: SILHOUETTE CORE - 5.1

Heavy Gear player characters are created according to the standard character design rules in the Silhouette Core rulebook. PCs are created at the Adventurous level, with the standard 30 CPs and 50 SPs, although the Gritty or Cinematic levels can be used if desired. The exception to this is GREL characters, which always start with fixed Attributes and Skills. GRELS, however, are not recommended as player characters due to their narrow range of abilities.

All the Skills, Character Perks and Flaws in the Silhouette CORE rulebook are available to Heavy Gear PCs, although as normal Gamemasters have final approval as to which abilities are appropriate. The Piloting (Mecha) Skill covers the use of Gears and striders and the Gunnery (Mecha) Skill covers the operation of their weapon systems. The following additional Skill is available as well.

New Skill: Dueling - 5.1.1

Attributes: AGI (control), KNO (techniques, traditions)

Specializations: Specific Terrain, Specific Gear, Specific Macromoves

Possessed By: Duelists, Gear Trainers, Elite Pilots.

The Dueling Skill is the art of close combat using Gears or other walker vehicles. Dueling includes the ability to perform special stunts and maneuvers to increase the agility and lethality of a machine. Because it is mostly a close combat fighting technique the Dueling Skill may only be used within Point Blank Range or a ranged weapon's Short Range. The Dueling Skill level may never exceed the pilot's Skill in Pilot (Mecha), although its Complexity rating may do so. See Chapter 8 for rules on performing Macromoves.

CHARACTER CREATION: D20 - 5.2

Heavy Gear player characters are created according to the standard character creation guidelines in the d20 contemporary rule set. Starting characters can be created at 1st level or at higher levels if more experienced characters are desired, though Heavy Gear generally works best with characters of no higher than 12th or so level. The exception to this is GREL characters, which always start with fixed ability scores, classes, skills and feats. GRELS, however, are not recommended as playable characters due to their narrow range of abilities. All the classes, skills, and feats in the contemporary d20 rule set are available to Heavy Gear characters, with the exception of magic, psionics and other supernatural abilities, which do not exist in the setting.

Heavy Gear characters do not have a Wealth bonus or make Wealth checks, as goods and services are given a monetary value instead of a purchase Difficulty Class. The Professional skill can therefore be removed or kept to cover skill checks related to a character's job that are not covered by other skills. Gamemasters who wish to use the Wealth system can generate purchase DCs for equipment using the d20 Purchase DCs table, treating one mark or dinar as one dollar.

The following additional d20 skills and feats are available in Heavy Gear. All are Open Gaming content, subject to the Product Identity rules listed in the credits.

New Skill: Dueling (Dex) - 5.2.1

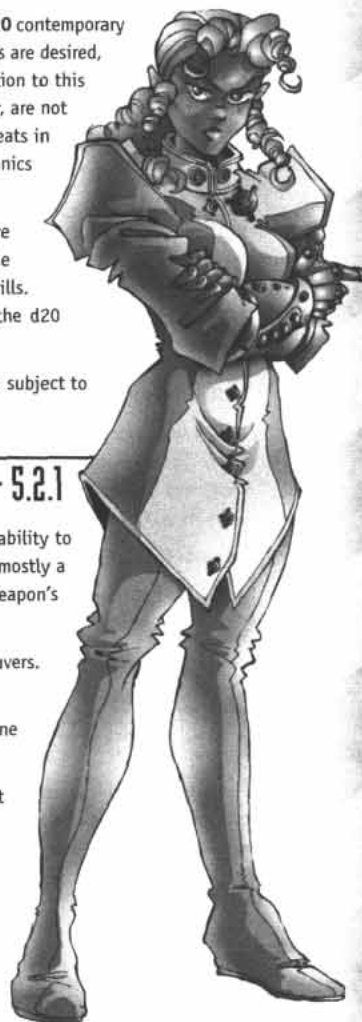
The Dueling Skill is the art of close combat using Gears or other walker vehicles. Dueling includes the ability to perform special stunts and maneuvers to increase the agility and lethality of a machine. Because it is mostly a close combat fighting technique the Dueling Skill may only be used within melee range or a ranged weapon's first Range Increment.

Check: Dueling checks are usually made to perform Macromoves, which are specialized combat maneuvers. See Chapter 8 for Macromove DCs and specific game effects.

Special: You cannot Take 10 or Take 20 when making a Dueling check. You are limited to attempting one Macromove per round.

Untrained: You can use the Dueling Skill untrained to defend against Macromoves, but you cannot attempt any Macromoves yourself.

Time: Using a Macromove is a free action used in conjunction with an attack or move action.





5.2.2 - New Skill: Information Warfare (Int)

Use this skill to operate sensors or interfere with enemy electronic systems using ECM or ECCM devices.

Check: This skill is used in place of the Listen and Spot skills when attempting to detect people or objects with sensor equipment instead of your own senses. It follows the rules for those skills except the sensor's range modifiers are used and lighting modifiers do not usually apply.

When used with electronic counter-measures, you can choose to jam communications, degrade sensors or spoof attacks within range of your ECM device. When jamming communications, your check result becomes the DC for opposed Information Warfare checks to be able use communication equipment. When degrading sensors, your check result becomes the DC for opposed Information Warfare checks to be able use sensors. When spoofing attacks, your check result can be used in place of a vehicle's Defense against attacks by weapons with the Guided quality. When using electronic counter-counter-measures equipment, your check result becomes the DC for opposed Information Warfare checks to be able use electronic counter-measures. Allies are not adversely affected by your ECM or ECCM use.

Try Again?: Yes, although the detection or communication attempt or attack may have already succeeded.

Special: You can Take 10 when making an Information Warfare check and you can Take 20 when using sensors, but not when using ECM or ECCM. The Information Warfare skill is a class skill for the Smart basic class and be selected as a skill for the Smart class Savant talent or as one of the permanent class skills provided by the military starting occupation.

Time: When using sensors, an Information Warfare check is either a reaction (if called for by the GM) or a full-round action (if you actively take the time to try to detect something). When using ECM or ECCM, an Information Warfare check is an attack action.

5.2.3 - New Feat: Surface Vehicle Operation (Walker)

The walker class is added to the list of vehicle classes that may be selected for the Surface Vehicle Operation feat. The walker class includes all civilian and military Gears and Striders. Walker vehicles from other planets, such as Caprice, are also included.

Prerequisite: Drive 4 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a walker vehicle.

Normal: Characters without this feat take a -4 penalty on Drive checks made to operate a walker vehicle, and to attacks made with walker vehicle weapons.

Special: A character can freely select the walker class any time the character takes the Surface Vehicle Operation feat, increasing the number of times the feat can be taken to six.

5.2.4 - New Feat: Vehicle Weapon Proficiency

Choose a weapon type from the following list: advanced, artillery, cannons, melee, missiles, and support. You are proficient with that class of vehicle-mounted weaponry.

The advanced class includes lasers, particle accelerators and railguns. Artillery includes all large indirect fire guns. Cannons are direct fire projectile weapons including autocannons, rifles, field guns, machineguns, frag cannons and snub cannons. Missiles include all direct and indirect fire rockets, guided missiles, bazookas and bombs. Melee includes all melee and thrown weapons such as vibro weapons and hand grenades. Support includes mortars, grenade launchers and flamethrowers.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a -4 penalty on attack rolls.

Special: A character can gain this feat as many as six times. Each time a character takes the feat, he selects a different weapon group. The Vehicle Weapon Proficiency feat can be selected as the bonus feat provided by the military starting occupation.

5.3 - ARCHETYPES

The following character archetypes represent common career paths on Terra Nova. They can be customised with the further expenditure of character and skill points for use as player characters, or serve as a source of ideas for character creation. They can also be used as is as non-player characters.



ARCHEOLOGIST

Despite a relatively accurate recorded history, archaeologists know little about the living conditions of early settlers. Busy as they were with day-to-day survival, few bothered to keep a log of their lives for the sake of their descendants. In order to better understand their pasts, archaeologists study the remains of early colonization settlements, a task made difficult by violent storms and quick erosion, not to mention bandits, rovers and predators.

Attributes

AGI	0	APP	0	BUI	-1	CRE	1	FIT	0
INF	-1	KNO	1	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	20	UD	2	AD	2

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Business	1	1	Language*	3	2	Natural Sciences**	1	1	Notice	1	1
Navigation (Land)	1	1	Pilot (Ground)	1	1	Social Sciences***	2	2			
*Choose two languages			** (Geology)			*** (Archaeology)					
Basic Character Costs: 20 Character Points and 18 Skill Points.											

OGL Statistics

Archaeologist (Smart Hero 2): CR 2; Medium-size human; HD 2d6-2; hp 8; Mas 8; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 Class); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike); Full Atk +1 melee (1d3 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort -1, Ref +1, Will +4; AP 1; Rep +1; Str 10, Dex 12, Con 8, Int 15, Wis 14, Cha 13.

Occupation: Academic (bonus class skills: Craft [writing], Knowledge [history], Research).

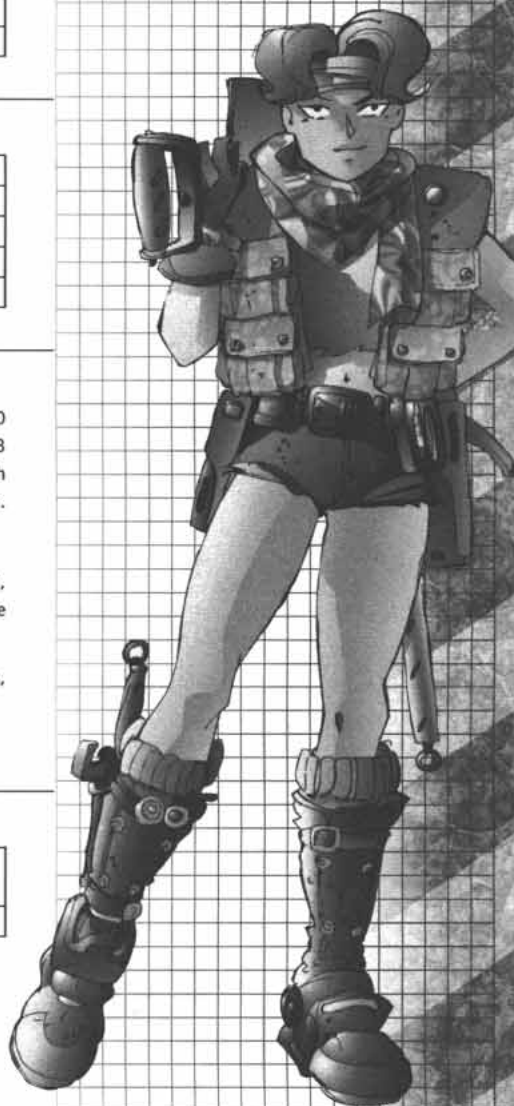
Skills: Computer Use +6, Craft (writing) +8, Decipher Script +9, Drive +3, Knowledge (business) +6, Knowledge (earth and life sciences) +9, Knowledge (history) +12, Navigate +7, Read/Write Language +1, Research +10, Search +9, Speak Language +1, Spot +4, Survival +4.

Feats: Educated (Knowledge [earth and life sciences] and Knowledge [history]), Meticulous, Studious, Simple Weapons Proficiency.

Talents: Savant (Knowledge [history]).

Equipment and Salary

Typical Equipment:	Desert goggles, survival rations, tent(s), sleeping bag, personal computer, trideo recorder, personal communicator, binoculars.
Salary:	Varies depending on notoriety and backing; ranges from 20,000 to 45,000 marks/dinars per cycle.





BADLANDS MARSHAL

In the Badlands, the laws of a homestead county are enforced by marshals hired by the county council. Most of the time, Badlands marshals oversee communities of a few hundred souls and require little help. In some cases, especially when many rover gangs roam the region, marshals may organize a reserve militia on which they can call in case of emergency. As a whole, Badlands marshals are handed the job because of their reputations or because they have a true knack for it. Considering the high risks and the low pay, few individuals find it an attractive career option.

Attributes ☐

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

Skills ☐

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Athletics	1	1	Combat Sense	1	1	Defense	1	1	Hand-to-Hand	1	1
Interrogation	1	1	Investigation	2	1	Notice	1	1	Pilot (Ground)	1	1
Riding	1	1	Small Arms	2	1	Social Sciences*	2	1	Streetwise	1	1
Survival (Desert)	1	1	* (Law)								

Basic Character Costs: 19 Character Points and 22 Skill Points.

06L Statistics ☐

Badlands Marshal (Tough Hero 1/Dedicated Hero 1): CR 2; Medium-size human; HD 1d10+2 plus 1d6+2; hp 17; Mas 15; Init +1; Spd 30 ft.; Defense 17, touch 13, flat-footed 16 (+1 Dex, +2 Class, +4 light flak suit); BAB +0; Grap -1; Atk -1 melee (1d3-1 nonlethal, unarmed strike) or Atk -1 melee (1d4-1/19-20, knife) or +1 ranged (2d6, 9mm pistol); Full Atk -1 melee (1d3-1 nonlethal, unarmed strike) or Atk -1 melee (1d4-1/19-20, knife) or +1 ranged (2d6, 9mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +1, Will +3; AP 1; Rep +1; Str 8, Dex 13, Con 15, Int 10, Wis 14, Cha 12.

Occupation: Law Enforcement (bonus class skills: Gather Information, Knowledge [civics]).

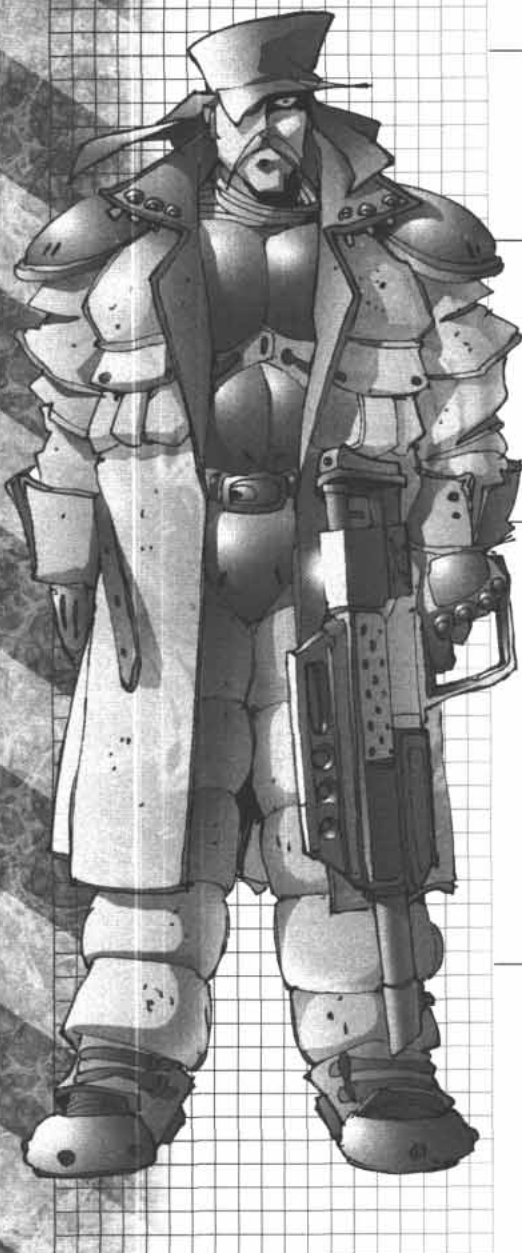
Skills: Drive +2, Gather Information +3, Knowledge (civics) +3, Knowledge (streetwise) +2, Intimidate +3, Investigate +8 Ride +2, Sense Motive +4, Spot +4, Survival +4.

Feats: Armor Proficiency (light), Attentive, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Remain Conscious, Skill Emphasis (Investigate).

Equipment and Salary ☐

Typical Equipment:	Goggles, light flak suit, throat/ear comm set, 9mm pistol, knife, notebook.
Salary:	Ranges from 18,000 to 25,000 marks/dinars per cycle.





CARAVAN TRADER

While there are some railways that go from one large county to another in the Badlands, a great deal of cheap or illegal commerce is still done through caravans that peddle their wares between settlements. The traders who compose these caravans are a brave and hardy lot, trained in surviving both the environment and the bandits who set up regular ambushes along trade routes. Large caravans also provide mutual protection for traders and some companionship for the long hours on the trail.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Business	2	1	Craft (Cooking)	1	1	Defense	1	1	Gambling	1	1
Language*	3	2	Navigation (Land)	1	1	Notice	1	1	Pilot (Ground)	2	1
Small Arms	1	1	Survival**	1	1	Technical Sci.***	1	1			
*Choose two languages			**Choose Type			*** (Mechanics)					
Basic Character Costs:			19 Character Points and 20 Skill Points.								

OGL Statistics

Caravan Trader (Charismatic 1/Dedicated Hero 1): CR 2; Medium-size human; HD 1d6-1 plus 1d6-1; hp 7; Mas 8; Init +1; Spd 30 ft.; Defense 13, touch 12, flat-footed 12 (+1 Dex, +1 Class, +1 light flak vest); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike) or Atk -4 melee (1d6/19-20, machete) or +1 ranged (2d6, 11mm pistol); Full Atk +0 melee (1d3 nonlethal, unarmed strike) or Atk -4 melee (1d6/19-20, machete) or +1 ranged (2d6, 11mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +0, Ref +2, Will +3; AP 1; Rep +3; Str 10, Dex 12, Con 8, Int 13, Wis 14, Cha 15.

Occupation: White Collar (bonus class skills: Diplomacy, Knowledge [business]).

Skills: Bluff +6, Diplomacy +9, Drive +3, Gamble +3, Gather Information +8, Knowledge (business) +9, Knowledge (current events) +3, Knowledge (streetwise) +3, Navigation +3, Read/Write Language +1, Sense Motive +6, Speak Language +1, Spot +4, Survival +4.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy.

Talents: Fast-Talk, Skill Emphasis (Knowledge [business]).

Equipment and Salary

Typical Equipment:	Audio Recorder/receiver, first aid kit, goggles, light flak vest, machete, personal communicator, sleeping bag, survival kit, 11mm pistol.
Salary:	Highly dependent upon wares; ranges from 15,000 to 50,000 marks/dinars per cycle.





DEMOLITION SPECIALIST

Individuals who specialize in the handling and use of explosives are rare and often highly paid. Most demo experts find stable employment in the military, where their talents are put to use clearing obstacles or mining battlefields. Others can be found in police bomb disposal squads, while some more ambitious professionals sell their services privately. Demolition specialists tend to come in two general categories: the careful planners who work with maximum safety, and the half-crazed thrill seekers who juggle with dynamite sticks.

Attributes ☐

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

Skills ☐

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Demolition	2	2	Medicine	1	1	Natural Sci.*s	1	1	Notice	2	1
Pilot (Ground)	1	1	Stealth	1	1	Technical Sci.**	1	1	Technical Sci.***	2	2
Tinker	1	1	•(Physics)**(Computer)			•••(Electronics)					

Basic Character Costs: 19 Character Points and 26 Skill Points.

OGC Statistics ☐

Demolition Specialist (Tough Hero 1/Smart Hero 1): CR 2; Medium-size human; HD 1d10+2 plus 1d6+2; hp 17; Mas 15; Init +1; Spd 30 ft.; Defense 17, touch 12, flat-footed 16 (+1 Dex, +1 Class, +5 medium flak vest); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +3, Ref +1, Will +1; AP 1; Rep +1; Str 13, Dex 12, Con 15, Int 14, Wis 10, Cha 8.

Occupation: Military (bonus class skills: Demolitions, Hide).

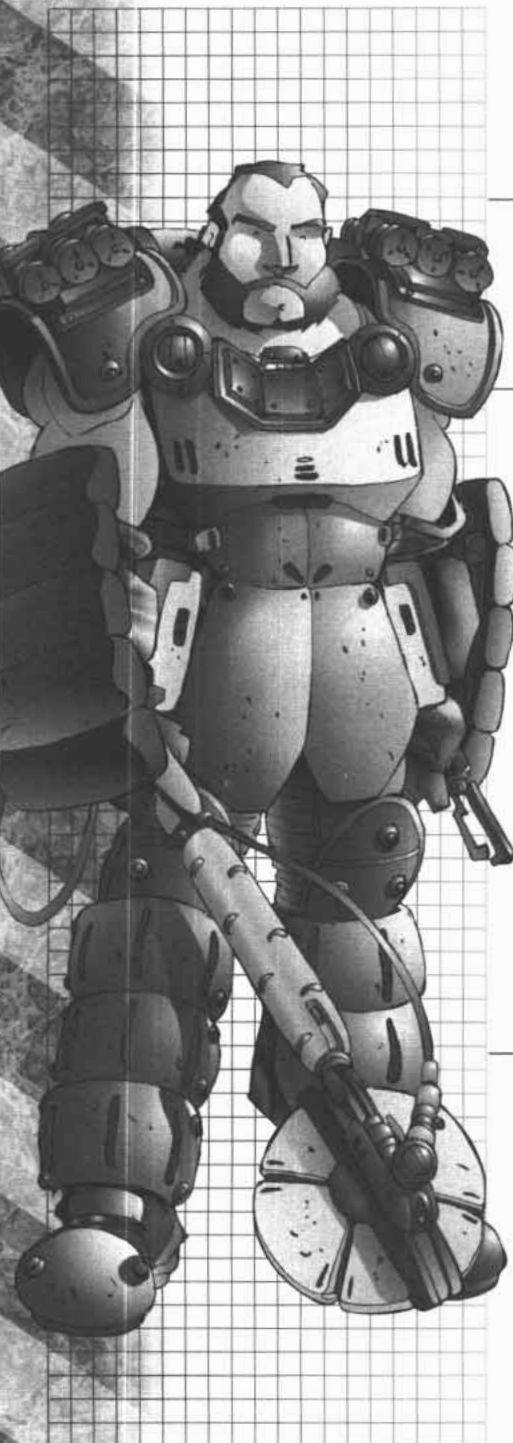
Skills: Computer Use +4, Concentration +4, Craft (electronics) +4, Demolitions +11, Disable Device +6, Drive +3, Hide +3, Knowledge (physical sciences) +4, Spot +4, Treat Injury +2.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Cautious, Simple Weapons Proficiency.

Talents: Remain Conscious, Savant (Demolitions).

Equipment and Salary ☐

Typical Equipment:	Electronics tool kit, helmet (optional), medium flak vest, personal communicator, throat/ear comm set, watch.
Salary:	Ranges from 25,000 to 35,000 in the military; from 20,000 to 50,000 in the private business.





DESERT GUIDE

Moving across the Badlands is risky business at best and guides are extremely important to caravans or scientific groups going through unfamiliar land. Unfortunately, several among them prey on unsuspecting travellers, leading them into traps set up by some of their contacts to rob them of their belongings. As a result, the profession has earned a bad reputation, forcing honest guides to work twice as hard to get any kind of clientele. Whatever their backgrounds, desert guides are almost invariably paranoid and overly prudent — at least by the standards of polar citizens.

Attributes

AGI	0	APP	-1	BUI	1	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	-1	WIL	0
STR	1	HEA	0	STA	30	UD	6	AD	5

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Athletics	1	1	Combat Sense	1	1	Defense	1	1	Hand-to-Hand	1	1
Language*	2	3	Natural Sci. **	1	1	Navigation (Land)	2	1	Notice	2	1
Ride	1	1	Small Arms	1	1	Stealth	1	1	Survival (Desert)	2	1

*Choose four languages ** (Geography)

Basic Character Costs: 17 Character Points and 29 Skill Points.

OGI Statistics

Desert Guide (Tough Hero 1/Dedicated Hero 1): CR 2; Medium-size human; HD 1d10+2 plus 1d6+2; hp 17; Mas 15; Init +1; Spd 30 ft.; Defense 13, touch 13, flat-footed 12 (+1 Dex, +2 Class); BAB +0; Grap +1; Atk +2 melee (1d6+1 nonlethal, unarmed strike); Full Atk +2 melee (1d6+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +1, Will +3; AP 1; Rep +1; Str 13, Dex 12, Con 15, Int 10, Wis 14, Cha 8.

Occupation: Rural (bonus class skills: Handle Animal, Survival).

Skills: Handle Animal +3, Navigate +7, Ride +5, Knowledge (earth and life sciences) +1, Read/Write Language +2, Speak Language +2, Spot +4, Survival +8.

Feats: Animal Affinity, Brawl, Guide, Simple Weapons Proficiency.

Talents: Second Wind, Skill Emphasis (Navigate).

Equipment and Salary

Typical Equipment: Desert suit, gas mask, goggles, memcompass, survival kit, survival rations.

Salary: Highly dependent upon reputation and skill; ranges from 12,000 to 27,000 marks/dinars per cycle.





FIELD MEDIC

Few individuals relish the thought of venturing onto a battlefield, even after the battle, to tend to half-dead soldiers. The courageous or foolish men and women who choose this profession tend to value a quick and effective 'patch' over a skilfully done suture. Most of the time, there is too much to do, too little time to do it in, and too few medics to do it. As a result, they go in, stabilize the patients as best they can, and take them back to the mobile hospitals where better equipment allows professional doctors to give them proper treatment.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Athletics	1	1	Combat Sense	1	1	Defense	1	1	Medicine	2	3
Natural Sciences*	2	2	Notice	1	1	Pilot (Ground)	1	1	• (Biology)		

Basic Character Costs: 19 Character Points and 26 Skill Points.

OGL Statistics

Field Medic (Dedicated Hero 2): CR 2; Medium-size human; HD 2d6+2; hp 11; Mas 13; Init +1; Spd 30 ft.; Defense 17, touch 13, flat-footed 16 (+1 Dex, +2 Class, +4 light flak suit); BAB +1; Grap +0; Atk 0 melee (1d3-1 nonlethal, unarmed strike); Full Atk 0 melee (1d3-1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +4, Ref +1, Will +3; AP 1; Rep +1; Str 8, Dex 12, Con 13, Int 14, Wis 15, Cha 10.

Occupation: Emergency Services (bonus class skills: Knowledge [life and earth sciences], Treat Injury).

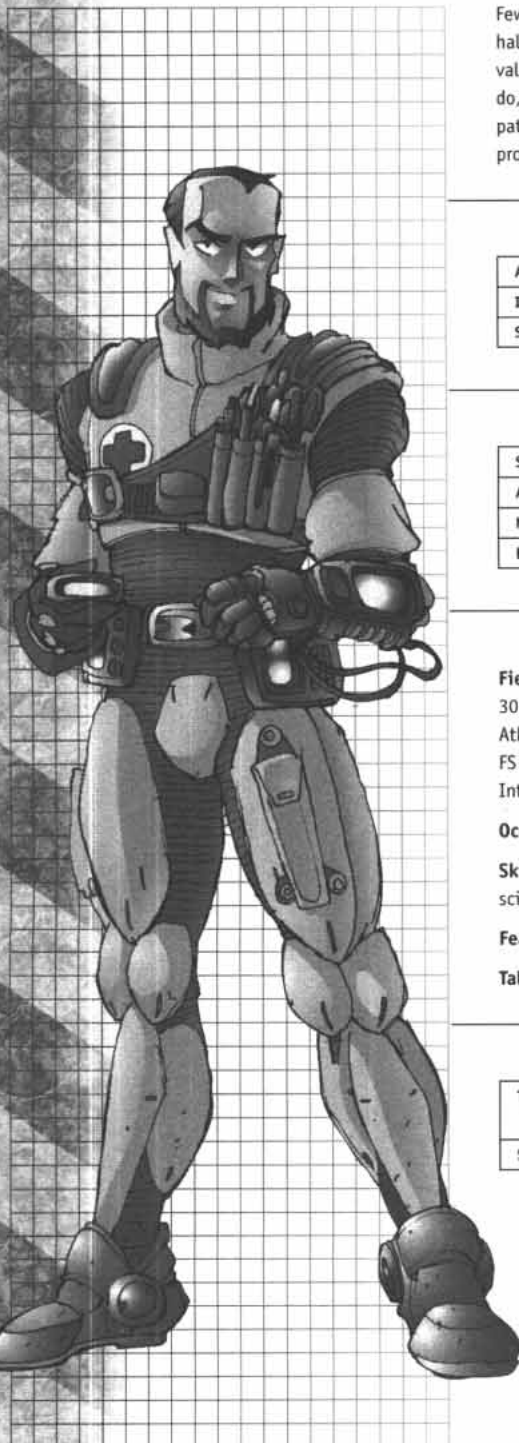
Skills: Climb +0, Computer Use +3, Craft (pharmaceutical) +9, Drive +3, Knowledge (behavioural sciences) +7, Knowledge (earth and life sciences) +8, Spot +7, Treat Injury +12.

Feats: Armor Proficiency (light), Medical Expert, Simple Weapons Proficiency, Surgery.

Talents: Healing Knack.

Equipment and Salary

Typical Equipment:	field medic gauntlet, field surgical kit, first aid kit, light flak suit, medbelt and scanner, throat/ear comm set (sometimes military).
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.





FIELD SCIENTIST

Field scientists are usually called upon to participate in scientific expeditions or exploration missions into unknown (or simply exotic) territory. Whether seeking a cure for Terranovan influenza in the jungles of the South, studying the formation of tunnel structures in the MacAllen network, or prospecting for precious underground minerals, field scientists are vital members of their teams.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Medicine	1	1	Natural Sciences	*	*	Notice	1	1	Pilot (Ground)	1	1
Social Sciences	*	*	Survival**	1	1	Technical Sci.***1	1		Technical Sci.****1	1	1

*Choose two (Natural or Social) Science skills at level 2/2 and two at level 1/1

Choose Type * (Electronics) **** (Mechanics)

Basic Character Costs: 16 Character Points and 24 Skill Points.

OGC Statistics

Field Scientist (Smart 1/Tough Hero 1): CR 2; Medium-size human; HD 1d6+2 plus 1d10+2; hp 15; Mas 14; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 Class); BAB +0; Grap +0; Atk +0 melee (1d3 nonlethal, unarmed strike); Full Atk +0 melee (1d3 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +3, Ref +1, Will +2; AP 1; Rep +1; Str 10, Dex 12, Con 14, Int 15, Wis 13, Cha 8.

Occupation: Technician (bonus class skills: Knowledge [earth and life sciences], Knowledge [physical sciences], Research).

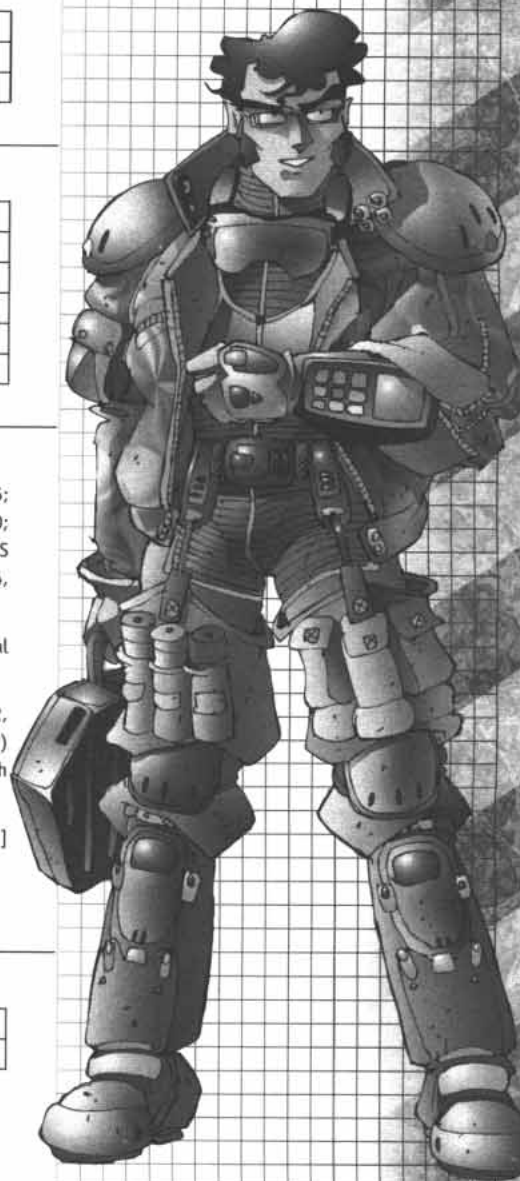
Skills: Computer Use +5, Craft (electronic) +6, Craft (mechanical) +6, Craft (writing) +6, Drive +2, Knowledge (behavioural sciences) +6, Knowledge (earth and life sciences) +10, Knowledge (history) +6, Knowledge (physical sciences) +9, Knowledge (technology) +6, Repair +4, Research +6, Search +6, Spot +2, Survival +4, Treat Injury +3.

Feats: Builder (Craft [electronic] and Craft [mechanical]), Educated (Knowledge [earth and life sciences] and Knowledge [physical sciences]), Simple Weapons Proficiency.

Talents: Savant (Knowledge [earth and life sciences]), Second Wind.

Equipment and Salary

Typical Equipment:	Binoculars, data disks, dataglove, goggles, personal computer, survival kit, test tubes.
Salary:	Ranges from 30,000 to 50,000 marks/dinars per cycle.





FIELD TECHNICIAN

Field technicians actively participate (so to speak) in a battle by performing jury rigging on defective Gears or by repairing damaged installations during unfriendly weather. A common saying among them is 'A cycle on the field is [worth] a dozen cycles in the [repair] bay.' This brand of technician is almost invariably called upon to handle difficult repair work and are nowhere more appreciated than in the Badlands, where they often act as wandering repairmen between needy homesteads.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Defense	1	1	Notice	1	1	Pilot (Ground)	1	1	Technical Sci.**1	2	
Technical Sci.***	2	2	Technical Sci.****	2	2	Tinker*	2	1			
*Select specialization for one of these skills** (Computer) *** (Electronics)**** (Mechanics)*											
Basic Character Costs: 22 Character Points and 33 Skill Points.											

OGL Statistics

Field Technician (Smart Hero 1/Tough Hero 1): CR 2; Medium-size human; HD 1d6+2 plus 1d10+2; hp 15; Mas 14; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 Class); BAB +0; Grap +1; Atk +1 melee (1d3+1 nonlethal, unarmed strike); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +3, Ref +1, Will +0; AP 1; Rep +1; Str 12, Dex 13, Con 14, Int 15, Wis 8, Cha 10.

Occupation: Blue Collar (bonus class skills: Craft [electronics], Craft [mechanical], Repair).

Skills: Computer Use +8, Craft (electronics) +9, Craft (mechanical) +9, Craft (structural) +6, Disable Device +6, Drive +4, Knowledge (technology) +6, Knowledge (physical sciences) +6, Navigate +6, Repair +10, Search +6, Spot +3.

Feats: Builder (Craft [electronics] and Craft [mechanical]), Gearhead, Simple Weapons Proficiency.

Talents: Remain Conscious, Savant (Repair).

Equipment and Salary

Typical Equipment:	Dataglove, electronics and mechanical tool kit, military throat/ear comm set, tech gear.
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.





GEAR DUELIST

Champions and diplomats for their regiments, Duelists bear on their shoulders the history and reputation of their regiments. Outside the military, civilian Duelists represent their cities or simply themselves in regulated sporting duels or savage gladiatorial matches. Regardless of their origin, however, Duelists almost systematically follow a strict code of conduct based on honor and personal glory. In the eyes of average Terranovans, Duelists are the heroes of legend.

Attributes

AGI	2	APP	0	BUI	0	CRE	0	FIT	0
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	3	AD	4

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Combat Sense	1	1	Defense	1	1	Gunnery (Mecha)	2	1	Info. Warfare	1	1
Leadership	1	1	Mecha Dueling	2	2	Melee	1	1	Notice	1	1
Pilot (Mecha)	3	2	Small Arms	1	1						
Basic Character Costs:			24 Character Points and 32 Skill Points.								

OGI Statistics

Gear Duelist (Fast Hero 2): CR 2; Medium-size human; HD 2d8+2; hp 14; Mas 13; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 Class); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +1, Ref +4, Will -1; AP 1; Rep +0; Str 10, Dex 15, Con 13, Int 14, Wis 8, Cha 12.

Occupation: Military (bonus class skills: Drive, Knowledge [tactics]).

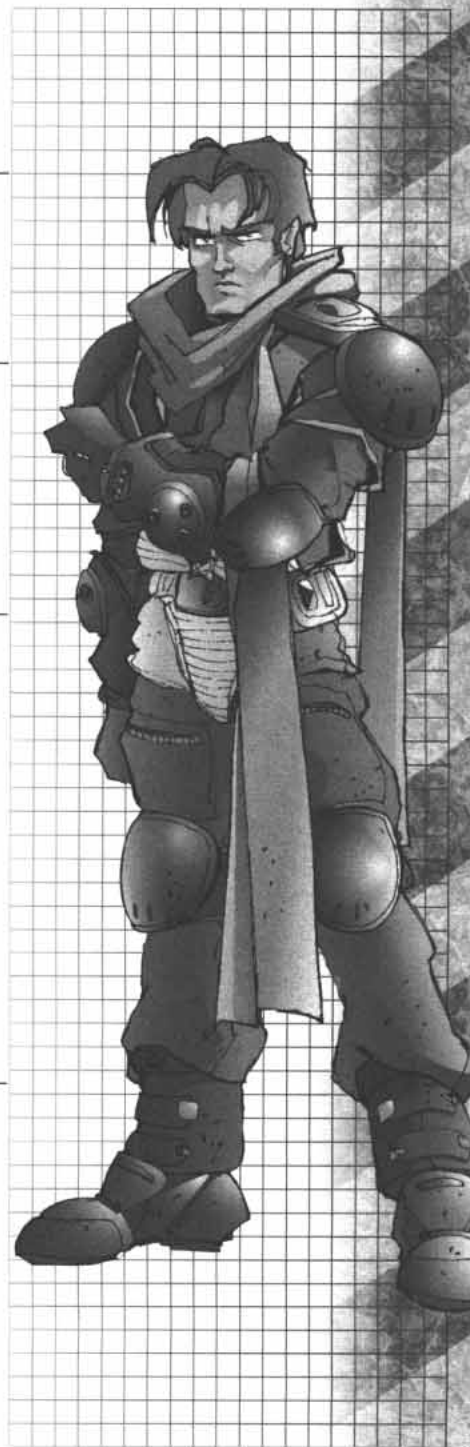
Skills: Diplomacy +3, Drive +8, Dueling +4, Information Warfare +4, Knowledge (civics) +4, Knowledge (tactics) +7, Navigate +4, Spot +1, Tumble +3.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (walker), Vehicle Weapon Proficiency (cannon), Vehicle Weapon Proficiency (melee).

Talents: Evasion.

Equipment and Salary

Typical Equipment:	Helmet, pilot suit, 9mm pistol, vibroblade.
Salary:	Dependent on the employer and reputation of the Duelist; ranges from 35,000 to 75,000 marks/dinars per cycle.





GEAR PILOT

Better trained and equipped than standard infantry, and more numerous than tankers or aircraft pilots, Gear pilots have acquired a very romantic and rugged image. While Gear pilots are expected to excel at piloting their machines, they must also undergo rigorous training so that they are not helpless without their vehicles. It is not uncommon for pilots to give a 'pet name' to a machine they have piloted for several cycles.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Combat Sense	1	1	Defense	1	1	Gunnery (Mecha)	2	1	Hand-to-Hand	1	1
Information Warfare	1	1	Melee	1	1	Notice	1	1	Pilot (Mecha)*	2	2
Small Arms	1	1									
*Specialization with Gear of choice											
Basic Character Costs: 16 Character Points and 24 Skill Points.											

OGL Statistics

Gear Pilot (Fast Hero 2): CR 2; Medium-size human; HD 2d8+4; hp 16; Mas 14; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 Class); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +2, Ref +4, Will +1; AP 1; Rep +0; Str 10, Dex 15, Con 14, Int 13, Wis 12, Cha 8.

Occupation: Military (bonus class skills: Navigate, Survival).

Skills: Craft (mechanical) +3, Drive +7, Information Warfare +3, Knowledge (tactics) +3, Navigate +6, Repair +3, Survival +3, Spot +3.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (walker), Vehicle Weapon Proficiency (cannon), Vehicle Weapon Proficiency (missile).

Talents: Evasion.

Equipment and Salary

Typical Equipment:	Helmet, pilot suit, 9mm pistol, vibroblade.
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.





GEAR TRAINER

There is much more to the task of a Gear trainer than simply teaching rookies how to pilot their new vehicle. Gear pilots are the easy part of the job: humans are always willing to learn and are usually good learners. Gears, however, are another story. Like children, they come off the assembly line like a blank slate and must learn everything in record time. A good trainer can make all the difference between a Gear which performs well in combat and another which has several dangerous 'bad habits.' As a result, only highly experienced Gear pilots are assigned the job training Gears.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Combat Sense	1	1	Defense	1	1	Gunnery (Mecha)	2	1	Hand-to-Hand	1	1
Info. Warfare	1	1	Leadership	1	1	Melee	1	1	Notice	2	1
Pilot (Mecha)	2	3	Small Arms	1	1	teaching	2	1			
Basic Character Costs: 22 Character Points and 32 Skill Points.											

OGC Statistics

Gear Trainer (Dedicated Hero 2): CR 2; Medium-size human; HD 2d6-2; hp 7; Mas 8; Init +2; Spd 30 ft.; Defense 14, touch 14, flat-footed 12 (+2 Dex, +2 Class); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol); Full Atk +1 melee (1d3+1 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +2, Will +4; AP 1; Rep +1; Str 10, Dex 14, Con 8, Int 13, Wis 15, Cha 12.

Occupation: Military (bonus class skills: Drive, Information Warfare).

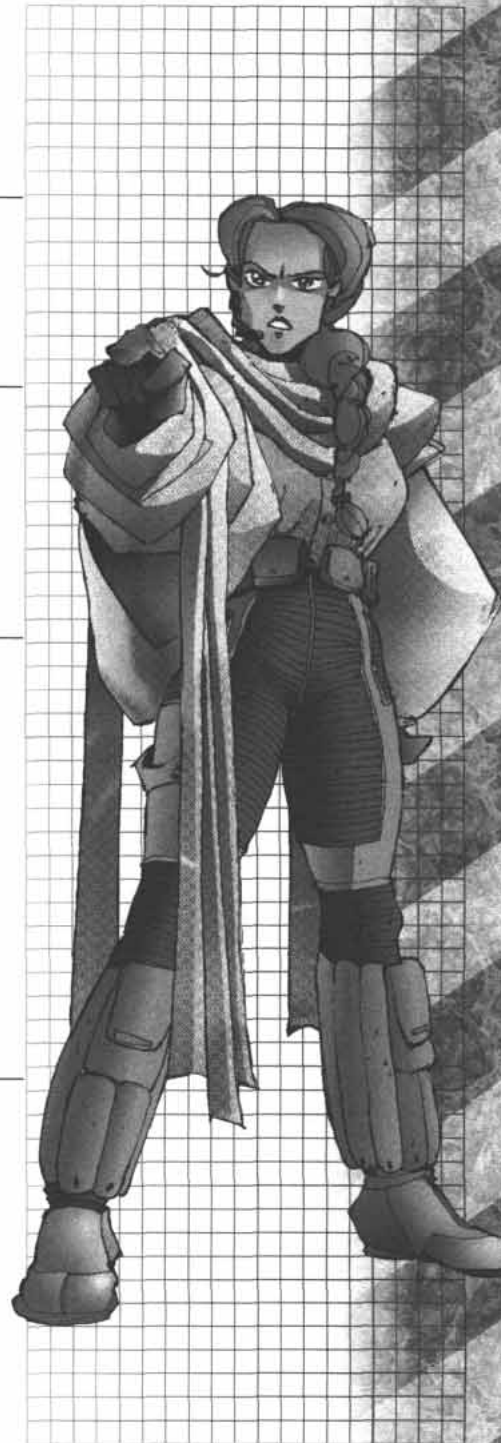
Skills: Diplomacy +7, Drive +10, Information Warfare +6, Knowledge (tactics) +6, Navigate +6, Spot +7.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (walker), Vehicle Weapon Proficiency (cannon), Weapon Focus (light autocannon).

Talents: Skill Emphasis (Drive).

Equipment and Salary

Typical Equipment:	Helmet, notebook, pilot suit, 9mm pistol, vibroblade.
Salary:	Ranges from 35,000 to 50,000 marks/dinars per cycle.





INFANTRY TROOPER



Although Gears have taken away some of the importance of infantry on the battlefield, no army could occupy any ground or keep a hold on military objectives and strategic locations without the grunts. Even on Terra Nova, infantry still makes up the majority of the armies, and are a force to be reckoned with. The most common infantry types are recon (scouting and forward observing), light assault (standard infantry), heavy weapons (to punch through regular lines and perform lightning strikes) and sniper (to handle high precision missions).

Attributes ☐

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

Skills ☐

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Athletics	1	1	Combat Sense	2	1	Defense	2	1	Hand-to-Hand	1	1
Medicine	1	1	Melee	1	1	Notice	2	1	Small Arms	2	1
Stealth	1	1	Survival*	1	1	Throwing	2	1			
*Choose Type											
Basic Character Costs:			19 Character Points and 26 Skill Points.								

OGL Statistics ☐

Infantry Trooper (Strong Hero 2): CR 5; Medium-size human; HD 2d8+4; hp 16; Mas 14; Init +1; Spd 30 ft.; Defense 19, touch 13, flat-footed 18 (+1 Dex, +2 Class, +6 medium flak suit); BAB +2; Grap +4; Atk +4 melee (1d4+3, unarmed strike) or +3 ranged (2d8, 7mm assault rifle); Full Atk +4 melee (1d4+3, unarmed strike) or +3 ranged (2d8, 7mm assault rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +4, Ref +1, Will +1; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Military (bonus class skills: Hide, Survival).

Skills: Climb +4, Hide +0, Jump +4, Survival +3, Spot +3.

Feats: Armor Proficiency (light), Armor Proficiency (medium), Combat Martial Arts, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Melee Smash.

Equipment and Salary ☐

Typical Equipment:	Light or medium flak suit, survival rations, 7mm assault rifle.
Salary:	Ranges from 20,000 to 30,000 marks/dinars per cycle.



The intelligence agencies, militaries and corporations of Terra Nova employ a growing number of agents trained to eliminate problematic targets. Criminal cartels and underworld families also have their own specialists in this field. These professionals are trained to enter an area undetected and use sophisticated weaponry to kill a target with a single shot. They usually employ high-powered sniper rifles and stealth gear, although some use poisons, knives or explosives equally well. Assassins who can survive long enough to build a reputation can make a great deal of money.

Attributes

AGE	1	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	-1	WIL	0
STR	0	HEA	0	STA	25	UD	4	AD	4

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Athletics	1	1	Combat Sense	2	1	Defense	2	1	Disguise	1	1
Hand-to-Hand	1	2	Melee	1	1	Notice	1	1	Small Arms*	2	2
Stealth	2	1									

*Sniper Rifle Specialization

Basic Character Costs: 18 Character Points and 34 Skill Points.

OGL Statistics

Killer/Assassin (Fast Hero 2): CR 2; Medium-size human; HD 2d8+2; hp 14; Mas 12; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 Class); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol) or +4 ranged (2d12, sniper rifle); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol) or +4 ranged (2d12, sniper rifle); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +1, Ref +4, Will +2; AP 1; Rep +0; Str 10, Dex 15, Con 12, Int 13, Wis 14, Cha 8.

Occupation: Military (bonus class skills: Hide, Move Silently).

Skills: Climb +2, Disguise +1, Hide +8, Move Silently +8, Sleight of Hand +5, Spot +4, Tumble +7.

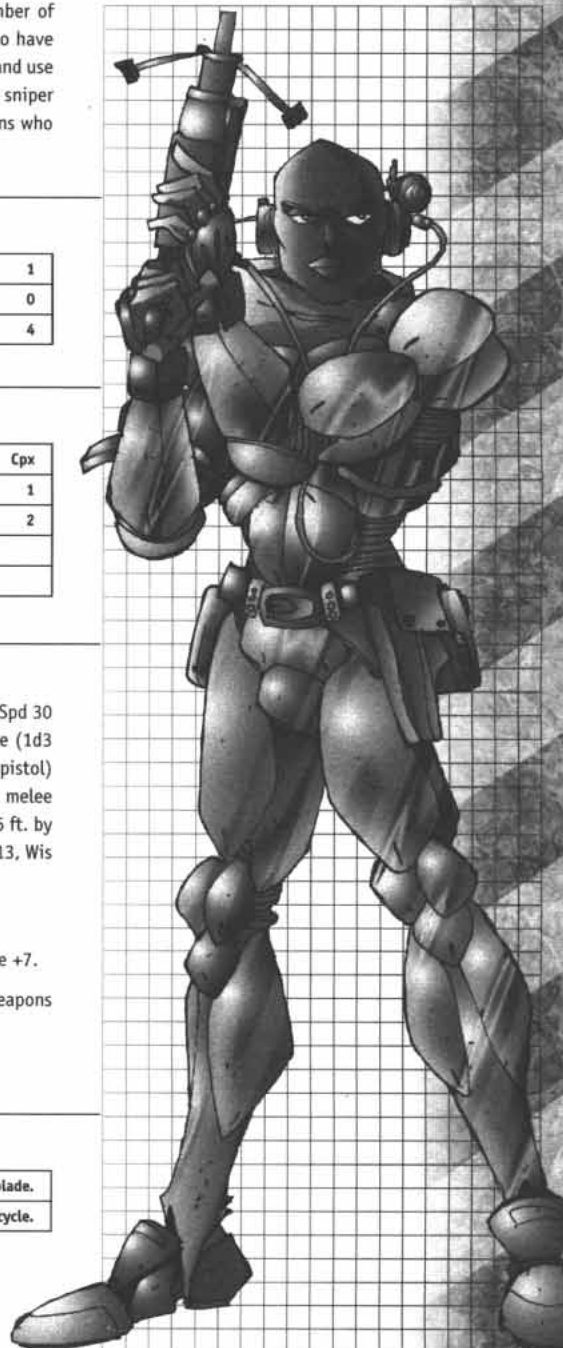
Feats: Armor Proficiency (light), Dead Aim, Far Shot, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Evasion.

Equipment and Salary

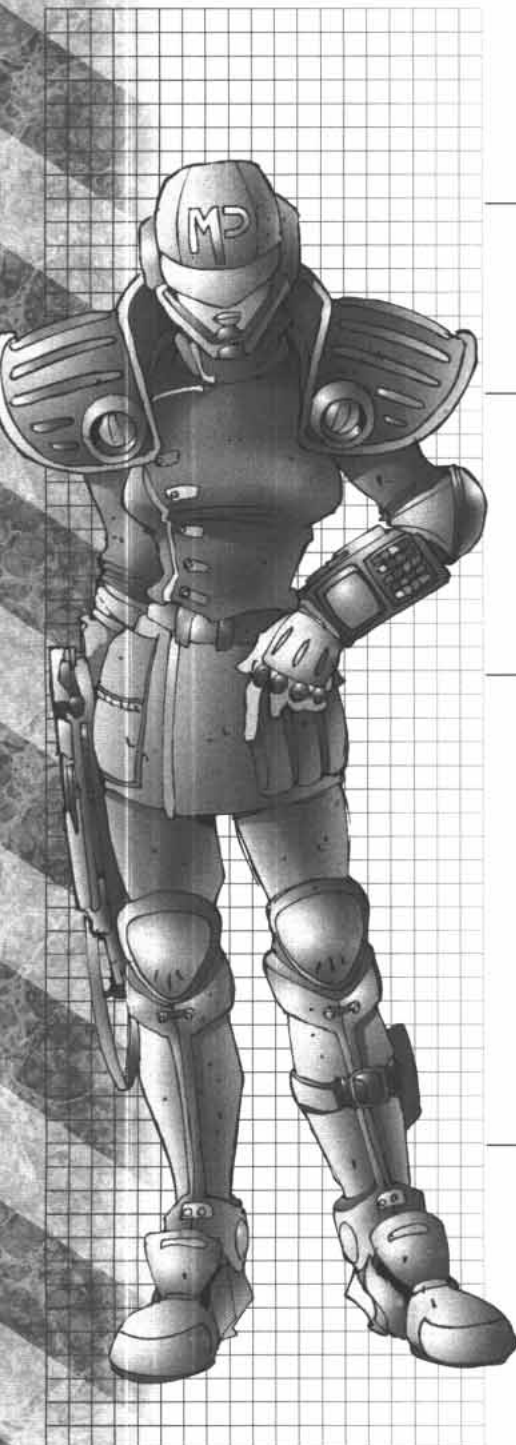
Typical Equipment:	Collapsible sniper rifle w/aiming system, 9mm pistol, stealth armor, vibroblade.
Salary:	Varies by employer and reputation; begins at 75,000 marks/dinars per cycle.

KILLER/ASSASSIN





MILITARY POLICE



While several soldiers may dispute the usefulness of the military police, the truth is that their work is never done. There are several issues which need addressing, including solving petty crimes which occur on an almost daily basis in the force to tracking down drug dealers or corrupt officers. Even in the most prestigious military forces, there are some rotten elements, and it is the military police's job to purge them. To that effect, they have great discretionary powers, but are often shunned and even despised by those who might have something to hide.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Athletics	1	1	Combat Sense	1	1	Defense	1	1	Hand-to-Hand	1	2
Interrogation	1	1	Investigation	2	1	Melee	1	1	Notice	2	1
Small Arms	1	1	Social Sci. (Law)	1	1	Streetwise	1	1			
Technical Sci.*	1	1	*(Computer)								
Basic Character Costs:			22 Character Points and 22 Skill Points.								

OGL Statistics

Military Police (Strong Hero 2): CR 2; Medium-size human; HD 2d8+4; hp 16; Mas 14; Init +1; Spd 30 ft.; Defense 17, touch 13, flat-footed 16 (+1 Dex, +2 Class, +4 light flak suit); BAB +2; Grap +4; Atk +5 melee (1d6+3 nonlethal, unarmed strike) or +4 melee (1d4+3/19-20, knife) or +3 ranged (2d6, 9mm pistol); Full Atk +5 melee (1d6+3 nonlethal, unarmed strike) or +4 melee (1d4+3/19-20, knife) or +3 ranged (2d6, 9mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +4, Ref +1, Will +3; AP 1; Rep +0; Str 15, Dex 13, Con 14, Int 12, Wis 10, Cha 8.

Occupation: Law Enforcement (bonus class skills: Intimidate, Knowledge [civics]).

Skills: Knowledge (civics) +5, Knowledge (streetwise) +5, Intimidate +3, Investigate +5, Sense Motive +1, Spot +2.

Feats: Armor Proficiency (light), Attentive, Brawl, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Melee Smash.

Equipment and Salary

Typical Equipment:	Communicator, data disks, helmet, knife, light flak suit, uniform, 9mm pistol.
Salary:	Ranges from 25,000 to 35,000 marks/dinars per cycle.



NEWS REPORTER

In a world which seems constantly at war, the role of journalists is more important than ever. They are needed to cover a broad variety of events, be they on the international or local scenes. Unfortunately, yellow journalism still plagues newspaper stands and gives the profession a bad name, but some news organizations are highly demanding and document their stories properly. Another form of journalism which is very lucrative (and despised) is that of tabloid photographer.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Business	1	1	Craft (Photography)	1	1	Investigation	2	1	Notice	1	1
Performance Art*	1	1	Pilot (Ground)	1	1	Social Sci. **	2	1	Social Sci.***	1	1
Streetwise	1	1	Technical Sci.****	1	1						
• (Theatrics) ** (Politics) *** (History) **** (Computer)											
Basic Character Costs: 19 Character Points and 16 Skill Points.											

OGL Statistics

News Reporter (Charismatic 1/Dedicated Hero 1): CR 2; Medium-size human; HD 1d6-1 plus 1d6-1; hp 7; Mas 8; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 Class); BAB +0; Grap +0; Atk +1 melee (1d6 nonlethal, unarmed strike); Full Atk +1 melee (1d6 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +1, Ref +2, Will +2; AP 1; Rep +3; Str 10, Dex 12, Con 8, Int 14, Wis 13, Cha 15.

Occupation: Investigative (bonus class skills: Drive, Research).

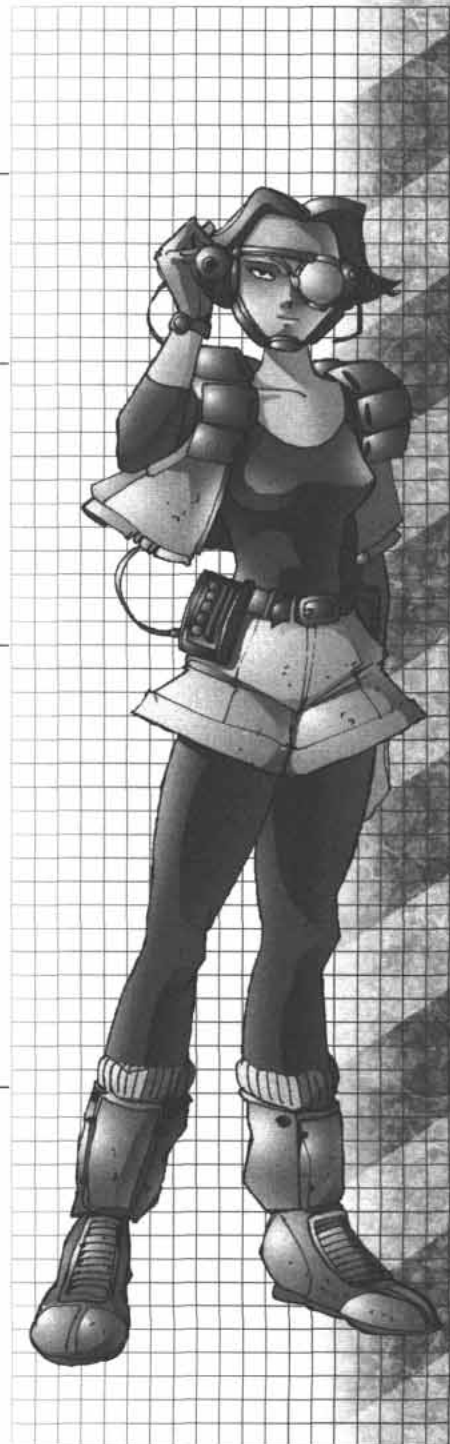
Skills: Bluff +6, Craft (visual art) +6, Craft (writing) +6, Diplomacy +4, Drive +5, Gather Information +8, Investigate +8, Knowledge (business) +6, Knowledge (current events) +6, Knowledge (popular culture) +6, Knowledge (streetwise) +6, Research +6, Sense Motive +6, Spot +3.

Feats: Attentive, Brawl, Simple Weapons Proficiency, Trustworthy.

Talents: Empathy, Fast-Talk.

Equipment and Salary

Typical Equipment:	Cellular phone, data disks, personal computer, VR gear.
Salary:	Ranges from 20,000 to 40,000 marks/dinars per cycle; photo sharks may earn two to three times that amount.





POLICE OFFICER



In a world on the brink of war, where each city-state rivals with its neighbours for territory or resources, and where each league has its own political agenda, a high crime rate and terrorism are difficult problems which have no easy solution. Compounded by the corruption which plagues almost every police force on the planet, a honest cop has his work cut out for him. Most police officers tend to look the other way, however, aware of the risks to their friends and families should they become entangled in the affairs of drug cartels or weapons smugglers. The pay is just not worth the high risk.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Business	1	1	Combat Sense	1	1	Defense	1	1	Hand-to-Hand	1	1
Interrogation	1	1	Investigation	2	1	Melee	1	1	Notice	1	1
Pilot (Ground)	1	1	Small Arms	2	1	Social Sci. (Law)	1	1	Streetwise	2	1
Technical Sci.*	1	1	* (Computer)								
Basic Character Costs: 19 Character Points and 22 Skill Points.											

OGI Statistics

Police Officer (Strong 1/Dedicated Hero 1): CR 2; Medium-size human; HD 1d8 plus 1d6; hp 11; Mas 10; Init -1; Spd 30 ft.; Defense 11, touch 11, flat-footed 11 (-1 Dex, +2 Class); BAB +1; Grap +2; Atk +2 melee (1d3+1 nonlethal, unarmed strike) or +0 ranged (2d4, 6mm pistol); Full Atk +2 melee (1d3+1 nonlethal, unarmed strike) or +0 ranged (2d4, 6mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +2, Ref -1, Will +3; AP 1; Rep +1; Str 12, Dex 8, Con 10, Int 14, Wis 15, Cha 13.

Occupation: Law Enforcement (bonus class skills: Drive, Intimidate).

Skills: Diplomacy +3, Drive +3, Gather Information +3, Intimidate +5, Investigate +8, Knowledge (civics) +4, Knowledge (streetwise)+6, Sense Motive +5, Spot +4.

Feats: Attentive, Personal Firearms Proficiency, Simple Weapons Proficiency, Trustworthy.

Talents: Empathy, Extreme Effort.

Equipment and Salary

Typical Equipment:	Note pad, personal communicator, 6mm pistol.
Salary:	Ranges from 20,000 to 35,000 marks/dinars per cycle.



PRIVATE INVESTIGATOR

Most PIs are valid investigators - retired cops, simple freelancers or even bounty hunters - who have a license to offer their services. They can track down long lost family members, track and photograph a cheating husband/wife, or capture criminals to collect the bounty on their heads before the police gets to them. There are also the frauds who purchase expensive advertisement space in local media, promise quick success, ask for cash advances and move on to the next case.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Business	1	1	Combat Sense	1	1	Defense	1	1	Disguise	1	1
Etiquette*	1	1	Forgery*	1	1	Hand-to-Hand	1	1	Interrogation	1	1
Investigation	2	1	Notice	2	1	Pilot (Ground)	1	1	Small Arms	1	1
Social Sci. (Law)	1	1	Stealth	1	1	Streetwise	2	1	Technical Sci.**	1	1
*Choose Type ** (Computer)											
Basic Character Costs: 22 Character Points and 25 Skill Points.											

OGL Statistics

Private Investigator (Tough Hero 1/Charismatic Hero 1): CR 2; Medium-size human; HD 1d10+2 plus 1d6+2; hp 17; Mas 14; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 Class); BAB +0; Grap 0; Atk +1 melee (1d6 nonlethal, unarmed strike); Full Atk +1 melee (1d6 nonlethal, unarmed strike); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +4, Ref +2, Will -1; AP 1; Rep +2; Str 10, Dex 12, Con 15, Int 13, Wis 8, Cha 14.

Occupation: Investigative (bonus class skills: Gather Information, Investigate).

Skills: Bluff +6, Disguise +6, Gather Information +5, Drive +3, Intimidate +4, Investigate +7, Knowledge (civics) +3, Knowledge (streetwise) +5, Sense Motive +4, Spot +3.

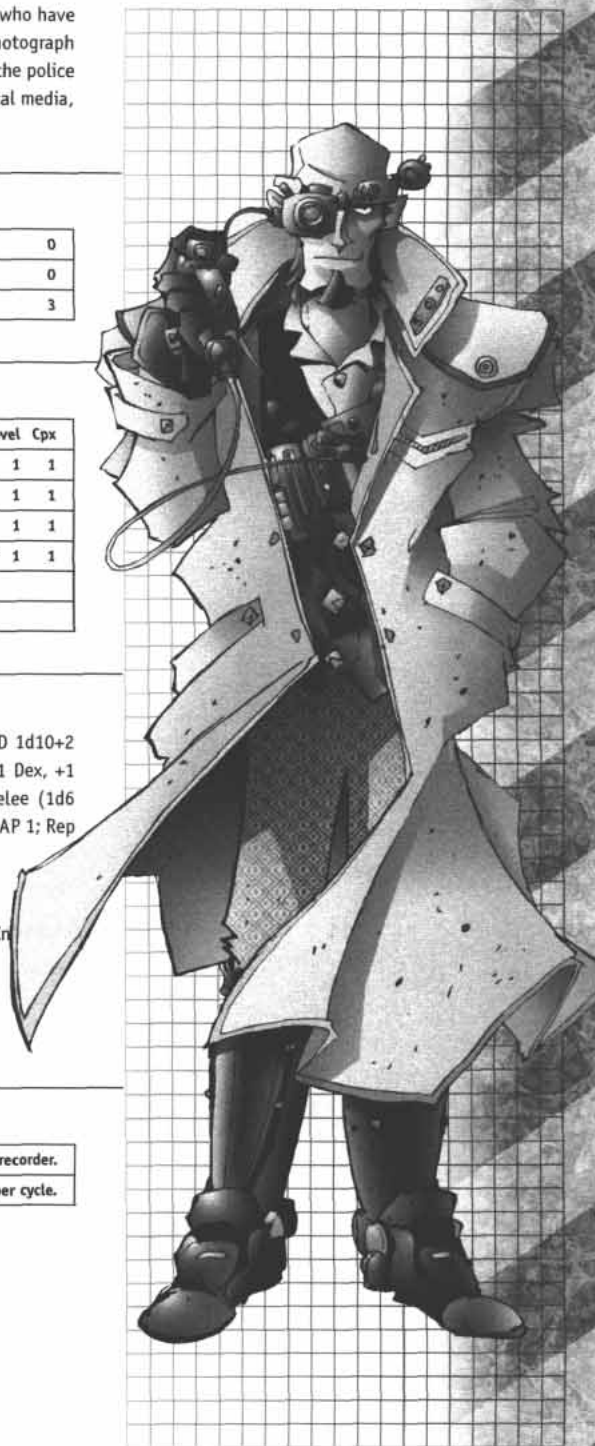
Feats: Attentive, Brawl, Deceptive, Simple Weapons Proficiency.

Talents: Second Wind, Fast-Talk.

Equipment and Salary

Typical Equipment: Cellular phone, data disks, nightvision goggles, personal computer, trideo recorder.

Salary: Varies depending on reliability and reputation; ranges from 20,000 to 40,000 marks/dinars per cycle.





SMUGGLER

Most smugglers are desperate individuals down on their luck looking for a bit of quick money on the side to 'start anew.' Unfortunately, once a smuggler, always a smuggler, and cartels who employ these people are seldom willing to let go of a reliable courier without compensation. More often than not, smugglers become entangled in illegal activities and live in fear of the law. Cartels use that to their advantage, pressuring smugglers into doing more work for them, leading them into a downward spiral which ends up costing them their lives in the long run.

Attributes ☐

AGI	1	APP	-1	BUI	1	CRE	-1	FIT	1
INF	-1	KNO	-1	PER	0	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD	5	AD	6

Skills ☐

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Athletics	1	1	Combat Sense	2	1	Defense	2	1	Gambling	1	1
Interrogation	1	1	Melee	1	1	Notice	2	1	Small Arms	2	1
Streetwise	2	2									
Basic Character Costs: 15 Character Points and 28 Skill Points.											

OGC Statistics ☐

Smuggler (Fast Hero 1/Strong Hero 1): CR 2; Medium-size human; HD 1d8+2 plus 1d8+2; hp 16; Mas 14; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 Class); BAB +1; Grap +2; Atk +2 melee (1d3+1 nonlethal, unarmed strike) or Atk +2 melee (1d4+1/19-20, knife) or +3 ranged (2d6, 9mm pistol); Full Atk +2 melee (1d3+1 nonlethal, unarmed strike) or Atk +2 melee (1d4+1/19-20, knife) or +3 ranged (2d6, 9mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +4, Ref +1, Will +3; AP 1; Rep +0; Str 12, Dex 15, Con 14, Int 10, Wis 12, Cha 8.

Occupation: Criminal (bonus class skills: Knowledge [streetwise], Sleight of Hand).

Skills: Drive +6, Escape Artist +6, Gambling +5, Hide +4, Intimidate +2, Knowledge (streetwise) +4, Move Silently +4, Sleight of Hand +9.

Feats: Confident, Nimble, Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Extreme Effort, Evasion.

Equipment and Salary ☐

Typical Equipment:	Cellular phone, knife, 9mm pistol.
Salary:	Ranges from 15,000 to 40,000 marks/dinars per cycle.





STRIDER PILOT

The soldiers who pilot the massive walking tanks known as striders are a special breed. They carry massive firepower across rough ground in a strategic role similar to traditional tanks, but strider crews take great pride in being even more bold than tankers. The pilot is usually the ranking officer in a two-man crew and serves as vehicle commander as well as pilot. The pilot must also be able to handle the strider's guns if necessary, although this is usually the job of the second crewman who does not need to worry about piloting.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Combat Sense	1	1	Defense	1	1	Gunnery (Mecha)	2	1	Info. Warfare	1	1
Leadership	1	1	Melee	1	1	Notice	1	1	Pilot (Mecha)*	2	2
Small Arms	1	1									

*Specialization with strider of choice.

Basic Character Costs: 16 Character Points and 24 Skill Points.

OGL Statistics

Strider Pilot (Fast Hero 2): CR 2; Medium-size human; HD 2d8+2; hp 14; Mas 12; Init +2; Spd 30 ft.; Defense 16, touch 16, flat-footed 14 (+2 Dex, +4 Class); BAB +1; Grap +0; Atk +0 melee (1d3-1 nonlethal, unarmed strike) or Atk +0 melee (2d4-1/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol); Full Atk +1 melee (1d3-1 nonlethal, unarmed strike) or Atk +0 melee (2d4-1/19-20, vibroknife) or +3 ranged (2d6, 9mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; Al any; SV Fort +1, Ref +4, Will +0; AP 1; Rep +0; Str 8, Dex 15, Con 12, Int 13, Wis 10, Cha 14.

Occupation: Military (bonus class skills: Knowledge [tactics], Navigate).

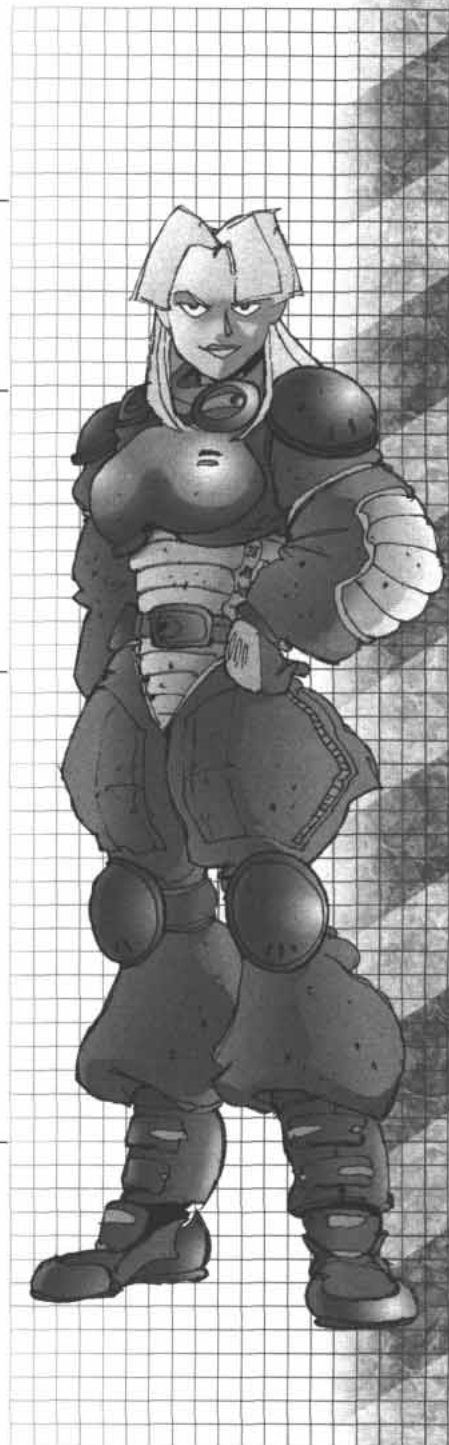
Skills: Drive +5, Information Warfare +2, Knowledge (tactics) +5, Navigate +5, Spot +2, Survival +2, Tumble +3.

Feats: Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (walker), Vehicle Weapon Proficiency (cannon), Vehicle Weapon Proficiency (missile).

Talents: Evasion.

Equipment and Salary

Typical Equipment:	Helmet, uniform and strider harness, 9mm pistol, vibroblade.
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.





STRIDER SOLDAT

Strider soldats are the second part of the pilot/soldat team that operates the great walking tanks known as striders. Generally under the orders of the pilot, the soldat operates the auxiliary systems of the strider and the main guns. Strider soldats are legendary "tech-heads," often more concerned with the latest design in targeting computers than the course of the war. Pilots rarely criticize this because technical expertise tends to keep their striders safe from enemy fire. It also helps ensure that the enemy will not escape unscathed.

Attributes

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

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Combat Sense	1	1	Defense	1	1	Gunnery (Mecha)	2	1	Info. Warfare	2	1
Notice	1	1	Pilot (Mecha)	1	2	Small Arms	1	1	Technical Sci.*	1	2
•(Electronics)											
Basic Character Costs: 19 Character Points and 22 Skill Points.											

OGL Statistics

Strider Soldat (Smart Hero 2): CR 2; Medium-size human; HD 2d6+4; hp 13; Mas 14; Init +1; Spd 30 ft.; Defense 12, touch 12, flat-footed 11 (+1 Dex, +1 Class); BAB +1; Grap +1; Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +2 ranged (2d6, 9mm pistol); Full Atk +1 melee (1d3 nonlethal, unarmed strike) or Atk +1 melee (2d4/19-20, vibroknife) or +2 ranged (2d6, 9mm pistol); FS 5 ft. by 5 ft.; Reach 5 ft.; AI any; SV Fort +2, Ref +1, Will +2; AP 1; Rep +1; Str 10, Dex 13, Con 14, Int 15, Wis 12, Cha 8.

Occupation: Military (bonus class skills: Navigate, Survival).

Skills: Computer Use +9, Craft (electronics) +7, Craft (mechanical) +7, Drive +3, Information Warfare +9, Knowledge (tactics) +7, Knowledge (technology) +7, Navigate +8, Repair +9, Search +6, Spot +3, Survival +4.

Feats: Gearhead, Personal Firearms Proficiency, Simple Weapons Proficiency, Surface Vehicle Operation (walker), Vehicle Weapon Proficiency (cannon).

Talents: Savant (Information Warfare).

Equipment and Salary

Typical Equipment:	Helmet, uniform and strider harness, 9mm pistol, vibroblade.
Salary:	Ranges from 25,000 to 40,000 marks/dinars per cycle.





MORDRED-CLASS GREL

Massive and powerful, Mordred GREs are creatures designed for raw, brutal combat and little else. They are the bane of every foot soldier who must face them on the battlefield, and they are practically unstoppable by normal means. Bred for strength and loyalty, Mordreds are not terribly bright, but they have completely unshakeable morale due to their hypno-programming. Unfortunately, this programming does not serve them well in peacetime, when they have a hard time dealing with inactivity. In general, Mordreds have no personal initiative, although there are occasional exceptions. For the most part, however, they require the leadership of a human or Jan-class GREL to accomplish any remotely complex task.

Mordred GREs were the shocktroopers of the Colonial Expeditionary Force and are uniformly despised by Terranovans. They are extremely rare outside of Port Arthur and Jan Mayen.

Attributes

AGI	1	APP	-1	BUI	4	CRE	-2	FIT	4
INF	-1	KNO	-2	PER	1	PSY	-1	WIL	1
STR	4	HEA	1	STA	50	UD	13	AD	13

Skills

Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx	Skill	Level	Cpx
Athletics	1	1	Combat Sense	2	1	Defense	2	1	Hand-to-Hand	2	1
Heavy Weapons	2	1	Interrogation	1	1	Medicine	1	1	Melee	2	1
Notice	1	1	Small Arms	2	1	Survival (Desert)	1	1	Throwing	1	1
Basic Character Costs:			60 Character Points and 30 Skill Points.								
Special Rules:			GREs get half of normal XPs; new skills cost double. All Mordred-class GREs start with the same attributes and skills.								

OGL Statistics

Mordred GREL (Strong Hero 2): CR 5; Medium-size human; HD 2d8+10; hp 22; Mas 21; Init +3; Spd 30 ft.; Defense 23, touch 15, flat-footed 20 (+3 Dex, +2 Class, +8 heavy flak suit); BAB +2; Grap +8; Atk +8 melee (1d4+7, unarmed strike) or +5 ranged (2d10, 9mm chaingun); Full Atk +8 melee (1d4+7, unarmed strike) or +5 ranged (2d10, 9mm chaingun); FS 5 ft. by 5 ft.; Reach 5 ft.; AL any; SV Fort +7, Ref +3, Will +0; AP 1; Rep +0; Str 23, Dex 17, Con 21, Int 6, Wis 11, Cha 7.

Occupation: GREL (bonus class skills: Spot, Survival).

Skills: Spot +1, Survival +1.

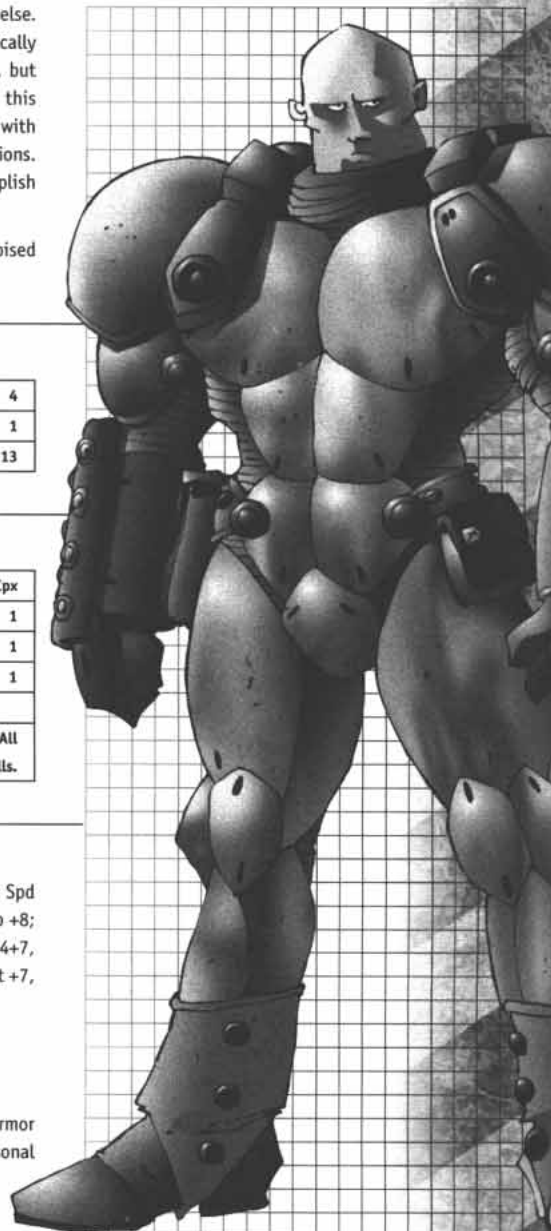
Feats: Advanced Firearms Proficiency, Armor Proficiency (light), Armor Proficiency (medium), Armor Proficiency (heavy), Combat Martial Arts, Exotic Firearms Proficiency (heavy machine guns), Personal Firearms Proficiency, Simple Weapons Proficiency.

Talents: Melee Smash.

Special: Level Adjustment +3, Mordred-class GREs count as three levels higher for CR and XP calculations. All Mordred-class GREs start with the same ability scores, class levels, skills and feats.

Equipment and Salary

Typical Equipment:	Heavy flak suit, survival rations, 9mm chaingun.
Salary:	None.
Basic Character Costs:	60 Character Points and 30 Skill Points.
Special Rules:	GREs get half of normal XPs; new skills cost double. All Mordred-class GREs start with the same attributes and skills.





5.4 - NEW D20 CLASSES

The following advanced and prestige classes are available to d20 characters in the **Heavy Gear** setting. They represent Terranovan archetypal roles not covered in the existing d20 contemporary rules set.

All three classes are Open Gaming material, though within the Product Identity restrictions outlined in the credit section of this book.

5.4.1 - d20 Advanced Class: Field Technician

The Field Technician is an experienced builder and repairer of mechanical and electronic devices. Due to the planet's colonial history and wide open spaces, Terranovan Field Technicians are often experts on affecting repairs without proper tools or spare parts and tend to favour durability over high performance or looks. This is not always the case, however, and Field Technicians working in the pits at Innsbruck and White Rock are justifiably proud of the finely-tuned race machines they work on.

Select this advanced class if you want your character to be an expert in building and repairing machinery in adverse conditions. The fastest path into this advanced class is from the Smart hero basic class, though other paths are possible.

◆ Requirements

To qualify to become a Field Technician, a character must fulfil the following criteria.

Skills: Craft (electronic) 6 ranks, Craft (mechanical) 6 ranks, and Repair 6 ranks

◆ Class Information

Hit Die: 1d6 **Action Points:** 6 + one-half char. level, rounded down, every time the Field Technician attains a new level in this class.

◆ Class Skills

The Field Technician's class skills (and the key ability for each skill) are: Computer Use (Int), Craft (electronic, mechanical) (Int), Demolitions (Int), Disable Device (Int), Drive (Dex), Knowledge (earth and life sciences, physical sciences, technology) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Speak Language (none), Spot (Wis).

Skill Points at Each Level: 7 + Int modifier.

Field Technician Class Progression □□							
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+2	Field repair	+1	+0
2nd	+1	+0	+0	+3	Jury-rig +2	+1	+0
3rd	+1	+1	+1	+3	Bonus feat	+2	+1
4th	+2	+1	+1	+4	Tune up	+2	+1
5th	+2	+1	+1	+4	Mastercraft	+3	+1
6th	+3	+2	+2	+5	Bonus feat	+3	+2
7th	+3	+2	+2	+5	Jury-rig +4	+4	+2
8th	+4	+2	+2	+6	Mastercraft	+4	+2
9th	+4	+3	+3	+6	Bonus feat	+5	+3
10th	+5	+3	+3	+7	Mastercraft	+5	+3

◆ Class Features

Field Repair: A Field Technician halves any penalties to Craft or Repair checks for lacking the appropriate tools or spare parts.

Jury-Rig: A Field Technician of 2nd level or higher gains a +2 competence bonus on Repair skill checks made to attempt temporary or jury-rigged repairs. See the Repair skill for details on jury-rigging. At 7th level, this competence bonus increases to +4.

Tune Up: With fine tuning and high performance parts, a Field Technician can enhance the functionality of a machine.

By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Field Technician can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table at the top of next page.



Tune Up Special Ability

IMPROVEMENT	CRAFT DC	REPAIR CHANCE (D%)
• Ranged Weapons		
+1 to damage	15	01-25
+2 to damage	20	01-50
+3 to damage	25	01-75
+5 ft. to range increment	15	01-25
+10 ft. to range increment	25	01-50
• Electronic Devices		
+1 equipment bonus	15	01-25
+2 equipment bonus	20	01-50
+3 equipment bonus	25	01-75
• Vehicles		
+1 on initiative checks	20	01-25
+1 to maneuver	25	01-50
+2 to maneuver	30	01-75
+5% to Top Speed	15	01-25
+10% to Top Speed	25	01-50

The Field Technician performs the tune up in 1 hour. The Field Technician can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a period of hours equal to his or her Field Technician class level, beginning when the object is first put into use. The Field Technician selects the single improvement he or she wants to make prior to making the check. Multiple improvements of different types can be added to the one machine by repeating the process. After the duration of the effect ends a repair chance percentile roll is made, adding the Field Technician's class level to the roll. The result of this roll indicates whether the machine requires repairs before it can be used again. If repairs are not required the Field Technician can maintain the improvement for the another time period by immediately spending another hour and making the Craft Check, otherwise the machine reverts to its previous state.

Bonus Feats: At 3rd, 6th, and 9th level, the Field Technician gets a bonus feat. The bonus feat must be selected from the following list, and the Field Technician must meet all the prerequisites of the feat to select it.

Builder, Cautious, Combat Expertise, Educated, Gearhead, Personal Firearms Proficiency, Point Blank Shot, Studious.

Mastercraft: At 5th level, the Field Technician becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (electronic or mechanical). From this point on, he or she can build mastercraft objects using that skill.

With Craft (electronic), the Field Technician can build electronic devices. With Craft (mechanical), the Field Technician can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is increased by 33% for each point of bonus provided by the mastercraft feature. A Field Technician can add the mastercraft feature to an existing ordinary object by paying 33% of the object's cost for each point of mastercraft bonus and then making the Craft check as though he or she were constructing the object from scratch.

When successfully completed, a mastercraft object provides a +1 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

At 8th level, the Field Technician can add the mastercraft ability to another Craft skill, or he or she can improve his or her ability in the skill selected at 5th level, so that his or her mastercraft objects provide a +2 bonus.

At 10th level, the Field Technician adds another +1 bonus to his or her mastercraft ability. If the Field Technician focuses his or her ability on one Craft skill, his or her mastercraft objects now provide a +3 bonus. If the Field Technician already has the ability for both Craft skills, he or she chooses which one to improve to a +2 bonus.

The Craft DC for a mastercraft object is the same as for a normal object of the same type, as described in the Craft skill, with the following modification: For a +1 object, add +3 to the Craft DC; for a +2 object, add +5 to the Craft DC; and for a +3 object, add +10 to the Craft DC.



5.4.2 - d20 Advanced Class: Pilot

The Pilot is an expert in piloting vehicles, be they air, ground or watercraft. Many Pilots are trained by Terra Nova's militaries, where they command jet fighters, Gears, striders and tanks, but many are civilians, working as airline pilots, racing drivers or smugglers. Terra Nova's long distances between settlements means that there will always be a demand for skilled pilots and drivers.

Select this advanced class if you want your character to be an expert at piloting vehicles. It concentrates on defensive abilities, but also allows faster reactions. The fastest path into this advanced class is from the Fast or Tough hero basic classes, though others are possible.

◆ Requirements

To qualify to become a Pilot, a character must fulfil the following criteria.

Base Attack Bonus: +2 **Skills:** 6 ranks in either Drive or Pilot, plus 3 ranks in Navigate **Feat:** Vehicle Expert

◆ Class Information

Hit Die: 1d8 **Action Points:** 6 + one-half character level, rounded down, every time he or she attains a new level in this class.

◆ Class Skills

The Pilot's class skills (and the key ability for each skill) are: Craft (electronic, mechanical) (Int), Disable Device (Dex), Drive (Dex), Information Warfare (Int), Knowledge (tactics, technology) (Int), Navigate (Int), Pilot (Dex), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none).

Skill Points at Each Level: 5 + Int modifier.

Pilot Class Progression ☐

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Maneuvering Expertise	+1	+0
2nd	+1	+0	+3	+0	Vehicle Specialization	+1	+0
3rd	+2	+1	+3	+1	Bonus Feat	+2	+1
4th	+3	+1	+4	+1	Defensive Maneuvers +1	+2	+1
5th	+3	+1	+4	+1	Quick off the Mark	+3	+1
6th	+4	+2	+5	+2	Bonus Feat	+3	+2
7th	+5	+2	+5	+2	Defensive Maneuvers +2	+4	+2
8th	+6	+2	+6	+2	Speed Demon	+4	+2
9th	+6	+3	+6	+3	Bonus Feat	+5	+3
10th	+7	+3	+7	+3	Defensive Maneuvers +3	+5	+3

◆ Class Features

Maneuvering Expertise: When in control of a vehicle and using an attack action, the Pilot can take a penalty of up to -5 on all attack rolls made by occupants of a vehicle and add the same number (up to +5) to the vehicle's Defense as a dodge bonus. This number may not exceed the Pilot's base attack bonus. These modifiers last until the Pilot's next round of actions.

Vehicle Specialization: At 2nd level, the Pilot chooses a single vehicle type (civilian aircraft, civ. cars, civ. motorcycles, civ. trucks, civ. walkers, civ. water vehicles, military aircraft, mil. ground vehicles, mil. walkers or mil. watercraft) When in control of a vehicle of the selected type, the Pilot gains a +2 competence bonus on skill checks, ability checks and saving throws involving the vehicle.

Bonus Feats: At 3rd, 6th, and 9th level, the Pilot gets a bonus feat. The bonus feat must be selected from the following list, and the Pilot must meet all the prerequisites of the feat to select it.

Aircraft Operation, Drive-By Attack, Gearhead, Surface Vehicle Operation, Vehicle Dodge, Vehicle Expert, Vehicle Weapon Proficiency.

Defensive Maneuvers: At 4th level, the Pilot adds a +1 dodge bonus to the Defense of a vehicle he controls. The bonus increases to +2 at 7th level and +3 at 10th level.

Quick off the Mark: At 5th level, the Pilot gains a +2 competence bonus on initiative checks when in control of a vehicle.

Speed Demon: At 8th level, the Pilot halves the Check/Roll modifiers for speeds above Street speed when in control of a vehicle.



d20 Prestige Class: Duelist - 5.4.3

At the front of every Gear regiment stands a single pilot who bears on his or her shoulders the history and reputation of his unit. These are the Duelists, champions and diplomats for their regiments, representing them in honorable single combat. Outside the military, others also take the mantle of Duelist. They represent their cities in regulated sporting duels or their gangs in bloody underground fights, but they too understand the difference between a duel of honor and the indiscriminate carnage of the battlefield. Regardless of their origin, Duelists almost invariably follow a strict code of conduct based on honor and personal glory. In the eyes of most Terranovans, Duelists are heroes of legend.

Select this prestige class if you want your character to excel at close combat in walker vehicles and uphold the honorable traditions of the Duelist. The fastest path into this prestige class is from the Pilot advanced path, though other paths are possible.

Requirements ◆

To qualify to become a Duelist, a character must fulfil the following criteria.

Base Attack Bonus: +5 **Skills:** Drive 10 ranks, Dueling 5 ranks, Knowledge (civics) 5 ranks, Knowledge (tactics) 10 ranks.

Feats: Surface Vehicle Operation (walker), Vehicle Weapon Proficiency (melee) **Special:** Vehicle Specialization (military walker)

Class Information ◆

Hit Die: 1d8 **Action Points:** 7 + one-half character level, rounded down, every time he or she attains a new level in this class.

Class Skills ◆

The Duelist's class skills (and the key ability for each skill) are: Diplomacy (Dex), Drive (Dex), Dueling (Dex), Information Warfare (Int), Knowledge (civics, tactics) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none).

Skill Points at Each Level: 5 + Int modifier.

□ Duelist Class Progression

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+2	+0	Weapon focus	+1	+2
2nd	+1	+0	+3	+0	Weapon specialization	+1	+2
3rd	+2	+1	+3	+1	Greater weapon focus, signature move	+2	+2
4th	+3	+1	+4	+1	Greater weapon specialization	+2	+3
5th	+3	+1	+4	+1	Macromove	+3	+3

Class Features ◆

Weapon Focus: At 1st level, the Duelist gains the Weapon Focus class feature, providing the benefit of the feat with the same name. The Duelist chooses a specific vehicle melee weapon, such as a vibroblade or manipulator arm punch. The Duelist adds +1 to all attack rolls made using the selected weapon.

Weapon Specialization: At 2nd level, a Duelist gains weapon specialization with a specific vehicle melee weapon that he or she also has applied the Weapon Focus feat or class feature to. The soldier gets a +2 bonus on damage rolls with the chosen weapon.

Greater Weapon Focus: At 3rd level, the Duelist gains greater weapon focus with the weapon he or she selected at 1st level. This ability increases the bonus on attack rolls to +2 when using the selected weapon.

Signature Move: At 3rd level, the Duelist chooses a vehicle stunt (avoid hazard, bootleg turn, dash, hard brake, hard turn, jump or sideswipe). The Duelist can always Take 10 when performing the chosen stunt.

Greater Weapon Specialization: At 4th level, the Duelist gains greater weapon specialization with the weapon he or she selected at 2nd level. This ability increases the bonus on damage rolls to +4 when using the selected weapon.

Macromove: At 5th level, the Duelist may attempt an additional Macromove each round.



5.5 - THE NORTHERN GUARD



When the Southern Republic announced the creation of the Allied Southern Territories in TN 1681, it caused more than a few ripples in the Northern political pond. Westerners and Norlighth, already joined in a mutual defense pact, turned toward their Mercantile neighbor and insisted that it join them in a polar treaty, one that would ensure both its survival and its prosperity. The UMF repeatedly turned down the offer, waiting for the right time and the right proposition. Meanwhile, the Mercantile corporations were becoming entangled in a trade war against the AST and the Mekong Dominion over economics rights in the Westridge trench, a war which they finally lost in TN 1689. Finally realizing it could not do without, the UMF resumed negotiations, which led to the creation of the Confederated Northern City-States in TN 1692.

Over the course of the history of the CNCS, the military wing of the alliance has taken on a larger and larger role. At first it was but an official cooperation between the standing armies of the member-leagues, but now the Northern Guard is an armed force in its own right with peace-time duties separate from those of the Norlight Armed Forces, Western Frontier Protectorate Army or United Mercantile Federation Army.

The original mandate of the Northern Alliance Guard was not to fight the South, however, but to maintain peace within the Northern hemisphere. Its original purpose was supposed to be strictly defensive, and Guard forces were expected to have a stabilizing effect on the newly formed Confederated Northern City-States. Its main mission was to protect Badlands borders from rovers and raiders, and to ensure that the borders between the various leagues were respected. The Guard was under the direct control of the CNCS council and operated using its own budget.

The current mandate and organization of the Northern Guard has evolved from this long and proud tradition. It still works primarily for peace and on countless occasions it has lent a helping hand to northern Badlands communities that needed its help in protecting their territories from marauding rovers.

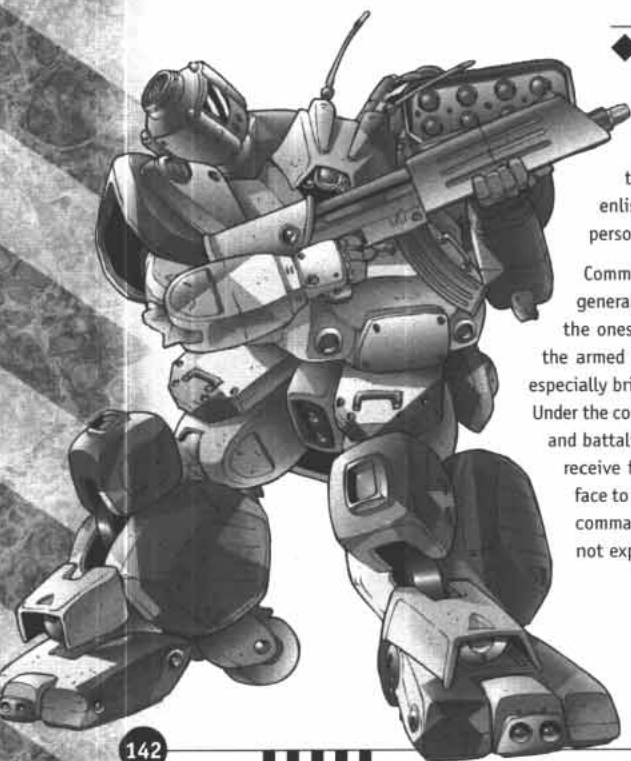
5.5.1 - Structure of the Guard

About three quarters of the units that make up the Northern Guard come from the member leagues, which lend various regiments (and sometimes even brigades) to the confederated army for a limited period of time. Because the Guard has its own chain of command and its own military doctrine, it prefers to put its own senior officers in charge of the guest units. Often enough, those units are sent on a one-cycle or two-cycle tour of duty in the Guard when their senior officer retires or is promoted. The reasoning behind this decision is that if a new commander is going to be assigned to the unit, it might as well be one from the Guard.

◆ Military Ranks

Ranks are split between commissioned officers and non-commissioned officers, and again between junior and senior officers. Commissioned personnel have been formally trained in the art of war, bureaucracy and leadership in order to organize and manage the army. Non-commissioned personnel include senior and junior NCOs, who are essentially enlisted personnel who have been promoted and assigned more responsibilities. Enlisted personnel make up the bulk of the armed forces.

Commissioned officers are those who give the orders. The highest ranking among them, the general officers, include the Grand Marshal and all manner of generals and brigadiers. They are the ones most concerned with large-scale movement of troops, supply lines and policies within the armed forces. While several of their duties are of a political nature, several general officers, especially brigadiers, remain attached to the duties that bring them closer to the men they command. Under the command of the general officers, the senior officers (colonels and majors) command regiments and battalions, deciding what company receives what mission and how to best apply the orders they receive from above. They are the highest ranking officers who interact with enlisted personnel face to face. Junior commissioned officers (captains and lieutenants) act as company and platoon commanders, and are the highest officers who lead their troops into battle. Although they are not expected to spearhead the attacks, they are often put at risk along with foot soldiers.





Recruitment and Advancement - 5.5.2

The Northern Guard has only a limited number of divisions that are "pure" Guard divisions. Those are the 1st, 3rd and 10th divisions. The remaining divisions are mostly composed of "guest" brigades and regiments, sent on tours of duty by the member leagues for a few cycles at a time. The pure Guard divisions, however, must be recruited and maintained by the Northern Guard itself. To that effect, the Guard has several recruitment centers throughout the Northern hemisphere and even some in the Badlands.

Being a member of the Northern Guard appears prestigious to the common folk. Most Northerners see the Guard as a powerful, highly effective force, and one that protects the entire Northern hemisphere against the threat of the imperialistic Southern Republic. As far as the other Northern militaries are concerned, however, being assigned to the Northern Guard is more of a punishment, something that occurs when the regiment fails to perform up to its league's standards or when there's dirty work to be done.

One of the most important responsibilities of the Guard is the Active Youth Centers. The AYCs were initially designed to introduce teenagers to military life and protocol, and to establish an alternative network that would help detect potential spies or Southern sympathizers. After the War of the Alliance, the AYCs' mandate was revised and they became places where young people could come if they were in some kind of trouble - any kind of trouble. Recruitment officers would help them with their problems. This has led in large part to the Guard's reputation.

The administrative branch of the Guard has several offices whose sole purpose is the examination and evaluation of all personnel. Officers are particularly heavily scrutinized. Incompetent officers are not discharged, but instead promoted out of harm's way, assigned to important-sounding duties where they can do the least damage. Competent soldiers and officers, on the other hand, are quickly noticed and encouraged. They are promoted after the appropriate number of cycles and encouraged to excel at their duties.

Ranks, Advancement and Salaries

Commissioned Officers	# Cycles*	Salary	Tax
Grand Marshal	8	85,000 M	52%
General	6	71,000 M	49%
Brigadier	5	59,000 M	45%
Colonel	5	48,000 M	43%
Major	4	39,000 M	34%
Captain	5	29,000 M	28%
Lieutenant	4	22,000 M	18%
Non-Commissioned Officers.	# Cycles*	Salary	Tax
Sergeant Major	4	40,000 M	39%
Senior Sergeant	3	35,000 M	35%
Sergeant	2	31,000 M	31%
Senior Ranger	2	28,000 M	27%
Ranger	3	25,000 M	23%
Senior Corporal	2	23,000 M	19%
Corporal	2	20,000 M	15%
Private	3	18,000 M	12%

* This is the minimum number of cycles that must normally be spent at this rank before earning a promotion. Exceptional individuals may reduce that amount by 25-50%.

Medals and Awards - 5.5.3

Medals and awards are a staple of military life that is often mocked by outsiders. While they may appear childish and futile to civilians, they exist because they are the best way for the army to reward the spirit of excellence and self-sacrifice which inhabits the elite of Northern soldiers. Some have argued that better salaries and equipment would have a similar effect, but studies have demonstrated that for most soldiers, it is the recognition of their deeds that matters most.

Order of the Griffin: The Order of the Griffin is awarded to Northern Guard troops who have displayed extreme courage on the battlefield. The Order is a rare and cherished commendation that is often awarded posthumously. It is most often awarded to individuals who not only faced 10 to 1 odds, but whose intervention became a turning point in a conflict. It was last granted in TN 1918, to General Victoria Edden-Smythe, as a reward for her invaluable contribution to the War of the Alliance.

Northern Star: The Northern Star is a more frequently awarded Northern medal of bravery. It is conferred upon soldiers who display great courage while confronting the enemy. Northern Stars are fairly common among hardened war veterans, but they are rarely awarded during peacetime.





5.5.4 - Military Units

The Northern Guard is divided into several units, the largest of which are called task forces. Task forces are usually composed of multiple divisions and put under the command of a highly trusted and respected general. They handle operations involving large-scale engagements and long-term priorities. Task forces seldom survive the event for which they have been created, although they may be reformed later on when the need arises again.

◆ Divisions

Divisions are composed of around 20,000 troops for infantry divisions, and about 6,000 troops, 1,250 Gears and 300 tanks for armored divisions. Led by generals, divisions are the largest military unit permanently maintained by the Northern Guard during peacetime. They are organized to perform specific tasks, from holding territory to piercing enemy lines.

◆ Brigades

Brigades are the smallest standard military unit in the Guard capable of independent action for extended periods of time. In addition to a nucleus of fighting troops, brigades include support units like medical evacuation teams, military police, combat engineers, artillery batteries and quartermasters. Commanded by brigadiers, they are usually based around a certain type of unit: infantry, Gear or armor.

◆ Regiments

If there is one unit within the Guard that strongly promotes esprit de corps and traditions, it would be the regiment. Acting as a home away from home, regiments consolidate the military subculture and outlook. Regiments may have traditions and even rituals that are completely different from another. Some regiments even compete for bragging rights or for more prestigious assignments. It is only at this level that Duelists are nominated. Most regiments are led by colonels, although majors can be forced to take command of their regiments if their commanding officer is killed in combat.

◆ Battalions

Battalions are infantry units about the same size as Gear or armored regiments. They include some 800 soldiers and their personal gear (rifle, clothes, supplies, etc.). Northern battalions are normally commanded by majors, but some elite battalions are commanded by colonels.

◆ Companies

Companies have between 100 and 180 soldiers, and are the largest unit where the commanding officer is still slogging along with his troops instead of issuing orders from a separate command section. Most Northern Guard companies are led by captains.

◆ Platoons

Infantry companies normally break down into three platoons of about 40 soldiers each. This is the largest type of unit where social bonding between soldiers occurs. Infantrymen in the same platoon normally know each other's names and life stories, and usually share a strong sense of camaraderie. Northern platoons are commanded by lieutenants or senior rangers.

◆ Sections

Sections consist of 20 to 30 soldiers linked by a strong camaraderie. Sections are normally the smallest unit deployed and are commanded by rangers. Gear sections have three squadrons.

◆ Squadrons

Squadrons are the smallest unit of military vehicles. A squadron normally consists of five Gears or three vehicles. Northern armored squadrons are commanded by lieutenants or senior rangers; Gear squadrons are commanded by senior corporals. The five most common Gear squadron types are: general purpose (GP), reconnaissance (recon), fire support, strike and commando.

◆ Squads

Squads are the smallest unit of infantry. Their members treat each other like siblings and are trained to work as a team. A squad typically consists of ten soldiers, two of which are equipped with heavy weapons. Some squad members are equipped with vehicles to provide them with increased mobility. Northern squads are commanded by a senior corporal.

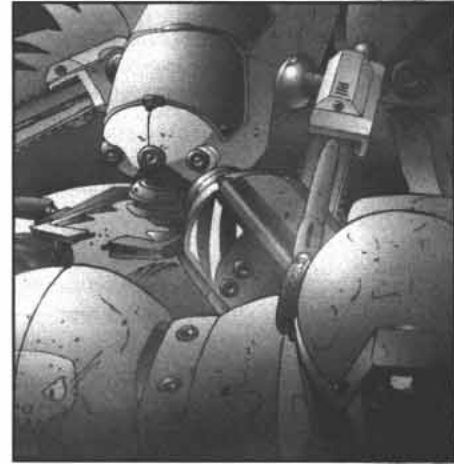


THE SOUTHERN MILICIA - 5.6

MILICIA is an acronym which stands for MILitary Intervention/Counter-Insurgency Army. The MILICIA serves a very different role than the Northern Guard, its closest counterpart on the other side of the planet. The MILICIA is really little more than an auxiliary force to the South's real military power, the Southern Republic's army; however, unlike the Republican military, the MILICIA recruits troops from all four Southern leagues. Some of its men are conscripted to serve while others join willingly - sometimes as their only way out of misery, sometimes because they cannot be accepted elsewhere due to personal failures or shortcomings.

The shape and function of the force has changed very little since its formation two hundred cycles ago. Today, as then, the MILICIA soldiers are used to staff border outposts and perform counter-insurgency duty in the three vassal leagues. In many ways, they are the Allied Southern Territories' first line of defense. During peacetime, the MILICIA is composed of roughly twenty-five legions and tens of thousands of base personnel.

Despite being considerably larger than the Northern Guard, its near-mirror counterpart on the other side of the planet, poor morale and a lower ratio of armored vehicles to infantry hampers the Southern MILICIA. Once all the variables have been taken into account, most military analysts agree that the Southern patchwork armed force is only roughly as powerful as its Northern opponent.



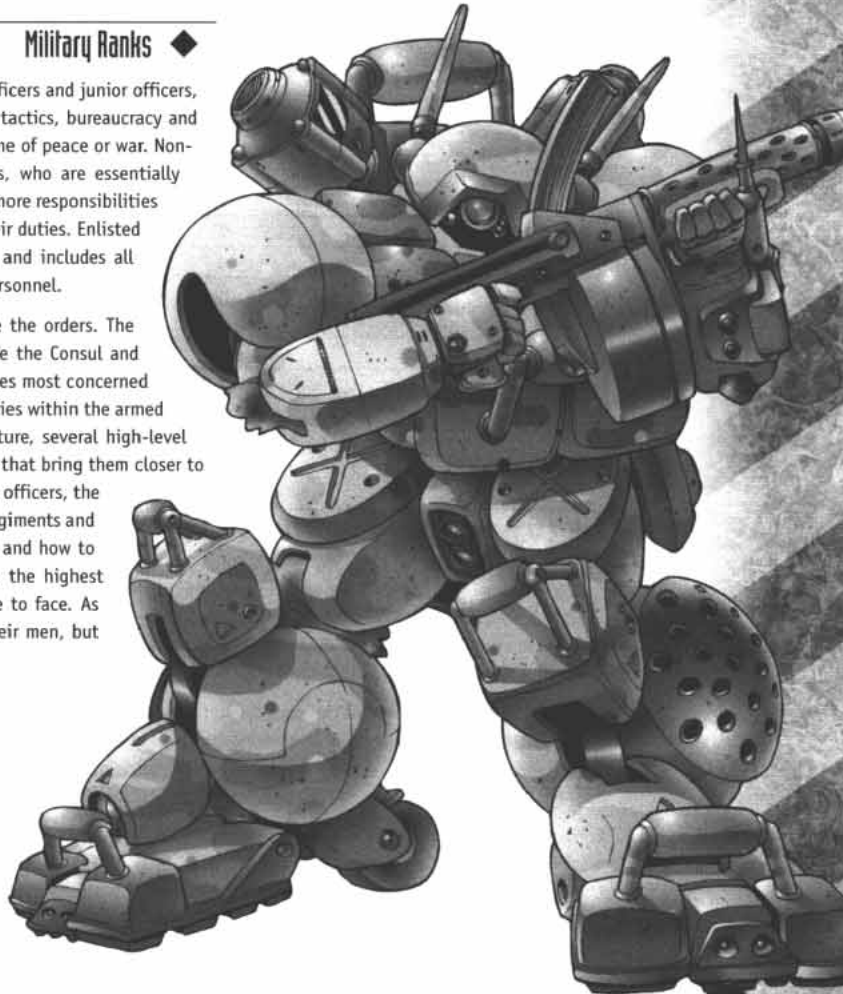
Structure of the MILICIA - 5.6.1

The MILICIA has been organized into easily-manageable regiments with troops recruited from all four Southern leagues. Southern national forces are sometimes rotated for a tour of duty within the MILICIA, usually for training purposes or when there is a shortage of manpower in a given region. These assignments are not popular, however, and are thus avoided whenever possible. During wartime, the MILICIA is fully integrated into the Southern Republic's military structure, as are all other Southern armies.

Military Ranks ◆

Commissioned personnel include general officers, senior officers and junior officers, all of whom have been formally trained in the art of war, tactics, bureaucracy and leadership in order to organize and manage the army in time of peace or war. Non-commissioned personnel includes senior and junior NCOs, who are essentially enlisted personnel who have been promoted and assigned more responsibilities to assist commissioned personnel in the performance of their duties. Enlisted personnel are what composes most of the armed forces, and includes all manner of infantrymen, specialists and various support personnel.

The commissioned officers are essentially those who give the orders. The highest ranking among them, the general officers, include the Consul and Prefects. Of all the officers in the MILICIA, they are the ones most concerned with large-scale movement of troops, supply lines and policies within the armed forces. While several of their duties are of a political nature, several high-level officers, especially Prefects, remain attached to the duties that bring them closer to the men they command. Under the command of the general officers, the senior officers (commandants and lieutenants) command regiments and battalions, deciding what company receives what mission and how to best apply the orders they receive from above. They are the highest ranking officers who interact with enlisted personnel face to face. As such, they not only represent the general officers with their men, but also do the reverse.





5.6.2 - Recruitment and Advancement

Most of the regiments in the MILICIA's table of organization are permanently attached to the AST armed force. There is a program whereas regiments and units from the national southern armies may be assigned to a MILICIA task force for a certain period of time varying from a few weeks to a few cycles, but this accounts for a minority of soldiers on active duty at any given time. Thus the MILICIA must periodically recruit manpower to supplement its ranks as they are depleted by personnel mustering out or becoming casualties of battle.

Despite the army's bad reputation, enrollment in the MILICIA remains a popular option for the disaffected youth of the Southern leagues, especially in the poorer regions. The military becomes their ticket out of poverty and often out of the area as well. Lack of connections or knowledge prevents them from enlisting in the regular armies of their leagues, but the MILICIA has no such requirement: if you can hold a rifle and survive the training period, you are in.

The MILICIA has only a few recruiting centers, found in the main city-states of the South, to allow potential recruits to get in touch. Background checks are mostly done by automated systems, as the requirements are much more lax than the national armies. Intelligence agencies like Les Témoins sometimes take an interest in the recruiting centers, seeing them as a wide-open entry door for malcontents, agitators and foreign agents.

Advancing through the ranks is not particularly easy in the MILICIA, since officers are constantly brought in from the outside either for a tour of duty or for permanent assignment (i.e., punishment). Competent soldiers and officers when noticed are encouraged, but are rarely promoted since there are so few openings. Exceptional individuals will receive offers to transfer to the SRA or another armed force instead of going up the ranks, unless they have made enemies in the military hierarchy.

Ranks, Advancement and Salaries

Commissioned Officers	# Cycles*	Salary	Tax
Consul	8	80,000 D	50%
Prefect	6	67,000 D	45%
Commandant	5	54,000 D	45%
Sous-Commandant	5	45,000 D	40%
Lieutenant	4	34,000 D	35%
Sous-Lieutenant	5	25,000 D	30%
Non-Commissioned Officers	# Cycles*	Salary	Tax
Major	4	20,000 D	20%
Adjudant-Chef	4	34,000 D	35%
Adjudant	3	25,000 D	30%
Sous-Adjudant	2	20,000 D	20%
Sergent	2	18,000 D	20%
Sous-Sergent	3	15,000 D	15%
Caporal	2	13,000 D	15%
Sous-Caporal	2	10,000 D	15%
Soldat	3	8,000 D	10%

* This is the minimum number of cycles that must be spent at this rank before earning a promotion. Exceptional individuals may reduce that amount by 25-50%.

5.6.3 - Medals and Awards

Though lacking much of the pomp and circumstance of the Republican Army, the AST MILICIA has its fair share of medals and other forms of recognition. Having no delusions of grandeur about his position, however, the everyday MILICIA soldier places little priority on uniform decorations. They are seldom worn outside of special occasions such as promotions, dress uniform ceremonies, or important personal events like weddings.

Legion d'Honneur: The Legion d'Honneur (Legion of Honor) is the highest award available to the Southern MILICIA. It is the only AST decoration that even comes close to granting the same prestige as a comparable Republican medal. The effort needed to make the myopic Republican officials sit up and take notice is Herculean to say the least. Needless to say, most Legion d'Honneur medals are awarded posthumously.

Crimson Sun: The MILICIA's standard award for valor, the Crimson Sun is distributed mainly while the MILICIA is at war, but it has been presented to a notable few during peacetime for great and heroic deeds accomplished in the service of the southern states. Units favored by the high command have, historically, amassed great quantities of the medals, while other less politically-expedient troops tend to go unrecognized.





Military Units - 5.6.4

The building blocks of a military organization are military units. Units vary in size from 10-man escouades to 200,000-man task forces. The South has assembled task forces composed of multiple divisions. The exact size and composition of each task force depends upon the task the unit must accomplish. A task force is normally commanded by either a consul or a well-respected prefect.

Legion ◆

Legions are the largest military unit maintained by Southern militaries during peacetime. Legions are commanded by a prefect. On average, legions are composed of about 20,000 troops, but this number varies with the units' composition. The Southern MILICIA usually fields twelve to fourteen Infantry Legions, six Cavalry Legions and six to eight Border Legions.

Brigade ◆

Brigades are the smallest standard military unit capable of independent action for extended periods of time. The core fighting group varies according to the type of brigade. In addition to their core units, brigades usually have one to two thousand additional troops scattered across support units, such as Artillery Regiments, Engineering and Service, and a Military Police Platoon.

Regiment ◆

Militaries are rich in traditions and history. It is at the regimental level of organization that this subculture is consolidated. Regimental traditions often include variations on official uniforms, rituals to commemorate past events and regimental emblems and songs. Southern regiments are normally commanded by a sous-commandant. The size of a regiment can vary greatly, but generally consists of three battalions and a command section along with support troops.

Battalion ◆

Battalions are infantry units of about the same size as Gear or armor regiments. Southern battalions are normally commanded by a sous-commandant. Whenever battalions are part of an infantry regiment, the officer is called a sous-commandant de battalion. The sous-commandant of an infantry regiment is called a sous-commandant de regiment and has the authority to pull rank on the former.

Compagnie ◆

Compagnies are the highest level of organization where the commanding officer is still slogging along with his troops instead of issuing orders from within a separate command section. This gives company commanders lots of battlefield experience. Southern companies are occasionally called centuries and are commanded by a lieutenant.

Platoon ◆

Infantry companies normally break down into three platoons of about 40 soldiers each. This is the largest type of unit where social bonding between soldiers is frequent. Infantrymen in the same platoon normally know each others' names and life stories, and usually share a strong sense of camaraderie. A Southern platoon is commanded by a sous-lieutenant or a sergeant.

Section ◆

Sections are units just above the cadre/escouade level. They consist of between 20 and 30 soldiers and have a powerful camaraderie. Sections are normally the smallest unit sent out on patrols. Southern sections are commanded by sous-sergents. A Gear section consists of three cadres. Occasionally, one or more of these three cadres will be a specialized cadre.

Cadre ◆

Cadres are the smallest unit of military vehicles. A cadre normally consists of three to five vehicles. Southern armor cadres are under the command of either a sous-lieutenant or a sergeant. Southern Gear cadres are commanded by a sous-sergent. Gear cadres come in five common types: general purpose (GP), reconnaissance, fire support, strike, and commando.

Escouade ◆

An infantryman's escouade is his family away from home. An escouade is typically made up of ten soldiers, two of which are equipped with heavy weapons. Unusual escouade types can also be found such as light armed reconnaissance escouades and specially armed sniper escouades. Southern escouades are led by a Caporal.



Chapter 6: Equipment

This section is devoted to listing and explaining several items that will be useful to the Players during a roleplaying session. This listing is neither inclusive, nor exclusive. The Gamemaster can create any item his or her Players may seek by simply taking an equivalent in the real world today (or other science fiction games) and converting it into Silhouette statistics. As long as the general level of technology of the Heavy Gear world is respected — no portable fusion generator or anti-grav unit, for example — anything goes.

The listing in this chapter is for generic items, unless specifically mentioned. The Gamemaster can customize them to simulate different models and/or manufacturers; additional equipment pieces will also be published in upcoming books. The Gamemaster has the final word on the abilities, cost and availability of all equipment and weaponry in a campaign.



THE TOOLS OF HUMANITY - 6.1

Much of what was considered science fiction in centuries past is an everyday reality on Terra Nova. The tools of humanity now include cybernetic devices that join human (and animal) with machine, massive engines and power sources that propel ships between the stars and neural net computers that have the ability to learn on their own. Even the Gears these computers control, now so commonplace in civilian and military life, were mere fantasy not so long ago.

The more mundane devices used in the course of a Terranovan's day, though, would seem somewhat familiar to people living on Earth in its twentieth and twenty-first centuries. Mechanical devices like firearms and tools are the most similar to their historical antecedents — after all, there are only so many ways to design a pistol or a screwdriver efficiently. Usually, the only significant difference between mechanical items of the two time periods is the choice of materials in their construction. High quality steels and other metals are still used in certain critical areas, but polymers, alloys and ceramics have long since become preferred alternatives.

The everyday electronic technology used by Terranovans likewise echoes the past. Items like cellular phones and personal computers function on Terra Nova much as they have throughout history, but with dramatic advances in durability, longevity and capability. Electronic equipment, for instance, is designed to withstand a great deal of punishment with little or no maintenance, can operate for months or years before the power cell needs to be recharged and includes features and capacities unheard of in similar devices of years past.

Each culture's view of "advanced technology" would be radically different, but an Earther of the past centuries and a Terranovan of the 62nd century would stand a good chance of recognizing each other's more mundane objects, while the Earther would certainly be astounded by the capabilities (or the lack thereof) of the Terranovan tools of everyday life.



Hands-Free Technology - 6.1.1

A significant difference between the technologies of ancient Earth and modern Terra Nova is that many of the tools and articles used by Terranovans are intended to be worn while they are used. Advances in lightweight materials and power supplies had long ago made possible technology that was light enough to carry around all the time, so designers took the next step and created items that could be worn comfortably on the user's body. The sophisticated tool kits used by mechanics, the video and sound gear used by journalists and the datagloves used by just about everybody are all designed to be carried on the head, shoulders or arms, leaving the hands free for other tasks. These items are thus very hard to lose and are immediately available when needed, yet they remain out of the way when not in use.

Interface Ports - 6.1.2

Nearly all Terranovan electronic devices are equipped with wireless radio interface ports, which almost always appear as a small rectangle of shiny black plastic on the outside of the device. This rectangle protects a small radio transceiver that is controlled by a dedicated client/server program. A request for a connection between two devices is issued from one of the pair; these requests can be automated or initiated manually. Upon detecting a valid request for service, the receiving device will prompt its user for authorization to establish a connection. If the device receives a negative answer or no answer at all, no connection is made, but if an affirmative command is given, the transceivers for each device exchange data for their client/server programs, and a wireless data pathway between the two devices is created. The typical Terranovan wireless network range is 50 meters, although automated relays can extend the range.

The advantage of such a system is convenience; the need for cables and other means of physical connection is eliminated, allowing the devices to be placed wherever the user desires. This connection can be used as long as a communications link can be maintained between the two devices, either through a dedicated relay system or over the local communications network. It is not unusual, for instance, for doctors to dictate instructions into an electronic transcriber that is interfaced with an office computer halfway across town, or for waitstaff in a restaurant to enter orders into tray data systems and transmit them to the kitchen to be filled. This reliance on wireless connections can backfire in instances of heavy electrical interference, so physical connectors like cables are still produced and sold, especially in areas near monopolies or with unreliable communication nets.

Devices can be configured to accept or initiate requests for connection without user confirmation. This practice is somewhat risky, however, since it may leave the user open to network attacks. Most client/server protocols therefore include authentication and strong encryption mechanisms as well as a mechanism to automatically accept only trusted connections. Most scrupulous vendors pre-configure their products with the strongest levels of protection and caution users about the risks involved in downgrading their security. At least one software vendor, however, distributes its client/server software in a hazardous, wide-open mode, leaving the unaware user at risk. Additionally, certain authoritarian governments require "backdoors" to their citizens' devices.



6.2 - ELECTRONIC EQUIPMENT

The most remarkable aspect of Terranovan electronic devices is the longevity of their power cells. Many devices are able to operate continuously for days before needing to be recharged, and the smallest items last almost a lifetime under normal use.

Details of the workings of Terranovan electronic devices are available on pages 10 and 11 of the **Second Edition Technical Manual**.

Datagloves ♦

Mass:	1.2	Cost, General Dataglove:	100
Cost, Secured Dataglove:	200	Cost, Field Dataglove:	250
Cost, Surge Protection Device:	60		

Datagloves are the workhorse electronic tool for Terranovans of all walks of life. Personal assistants are smaller and more discreet, but nothing beats a dataglove for overall utility and "handiness."

Datagloves are generally sold in any of three styles. The most common style is sold to the general public and consists of a synthetic gauntlet that reaches high up the wearer's forearm. A small personal computer is embedded in the gauntlet. The computer is equipped with a pressure-sensitive display and accepts input either by touch or with an included stylus. The stylus is stored in the back of the unit when not in use. A keypad is also built onto the face of the unit and includes several function keys, which can be augmented by keys built into the glove's fingertips. The dataglove can interface with peripheral devices by way of a standard interface port and can also accept standard data disks.

Police and corporate personnel commonly make use of a secured dataglove, which includes encryption features for data transmission that is even more secure than the standard software (SilCORE: +2 to defend in Opposed Computer Skill tests; OGL: +4 to defend in any computer-related tasks).

The field dataglove is popular with people who need a powerful computing device in the rough. In addition to the features of the general and secured datagloves, the field glove is equipped with an internal memcompass. The data is automatically integrated into maps in the glove's memory to provide accurate navigational aids. The field dataglove is also reinforced for outdoor use (SilCORE: Armor Value 5; OGL: Hardness 5, hp 15) and includes a hinged cover to protect the display.

A "surge protection" device is available for situations where it is considered vital that the information stored in a dataglove not fall into the wrong hands. The device consists of a high-discharge battery that is attached directly to the glove's power supply, and a pulse sensor that is connected to the glove's interface port. When activated, the surge device stays dormant unless it fails to detect the wearer's pulse for a period of six seconds. At that point, the dataglove will prompt the wearer for a password. If an incorrect password is entered, or no password is entered at all after a further six seconds, the battery will send a current through the glove, damaging its processor and memory core. This device is most commonly seen in military datagloves for personnel carrying sensitive information, but it has also become popular with prudent (or paranoid) high-level corporate executives.

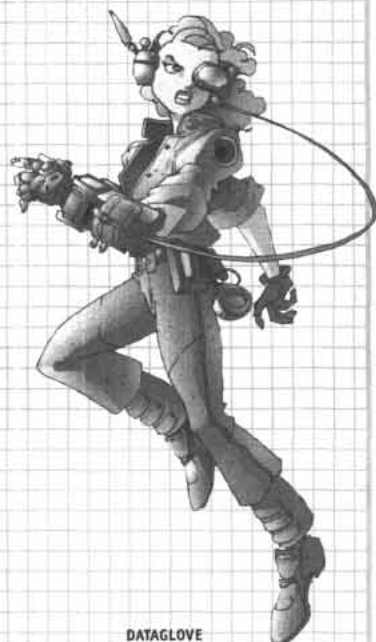
Heads-Up Interface (HUI) ♦

Mass:	0.1 kg	Cost:	250
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Often referred to as a "Huey," an HUI is a peripheral for hands-free computer usage. A monacle headpiece is attached to a small box that sits behind the ear, which contains the HUI's power supply, an interface port and a small speaker. The HUI also includes a throat microphone that transmits signals to the interface port.

Data that would normally appear on the computer's regular display are instead routed to the monacle, which displays the information directly in the wearer's field of vision. The throat microphone ensures that the wearer's verbal instructions are clearly picked up by the HUI's interface port and thus by the computer being used. The microphone also allows the wearer to speak in a much softer voice than normal.

The popularity of these devices is at least in part responsible for the reputation of Marathon as being inhabited by "mind-controlled zombies." Tourists unaccustomed to the use of HUIs find themselves surrounded by men and women with strange devices over their eyes, who are apparently muttering only to themselves.



DATAGLOVE



HEADS-UP INTERFACE



◆ Personal Printer

Mass:	2 kg	Cost:	100, 4 for 1 ream of paper
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Despite numerous promises through the centuries of a "paperless society" (and regardless of Marathon's success in creating such a culture), the convenience and durability of the printed word have ensured the place in the computer market for several styles of printers. Printers for personal use are capable of producing a full-color print in about six seconds and black-and-white prints nearly instantaneously.

◆ Electronic Transcriber

Mass:	0.1 kg	Cost:	75
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Similar to an electronic recorder, the electronic transcriber sacrifices some recording memory to include voice recognition and translation software as well as a transmitter. The transcriber translates speech into computer code, then sends the data to a computer at another location for later manipulation. This is an ideal tool for doctors and other professionals who must dictate lengthy and technically intricate instructions and information while they are away from their place of business.

◆ Identity Tags

Mass:	0.01 per pair kg	Cost:	20 for privately produced pair
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Forms of identification are as varied on modern Terra Nova as they have been throughout human history. Different public and private organizations each have their own requirements and regulations regarding identification, and the number and types of identity papers, cards and so forth that a Terranovan can accumulate is often astounding.

The one standardized identification system in use on Terra Nova was developed, like so many things, during the War of the Alliance. Both Northern and Southern governments agreed to a standard format for identity tags, a pair of which is issued to all service personnel upon enlistment. Each gray plastic tag bears the name, service number, nationality and blood type of the person to whom the tag is issued, along with a high-capacity data chip that can be read by any medical scanner. The data within the chip contains the soldier's DNA pattern, a record of known allergies and other medical information.

To ensure the tags will remain with the remains of a dead soldier, a small, covered strip of adhesive is mounted on the back of each tag. When the cover is removed and the tag is placed on the skin, the adhesive bonds to the top layers of the epidermis. The tag then cannot be removed unless the skin is cut away or a special solvent is applied to the adhesive. Tag solvent can be found in any military first aid station.

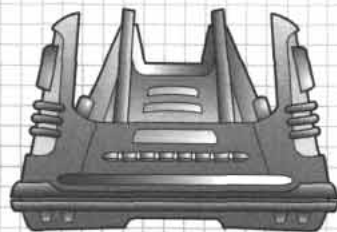
Identity tags are issued to all Terranovan service personnel at no charge. Some private companies also sell identity tags of the same design to civilians, especially to groups such as archeologists and explorers, who plan long-term expeditions in the field.

◆ Portable Satellite Dish

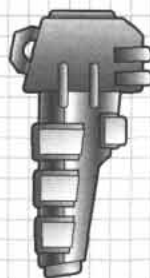
Mass:	15 kg	Cost:	20,000
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This is a small, battery-powered uplink antenna that can link a smaller communications device to the Hermes 72 satellite network above Terra Nova. When fully collapsed, the dish only takes up 30 x 10 x 15 cm, but it easily unfolds into a dish 50 cm in diameter with a receiver arm at the base of the dish. The dish and receiver are mounted on a stabilized, computer-controlled turntable. When the dish is properly aligned (requiring one full turn), the turntable will keep the dish pointed at a satellite for as long as the satellite is above the horizon and power is supplied to the unit.

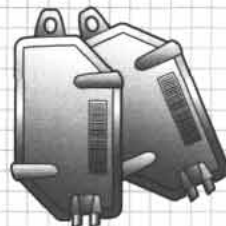
The dish can operate for two weeks on its internal batteries or indefinitely if hooked up to an external power source. Any communications device that is interfaced with the dish is treated as having the Satellite Uplink Perk (orbital range communications). Due to its small size and limited signal strength, however, the Communications rating of the satellite dish and anything linked to it is rated at a maximum of -3.



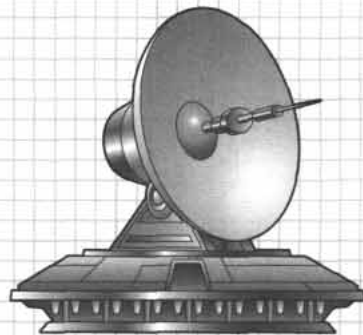
PERSONAL PRINTER



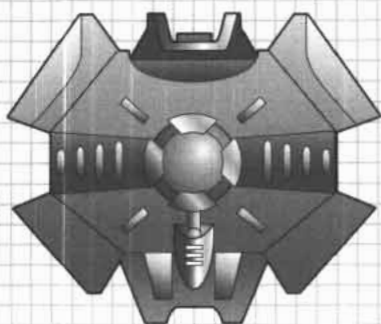
ELECTRONIC TRANSCRIBER



IDENTITY TAGS



PORTABLE SATELLITE DISH



TRIDEO MONSTER MADNESS



TRIDEO MEMENTOS



CRANERUNNER EMERGENCY TRANSPORTER

Trideo Monster Madness ◆

Mass:	1 kg	Cost:	150
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The latest rage in the children's electronic game market, Trideo Monster Madness is unique in that a small trideo display is integrated into the game console, making the game truly come alive! Players select the monster of their choice, from a variety of fantastic creatures and game versions of popular Gears, and play against opponents to "grow" their monsters and develop special abilities for them.

In single-player mode, a variety of computer opponents are programmed into the game's memory, and both the player's and computer's monsters appear as small figures in the trideo display, seemingly doing battle right before the player's eyes. The real fun, though, comes when two players put their machines back to back. Interface ports built into the back of each machine allow data to be transferred between the two consoles, effectively turning them into a two-player arcade game. The trideo screens in each console also switch from displaying two small figures to show one large, highly detailed monster.

Buoyed by the runaway sales of Trideo Monster Madness and its component controllers and adapters at toy stores, Kenrou Electronics of Mekong City is already planning a multiplayer version, where up to six individual consoles can be connected to a large trideo table display. To market such an expensive device to parents, Kenrou has already included a signal receiver into the tabletop display and is planning to push the device as an advanced home entertainment system for the whole family.

Trideo Mementos ◆

Mass:	0.1 (pendant), 0.2 (flip-open), 0.5 (tabletop), 0.5 (adapter)
Cost:	50 (pendant), 150 (flip-open), 300 (tabletop), 75 (adapter)

Before the release of Trideo Monster Madness, Kenrou Electronics' most popular product line was a series of personal trideo projectors, which could carry the holographic images of family members or loved ones. These items are still strong sellers for Kenrou, and they are sold in post exchanges and shopping kiosks across the planet to people who want a holograph of their spouse or sweetheart.

The most popular item of this line is the trideo pendant, which can display a subject's head in 3 x 3 x 3 cm volume. The "flip-open" projector is almost as popular, and can display a sequence of small images or a group holograph inside a 4 x 8 x 3 cm volume. Another strong seller is the tabletop display, which projects the image of a standing figure in a 15 x 3 x 3 cm volume.

These mementos can be reprogrammed with the use of a specialized adapter and a computer that can manipulate holographic images. The pendant only has enough memory and emitter power to store a single image, while the "flip-open" projector can store a total of six head-sized images or one large group image of equivalent size. The tabletop display is the most powerful of all; it can store a number of small or large still holographs or a 30-second holograph recording, with full motion and sound.

Cranerunner Emergency Transponders ◆

Mass:	0.1 kg	Cost:	50
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Named for the species of grassrunner that emits a high-pitched screech when the pack is threatened, Cranerunners are pen-sized transponders coded with the personal information of the wearer. These transponders are keyed to receivers placed regularly in a zone of service, such as a college campus or city block. When the Cranerunner is activated, its transmission is picked up by the zone's receivers and is triangulated from several receivers to pinpoint an exact position. This position is then relayed to police and emergency services personnel.

The personal information coded in the device's transmission includes data such as the owner's name and address, whether the owner is allergic to any medication and who the owner wishes to have contacted in cases of extreme emergency.

Cranerunners are regularly included with students' tuition at larger universities, and service is often treated as another utility in city-states that offer this coverage. Fraudulent use of a Cranerunner is usually punishable by a large fine (to cover the cost of police and emergency services personnel responding to the alleged emergency).



Personal Electronic Equipment - 6.2.1

A large number of personal devices are available for the convenience of the Terranovans. Most of these have benefited from advances in the field of electronics and are exceedingly small, usually being just large enough to be used easily by human hands. Some older or jury-rigged bulky equipment is also available, however.

◆ Audio Receiver

Mass:	0.01 kg	Cost:	10
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A small radio contained within an earplug unit. Control dials are small rounded knobs on the surface. The power drain on the energy cell is so negligible that usage is virtually unlimited (about 30 years). Range is up to 100 km, depending on the power of the emitter.

◆ Audio Recorder

Mass:	0.1 kg	Cost:	30
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Recordings are perfectly clear and computerized audio processors ensure perfect fidelity with no degeneration. The unit has a built-in, very sensitive microphone and speakers. Almost all models also have cordless earplugs.

◆ Bartender Glove

Mass:	1 kg	Cost:	1000
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A novelty item gaining popularity in bars and clubs across the planet, the Bartender Glove is a nifty gadget which combines the functions of notepad, recipe book and drink dispenser and mixer in one handy package.

◆ Data Disk

Mass:	0.1 (Box of 10) kg	Cost:	10
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These optical data disks come in boxes of ten (10). They can be used to record any kind of digital information: text, sound, image, trideo, etc. Each disk can hold about one terabyte of data and has its own integrated miniaturized archival and compression chip. A disk is about 4 x 4 cm.

◆ Information Pad

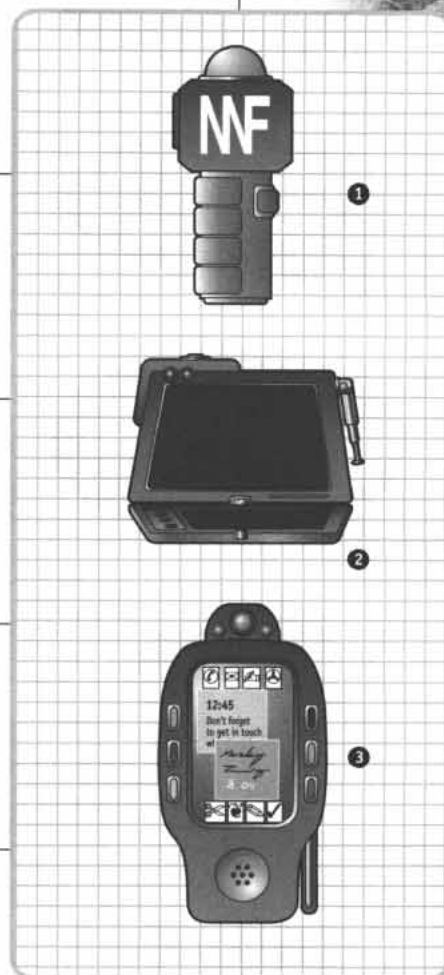
Mass:	0.5 kg	Cost:	75
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Touch-sensitive pads such as this one are a widely used way to enter and read data from a computer system. Voice activation is also a popular option.

◆ Personal Assistant

Mass:	0.7 kg	Cost:	50
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A combination of electronic secretary, miniature computer and communication device, the personal assistant is a useful tool for the modern officer. This particular model is rugged and adapted to the rigors of military life. It combines a memcompass, electronic notepad and cellular phone. A stylus, located to the right of the casing, serves to enter notes on the touchscreen. The whole unit weighs 0.4 kg and has a one year autonomy.

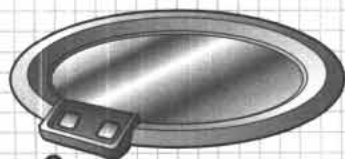




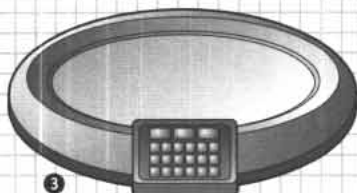
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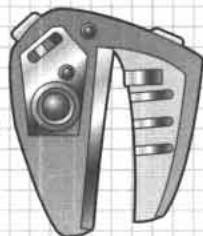
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Personal Computer ◆

Mass:	1 kg	Cost:	400
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A small hand-held box with a deployable flat screen. It can be used for a variety of tasks according to the programs loaded in memory. Most models come with a standard flat, deployable keyboard and voice activated controls. The computer uses standard data disks and can connect to any functional computer network through a built-in fiber optic cable. For double the price, one can add a trideo output: the information seems to float in the air above the computer. Expensive, but impressive.

Tray Data System ◆

Mass:	0.5 kg	Cost:	250
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This nifty gadget serves both as a tray and as an information storage system. The bottom of the tray is a sturdy display screen where information can be entered using a special dataglove.

Trideo Receiver ◆

Mass:	1 kg	Cost:	250
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A trideo receiver is similar to a video receiver except that it either projects a true 3D image above the surface of the board or simulates 3D on a flat screen. The power cell lasts about one year with constant use. Range depends on the power and location of the emitter.

Trideo Recorder ◆

Mass:	3 kg	Cost:	1000
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Trideo recorders are similar to the video ones except that the images they record can be in two or three dimensions. For best 3D image quality one must separate the remote sensor cams and place them on each side of the subject. A small holographic projector mounted on top can be used to view the recording. The trideo recorder uses standard data disks.

Video Receiver ◆

Mass:	0.5 kg	Cost:	80
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A video receiver is a flat tablet equipped with a high-definition screen, speakers and a small slot for accepting data disks. It can be used to read text and play audio and video recordings. The controls are simple keys placed on the side. The power cell lasts for about two years of constant use. Range depends on the power and location of the emitter.

Video Recorder ◆

Mass:	0.5 kg	Cost:	100
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A small, lightweight unit used to record moving images and sounds. It uses standard data disks (see previous page). Image quality is studio-perfect every time and can be enlarged up to four times. A variety of functions are available according to the model: zoom, macro, pixel editing, image sharpening, etc. This item is substantially cheaper and sturdier than trideo technology and is often favored in the harsh Badlands.

Watch ◆

Mass:	0.05 kg	Cost:	5 to 500
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A normal digital watch with a micro-computer for taking notes, keeping appointments, and so on. Available in a variety of colors, shapes, sizes and quality, with specific features depending on the exact model.



COMMUNICATION EQUIPMENT - 6.3

On a planet with a low population density like Terra Nova, it is important to keep in touch with others. Communication devices are plentiful, and most homesteads will have a satellite dish to link them to one of the many orbiting satellites above. Unless mentioned otherwise, all devices are reduced in quality if military vehicles operate in the vicinity (SilCORE: Comm -5; OGL: -8 to all comm-related checks). The jamming signals the latter put out will also reduce the devices' range to a tenth of their listed range. Military grade communication devices are more expensive than civilian equivalents, but are more capable (SilCORE: Comm -2; OGL: -4 to checks).

❖ Cellular Phone

Mass:	0.2 kg	Cost:	40
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A pocket communicator connected to a relay station which uses Hermes 72 satellites to bounce its signal to the proper location. The phone is about the size of a lighter and can function for years with normal use (repeated long distance calls may wear out the battery sooner, though).

❖ Communication Headset

Mass:	0.03 kg	Cost:	200
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The headset is a small hand free radio set. It can be used to communicate with a unit on the same frequency up to 10 km away. It can also be used to transmit commands and data to a computer as an interface device. The headset is made of polymer and is extremely light (30 g) and quite sturdy.

❖ Communication Rig

Mass:	2.5 kg	Cost:	1500
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This shoulder-worn harness is a complete military communication system capable of amazing performances. Full encryption/decryption capacities are provided by a dedicated computer, and the whole system can be networked to a portable satellite dish to use the Hermes 72 satellite network. The harness has a range of about 8 km under battlefield conditions (40 km otherwise). It has jamming and interception capabilities (SilCORE: Comm 0; OGL: no penalty to all comm-related checks).

❖ Military Communicator

Mass:	0.3 kg	Cost:	200
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Similar to the personal communicator (see below), but with full encryption/decryption capabilities provided by an additional chip running a complex scrambling matrix. Military communicators often use a built-in booster unit.

❖ Military Throat/Ear Comm Set

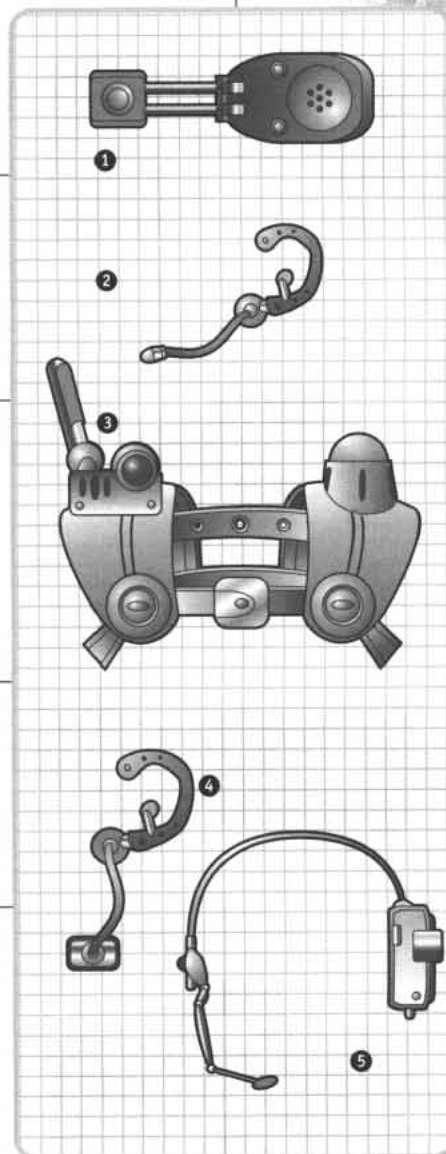
Mass:	0.02 kg	Cost:	400
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A smaller version of the communicator, worn as a 1 x 2 cm patch on the throat and an ear plug unit. Range is more limited (15 km), but it is more comfortable to use and includes full encryption/decryption capability. For triple the price, the comm set can be implanted just under the skin, although additional surgery is necessary to provide new frequency modules. The civilian version is essentially the same but without the full encryption and decryption capability.

❖ Personal Communicator

Mass:	0.3 kg	Cost:	30
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A small radio set, about 2 x 2 x 10 cm in size. Can be used to communicate with a unit on the same frequency up to 25 km away, more if used with a booster unit (50 km, double the price for booster).





6.4 - MEDICAL EQUIPMENT

It is not always possible to prevent illnesses and deterioration of health. Accidents and combat can also severely threaten the well-being of PCs. Often, the quality of medical equipment available can make the difference between life and death. Those with access to fully equipped hospitals can (eventually) recover from most injuries that are not immediately fatal, including lost limbs. Badlanders and soldiers in the field, however, may only have access to first aid patches and field clinics.

Drugs 1

Many types of drugs are available to help doctors in their tasks. Without going into the specifics, here are statistics for three major categories of medical drugs.

Drug Descriptions 1

Painkiller Drug: A commonly available analgesic helps reduce the pain from wounds, diseases or chronic conditions. It is applied locally by hypodermic spray (Analgesic, Potency 8, Onset Time 10 minutes). A less potent version (Potency 6) is available in tablets.

Sleeping Drug: A safe sedative with some side effects (Sedative/Euphoric/Analgesic, Potency 9, Onset Time 30 minutes). It was carefully designed to make it very difficult to overdose: Fumbles are treated as Margin of Failures of 9, with intense nausea aftereffects.

Euphoric Drug: Not really a medical drug, though it is sometimes administered to victims of panic and anxiety attacks (Euphoric, Potency 12, Onset Time 15 minutes).

First Aid Kit 2

Mass:	0.3 kg	Cost:	10
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The First Aid kit is a small 10 x 10 x 3 cm package that contains a variety of medical items used in case of minor wounds: a small autodose hypospray with loaded cartridges of painkillers, coagulants, stimulants and other useful drugs; self-sealing bandages; pseudo-skin; cauterizer; and a sterilizer. (SiLCORE: use of this kit gives +1 to Medicine Skill tests. OGL: +1d2 hp when treating wounds and cancels any "lack of tools" penalty.)

Medical Belt and Scanner 3

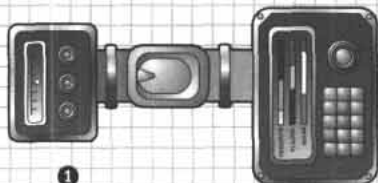
Mass:	1 kg	Cost:	1000
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The medical belt is a utility harness that contains a variety of medical items: autodose dispenser (with loaded cartridges of painkillers, coagulants, and stimulants), hypospray, self-sealing bandages, cans of foamed pseudo-skin, pincers, scalpels and sterilizer. This is complemented by the medical scanner, a miniaturized diagnostic tool which records the patient's vital signs (heartbeat, body temperature, etc.). The scanner does not provide a ready-made diagnostic of the patient, but merely reports the situation. (SiLCORE: the whole set gives an effective +1 to Medicine Skill tests when used by a Cpx 2+ doctor. OGL: +1d4 hp when treating wounds and cancels any "lack of tools" penalty.)

Medical Kit 4

Mass:	1 kg	Cost:	250
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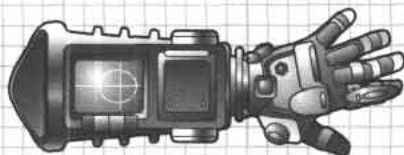
This is a larger, better equipped version of the standard First Aid kit. It contains the same items plus a few others destined to be used by a doctor to perform minor field operations and surgery (scalpel, thread and needle). Often, the medical kit is incorporated within a glove-like apparatus so that the instruments are more readily available. (SiLCORE: the whole set gives an effective +2 to Medicine Skill tests when used by a Cpx 2+ doctor. OGL: +1d6 hp when treating wounds and cancels any "lack of tools" penalty.)



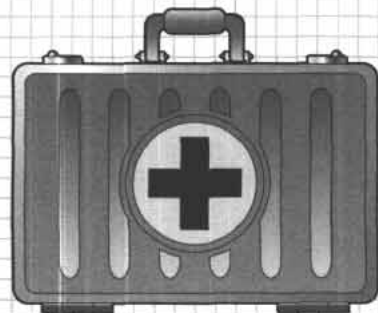
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◆ Surgical Field Kit

Mass:	4	Cost (local):	800
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The Field Surgical kit is a miniaturized operating theater. It contains an emergency sterile inflatable bubble environment, high-speed drug analyzer/recombiner, staplers, clamps, scalpels, and so on. An experienced doctor (Medicine level 2+) can set up the theater in less than three minutes and start operating right away. The kit gives +3 to Medicine Skill rolls when used by a level 2+ doctor.

◆ Local Anesthetics

Mass (local):	0.01 per dose	Cost (local):	8 per dose
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Local anesthetics are drugs used to deaden sensation in part or all of a person's body. They are used by paramedics in the field and physicians in hospitals to perform minor surgery on a specific area, from stitching up lacerations to performing dental procedures. Local anesthetics have a Potency of 7, an Onset Time of 2 minutes and have the combined effects of analgesics and sedatives.

More potent forms of anesthetics are available only to certified medical institutions and military hospital units, since the consequences of improperly using them are extremely dangerous. Total anesthetics disable the patient completely, allowing surgeons to operate on patients with a minimum of involuntary movement. "Twilight" anesthetics are used in instances when the patient must be incapacitated, but his brain's high-level functions must remain active so that the patient can provide feedback to the doctor, as in delicate brain surgery operations. Doses of twilight and total anesthetics have the same effects as locals, except twilight doses have a Potency of 10 and total doses have a Potency of 12.

Local anesthetics can be applied by anyone with Medicine Skill at level 2. Twilight and total anesthetics must be administered by a character with an effective Medicine Skill or Cpx of 3 (or at level 2 with a Specialization in Anesthesiology).

◆ Vaccines

Mass:	Negligible kg	Cost:	5-200 credits
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Modern Terranovan vaccines are compounds of specifically engineered viral RNA administered to individuals in order to boost their immune system (SilCORE: +2 bonus to specific Health test; OGL: +4 bonus to Fortitude saves against specific disease). Vaccines that protect against common childhood diseases such as Terranovan influenza are very inexpensive, and are usually administered before a child enters school. Boosters are required every ten to fifteen cycles.

Vaccines against more exotic diseases cost much more, and are usually only administered to soldiers, field scientists and others who will be away from state-of-the-art medical care for long periods of time. Many diseases still thrive despite all attempts to create vaccines for them; even after nearly eighty cycles of research, there is still no vaccine for Montcalm Fever (see **Into the Badlands**, p. 15).

◆ Antivenom Injector

Mass:	0.1 kg	Cost:	30
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Antivenom injectors contain a cocktail of common antivenoms, but they are not proper treatment for a poisonous animal bite by themselves. They are intended to neutralize enough of any venom in a person's bloodstream to stabilize the victim long enough to reach a hospital. Any character bitten by a poisonous animal should be transported to a hospital as quickly as possible, so the specific antivenom can be administered. (SilCORE: +5 bonus to Health test if administered immediately after a poisonous bite. This is reduced by 1 for each minute after the bite. OGL: +10 bonus to Fortitude save. This is reduced by 2 for each minute after the bite.)

◆ Field Imager

Mass:	1 kg	Cost:	800
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While a somewhat bulky piece of equipment, the field imager has become a vital tool in emergency medicine, since it allows a medic to see just where a bullet has become lodged or a bone broken in the patient's body. The field imager consists of a web of low-powered electromagnetic resonance emitters and receivers built into a glove, which are connected by an interface cable to a backpack containing the imager's batteries and data-processing equipment. (Field imagers can make use of wireless connections, but interference from the resonance glove makes such an interface less than reliable.) The resulting image is then displayed either on a wrist-mounted monitor or on a hardwired Heads-Up Interface. It is not uncommon for field medics to have their field imagers connected with other items such as glove-mounted medical kits, and have all the information coalesced and presented in one display. The combination of these tools gives the medic a complete picture of the patient's injuries and vital signs.



6.5 - PERSONAL EQUIPMENT

"Personal equipment" is a catch-all term that includes those things that make the characters' lives a bit easier. Many people have a utility knife or a lighter tucked into a handbag or pants pocket, and almost everyone who lives in a communal environment, such as a barracks or college dormitory, will have his or her own personal hygiene kit.

This section also includes equipment that is useful in certain circumstances, but is neither a weapon nor something that directly affects the character's safety or livelihood.

Personal Hygiene Kit ◆

Mass:	1 kg	Cost:	20
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A must for soldiers, travelers and people exploring the wilderness, the personal hygiene kit is a 5 x 5 x 15 cm bag containing moist disposable washcloths, soap, hair suppressant, deodorant/antiperspirant and either a toothbrush and toothpaste or several packets of antiseptic gum. Chewing antiseptic gum will help clean teeth and freshen breath, but substituting it for a toothbrush and toothpaste is not recommended for more than a couple of days, because the gum does nothing to kill germs and bacteria in the mouth. Towels must be purchased separately.

WFP Army Knives ◆

Mass:	0.1 (Compañero), 0.2 (Camp & Field), 0.3 (Maestro) kg	Cost:	20 (Compañero), 35 (Camp & Field), 50 (Maestro)
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The emblem of the Western Frontier Protectorate emblazoned on a blue plastic grip is the hallmark of Terra Nova's most popular line of utility pocket knives. Several models are available, from the basic Compañero (a large blade, small blade and scissors) through the popular Camp & Field (also includes two screwdriver blades and a small file) through the deluxe (and very thick) Maestro (includes several additional tool blades, including a saw, a magnifying glass and a fruit peeler).

A +1 modifier may be allowed by the Gamemaster for a Tinker Skill test if a WFP Army Knife is used (OGL: +2 to appropriate Craft or Repair tests); whether the modifier is appropriate depends on the task that the Player is trying to accomplish and what kind of knife the character is using. The Compañero would only provide a modifier for a few basic tasks, while the modifier might be granted for just about any mechanical task involving a Maestro.

Load-Bearing Equipment ◆

Mass:	5 for complete set kg	Cost:	3-10 per individual piece, 40 for complete set
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This is a set of straps, belts, pouches, hooks and loops designed to distribute the weight of equipment more evenly over the body. Load-bearing equipment can be worn under a backpack. It is provided to soldiers as part of their basic equipment issue at no cost, but sets and individual components are also available for purchase. Weight-related Encumbrance penalties for a character wearing a set of load-bearing equipment are reduced by 1 for all items attached to or secured in it (OGL: reduce effective mass by 20%).

Lighter ◆

Mass:	0.05 kg	Cost:	2 (disposable), 20+ (rechargeable)
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Modern lighters no longer burn fuel such as kerosene. A fast-discharge power cell in the lighter runs a current through a heating element, which gets hot enough to ignite paper, cigarettes and other such items in just a few seconds. Disposable lighters can be bought at any corner store and are simply thrown away when the battery dies. More expensive lighters feature a rechargeable power cell and are often made with ornate metal or ceramic casings. Many companies specialize in customizing lighters for groups or individuals.

Handcuffs ◆

Mass:	0.3 kg	Cost:	30
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Hand restraints are available to all police and security forces on the planet. Modern handcuffs are usually made of long-chain polymer plastics to resist corrosion, but the traditional chrome steel variety is still common. Cutting a pair of handcuffs will usually take nothing less than a cutting torch (SilCORE: causing 75 points of damage to the link will break it. OGL: Hardness 12, 10 hp, Break DC 30). Attempting this task, of course, puts the person wearing the handcuffs at risk for severe burns, either from the heat of the torch or the melted material of the handcuffs.



SURVIVAL EQUIPMENT - 6.6

Humanity is a remarkably adaptive species. That people were able to make homes for themselves nearly everywhere on the Earth, much less inhabit other worlds, is ample testament to the ability of humans to survive anywhere if they have the will to do so. Will is often not enough, of course, and many different tools and objects have been developed through the ages to help keep people alive in unforgiving environments.

◆ Survival Blanket

Mass:	0.1 kg	Cost:	5
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A staple item of mountain survival kits, this emergency blanket is stored in a pocket-sized sealed pouch until needed. When the pouch is opened, the blanket unfolds into a 2 x 2 meter square, with a flap in the center large enough for a person to put his head through. The flap may be opened so that the blanket may be worn like a poncho, or it can be kept closed and the blanket used normally. The outside has a reflective coating, both to keep out moisture and to aid searchers in noticing the blanket, while the inside is insulated to trap the wearer's body heat.

Survival blankets are not intended to replace proper mountain or wilderness clothing and will not provide much protection in extreme conditions (subfreezing temperatures, heavy rain, etc.).

◆ Water Purification Tablets

Mass:	0.1 per box of 100 tablets kg	Cost:	10 per box
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These are designed to neutralize any microbes and impurities present in an available supply of water. One tablet will treat one liter of water. Many people complain about the bitter aftertaste the tablets leave behind, but acknowledge it is better than the alternative.

◆ Canteens

Mass:	100 g per liter capacity (plus water) kg	Cost:	2 per liter capacity
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These are available in various sizes, from the one-liter canteen included with a soldier's basic kit to the backpack-sized 20-liter water can that is carried on vehicles. Each canteen is sold with a plastic filter that can trap sediment and large particles that might be present in water, but using purification tablets is recommended if a water supply is suspect.

◆ Emergency Whistle

Mass:	0.01 kg	Cost:	5
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The emergency whistle is a signaling device for persons who are lost in the wilderness. The Notice threshold up to twenty meters away from the person using the whistle is 3; it increases by 1 for every further twenty meters of distance (OGL: +8 bonus to Listen/Spot checks, dropping by 1 every 50 feet after the first 50 feet distance from whistle user).

◆ Inflatable Raft

Mass:	10 per person capacity kg	Cost:	100 per person capacity
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Several models are available, from six-person rafts for recreational purposes to emergency rafts capable of holding twenty persons or more. Each raft includes an internal compressor to inflate the raft and enough oars to provide one for every passenger. Inflating a raft takes one combat round per person capacity.

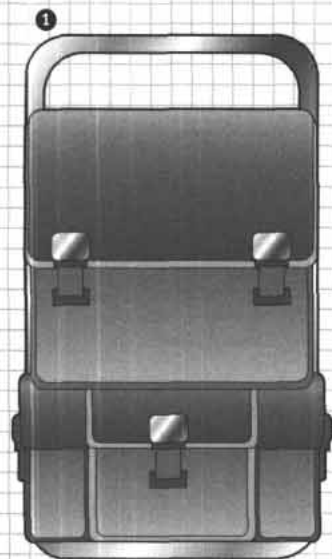
◆ Field Stove

Mass:	0.7 kg	Cost:	50
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A must for any outdoor excursion, field stoves measure 20 x 10 x 4 cm. The top of the stove is a sealed ceramic surface that heats up when an electrical current is passed through it. The battery that supplies this current can power the stove for up to a week. The power switch on the side of the stove is covered to prevent accidental activation. While the field stove has no open flame, the ceramic plate can get hot enough to ignite extremely flammable materials like dry grass, so care should be exercised when using it. The ceramic can also scald unprotected skin (SiLCORE: fire attack with Intensity 4. OGL: fire attack causing 1d6 points of damage).



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Backpack ◆

Mass:	2/5 kg	Cost:	20/35
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A general use backpack can hold up to 1 cubic meter and 100 kilograms of various equipment (half that for the light version). The straps are large and padded to prevent chaffing.

Climbing Gear ◆

Mass:	10 kg	Cost:	250
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This pack can either be used for mountain climbing or speleology. Includes: a 50 m rope, with spikes and crampons; a compressed-air hammer for the spikes; an ice axe; climbing boots with rock screws, an oxygen mask with a two-hour supply; a radio flare; and a helmet with a HUD altimeter, a powerful headlight (50 m range) and a small radio communicator (10 km range, see *Communications*).

Flare ◆

Mass:	0.05 kg	Cost:	2 (Radio 8, Smoke 4)
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The size of a small pencil, the flare is a one-shot compressed gas gun that fires a high intensity blast about 200 meters into the air. Specialized loads (colors, smoke, etc.) are available. The flare is not fast or hot enough to be used as a weapon, but can be used to blind. A Radio Flare works the same way but also generates a short but powerful, radio signal. Most rescue units' sensors are attuned to this signal and will identify it as a call for help.

Gas Mask ◆

Mass:	0.5 kg	Cost:	50
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A lightweight plastic unit that fits over the mouth and nose. A small filtering device provides fresh air at all times, but the mask does not have an independent air supply. Characters equipped with a gas mask are not affected by all poison gas that must be inhaled (this includes smoke). The mask does not protect the user from poisons absorbed through the skin. The filter unit must be cleaned or replaced after every twenty hours of use.

Goggles ◆

Mass:	0.2 kg	Cost:	10
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These are used when driving open vehicles or in the desert, sometimes in conjunction with specially designed gas masks (see above) for complete facial protection. Almost all Badlanders possess at least one pair. Goggles are easily available in a wide variety of styles.

MemCompass ◆

Mass:	0.1 kg	Cost:	10
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Terra Nova's surface is irregularly seeded with magnetic monopoles. Thus, a normal compass, while not useless, is unreliable and only used for short range navigation. The MemCompass is equipped with an internal gyroscope and a memory computer chip. It can both give directions and store them, then replay them on a small screen.

Sleeping Bag ◆

Mass:	1 kg	Cost:	40
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A good quality sleeping bag is made of polymer and composite, and folds down to a handy packet about 20 x 20 x 3 cm. It insulates against both heat (up to 30 degrees Celsius) and cold (down to -50 degrees Celsius). Cheaper cloth models are also available for one-third the price, but ten times the weight and encumbrance, and they cannot insulate effectively against heat, only cold.



◆ Survival Rations

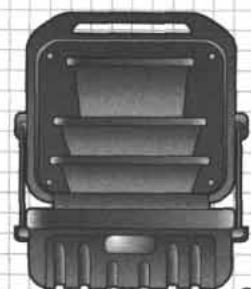
Mass:	0.1 kg	Cost:	2
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A variety of food products sealed in a polymer packet. Some can be heated, others are eaten cold. These rations can sustain a person for up to a week, and have a shelf life of two years.

◆ Tents

Mass:	1/2/5 kg	Cost:	50/100/200
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Tents are often used by scouts and prospectors. They are made of ultra-light reinforced composites. When collapsed, they take very little space — a one-man tent can even fit in one's pocket. Tents are quick to set up, with a sturdy anchoring system in case of bad weather. Several sizes are available (2, 5 and 12-man, respectively).



◆ Water Condenser

Mass:	2.5 kg	Cost:	200
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This lightweight, practical device condenses about one liter of water every day from the air at the poles. In the Badlands, it produces about half a liter per day because of the dry atmosphere.

Although most Terranovan tools are incorporated into packages that are worn on the body, many tools are still small enough to fit in a pocket or are simply more convenient to use out of a box. Some attempts have been made to incorporate the most basic tools into a wearable package, with results ranging from the insignificant to the laughable. The following tools have been designed for use on the ground. Space-adapted versions are available for 1.5 times the cost; other statistics remain the same.

◆ Cutting Torch

Mass:	1 kg	Cost:	25
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A high-power plasma cutter powered by a superconductor loop. It is used to cut through metal and, at a lower setting, can serve as a welding torch. It hardly makes for an accurate weapon, but can inflict severe burns if it does connect (SilCORE: Fire Intensity 6. OGL: fire attack causing 2d6 points of damage). The torch has enough power and gas for 30 minutes of continual use.

◆ Flashlight

Mass:	0.5 kg	Cost:	10
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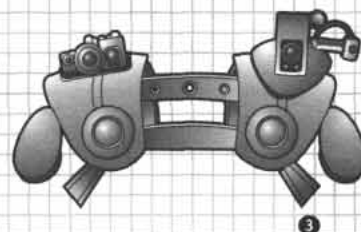
A flashlight capable of illuminating up to 50 meters ahead in its broad setting. The intensity and angle of the light beam can be adjusted by the user by rotating a small knob under the thumb. Beam width can be narrowed down almost to a laser state — although the beam is too weak to cause any damage. The flashlight is the size of a small pencil. Battery life varies depending on the model, but usually allows 36 hours of continuous use.

◆ Mechanical Tool Kit

Mass:	5 kg	Cost:	400
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This kit contains the basic tools necessary for maintenance and repairs on mechanical objects. No repair other than jury-rigging can be done without it. The contents of the kit include two hammers, two metal handsaws, a variety of screwdrivers, wrenches and torque bars, a small plasma torch (lasts one hour), a drill with bits, a saw with blades and a small battery power supply (lasts two hours). Some high-grade kits (twice or even three times the price) feature expert systems used by field engineers to help with highly technical repairs.

TOOLS - 6.7





6

Geiger Counter ◆

Mass:	0.2 kg	Cost:	100
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A standard Geiger counter, able to detect trace radiation up to 50 meters away (further for heavy radiation). The unit is equipped with either visual or audio output and is the size of a lighter. Thanks to the counter's low power requirement, the power cell lasts practically forever.

Electronics Tool Kit ●

Mass:	2 kg	Cost:	600
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This kit contains the basic tools and diagnostic instruments for routine maintenance and repairs on electronic circuitry. No repair other than jury-rigging can be done without this kit. Common versions of the kit include cutters, pincers, a variety of small screwdrivers, a few testing boards, a multimeter/circuit analyzer, a good number of replacement chips, optical and electrical wires, a miniature plasma torch (lasts four hours), a microdrill, a saw and a small power supply (lasts a hundred hours). A complete miniaturized diagnostic computer and expert system is found in high-grade electronic kits.

Metal Detector ◆

Mass:	1 kg	Cost:	250
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A small detector relying on Magnetic Anomaly Detection (MAD) technology to detect metal concentrations up to 50 meters away. The unit is equipped with either visual or audio output (sometimes both) and is the size of a big thumb. The power cell lasts practically forever.

Portable CAD Mainframe ◆

Mass:	2.5 kg	Cost:	5000
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This small polymer case houses a complete miniaturized diagnostic computer and expert system, along with some basic tools and sensors. The computer is equipped with a deployable screen and draftboard and can be networked to any other computer systems, including those on vehicles, provided the correct adapters can be found. In addition, a small cellular phone is included for linking with non-portable mainframes. A chip reprogrammer, with adapters for most of the existing chip designs, is located on an extensible side support. The portable CAD mainframe weighs 3.5 and acts as a personal computer and electronic tool kit, giving a +1 to Electronic Skill tests (OGL: +2 bonus to electronic-related Craft/Repair checks).

Prospecting Tubes ◆

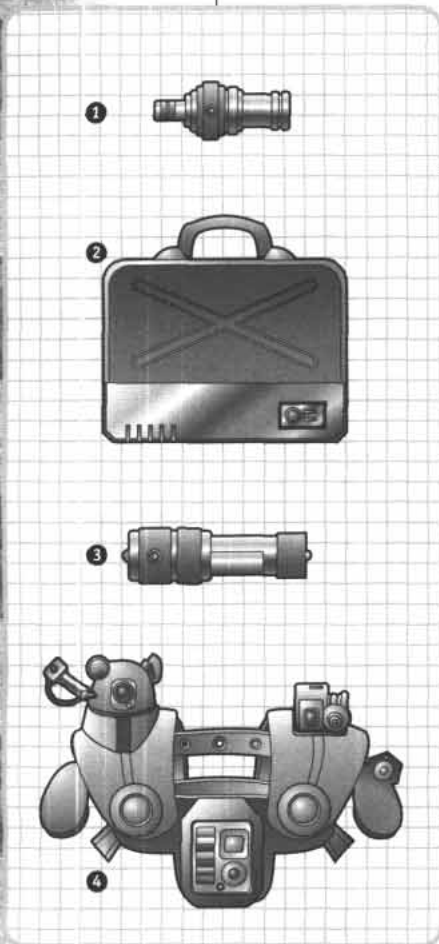
Mass:	0.2 kg	Cost:	300
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These mundane-looking alloy cylinders are in fact a useful geological micro-laboratory. Each cylinder contains the proper catalysers and analysis instruments to detect one type of ore. The soil sample needs only be dropped in and the output port connected to a computer to know the results.

Tech Rig ◆

Mass:	5 kg	Cost:	700
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This shoulder-worn harness mounts the tools required to do routine field maintenance and repair on equipment. The kit includes a small hammer, a metal handsaws, a variety of small screwdrivers, wrenches and torque bars, a plasma torch (half-hour autonomy), a drill with bits and a small battery power supply (20 hours autonomy). The harness also contains the tools and diagnostic instruments necessary to do routine maintenance and repairs on electronic circuitry.





◆ Rope

Mass:	1 kg	Cost:	10 (50m)
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This is a braided composite filament cord, about half a centimeter in diameter and sold in 50-meter length, which is able to support around five tons. It is available in a variety of colors and motifs. Other diameters of ropes of various lengths exist to fulfill a large number of specific needs.

◆ WFP Army Omnitool

Mass:	0.4 kg	Cost:	75
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This multipurpose tool has spawned a host of lookalike devices, but no other brand can match the Omnitool's reputation for quality and durability. A split metal handle with the same blue synthetic grips as the WFP Army Knives folds open to reveal several tool and utility blades (as many as a Maestro knife). The handle can be further folded back to form grips for an internal pair of clamping jaws, turning the Omnitool into an effective pair of pliers.

Any technical Skill tests gain a +1 modifier if an Omnitool is used and no mechanical tool kit is available (OGL: +2 bonus to Craft/Repair checks). No modifier is granted if other, more appropriate tools are available for the given task.

◆ Gun Cleaning Kit

Weight:	2 kg	Cost:	30 for kit, 2 for each additional bore brush
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This kit is necessary for the cleaning and maintenance of small arms. The kit is a 10 x 10 x 5 cm kit containing solvent, degreaser, cleaning oil and lubricant, as well as a bore brush with a multisection handle (the diameter of the brush is determined at purchase). The kit also comes with a selection of swabs to remove unburnt propellant from the bore and other parts of the weapon, but these can easily be replaced by simply cutting up an old shirt.

Bore brushes will work on any weapon whose caliber is the same as the brush's diameter (the same brush, with different lengths of handle, can be used in a 9mm pistol and a 9mm rifle, for instance). As long as the proper bore brush is available, the gun cleaning kit may be used to maintain any slugthrowing weapon, up to and including the Anti-Gear Rifle.

◆ Entrenching Tool

Mass:	1 kg	Cost:	10
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One of many tools that have stayed essentially the same throughout the millennia, the modern form of the soldier's personal shovel has an alloy blade and collapsible handle. Some models have hollow handles that contain small survival supplies, like hooks, fishing line and matches.

◆ Mechanical Locksmith Kit

Mass:	0.4 kg	Cost:	50
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This is a small pouch that folds open to reveal a set of professional lockpicks. This kit is sold on the open market, but only locally licensed and certified locksmiths are allowed to own them. Possession of a locksmith kit without proper certification is a misdemeanor in most city-states. This kit will naturally only work on mechanical locks; an electronic tool kit is required to bypass electronic locks.

◆ Professional Makeup Kit

Mass:	5 kg	Cost:	200 (general), 275 (customized)
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This contains everything needed by actors and intelligence operatives to alter their appearance. The kit comes in a 40 x 20 x 15 cm case with several pull-out trays and drawers. It contains foundations, powders and creams for altering skin tones, several pairs of false-color contact lenses, wigs and false hairpieces to simulate eyebrows and facial hair. The kit also contains eyebrow and colored pencils to create and accent skin lines, as well as synthetic prosthetic devices to significantly alter facial features (false noses, warts, and so forth).

Makeup kits may also be customized to suit individual requirements, including such things as corrective contact lenses and custom-molded prosthetics. A character who uses a customized makeup kit receives a +1 modifier to a Disguise Skill test (OGL: +2 bonus to Disguise checks) when impersonating someone else.



6.9 - FOOD & DRINK

Agriculture and food production are significant, if not key, industries of many city-states. Competition in the food sector can thus be as cutthroat at times as in heavy industry or the arms business, since the jobs and livelihoods of thousands of people can ride on a new contract or the results of a crop report. The struggle between companies to be the next producer of military field rations or the risks involved in producing a new snack food may seem trivial to Player Characters accustomed to armed combat, but to those involved, they are very serious matters.

Cawfee ◆

Cost:	5-50 per kilogram of ground beans
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Cawfee is Terra Nova's indigenous analog to Earth coffee beans as true coffee plants were never successfully adapted to the soil of the new planet. Cawfee's flavor is reminiscent of a mixture of dark cocoa and finely ground strong, black coffee beans with just a hint of cinnamon. Terranovans drink cawfee in many situations: getting up, going to bed, meeting with friends, enjoying a quiet night, etc. Cawfee can be served as-is or can be mixed with juices, alcohols and other infusions, depending on the desired effects.

The cawfee bean-fruit is known to contain small quantities of an amphetamine derivative. This chemical produces effects similar to those of caffeine in coffee. Amphetamine-free cawfee is sold in health food stores but has never gained popularity with the general public. Carbonated drinks based on cawfee extracts are also available for 1-2 marks/dinars per serving.

Octane Soft Drinks ◆

Mass:	0.5 per 0.5-liter bottle, 2 per 2-liter bottle kg	Cost:	0.6 per 0.5-liter bottle, 1.4 per 2-liter bottle
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Octane's "Fuel for Life" tag line has been used in the brand's advertising for close to sixty cycles, and the company's directors have given no hint that the slogan will be retired anytime soon. The soft drink brand is sold all over Terra Nova, and most flavors of Octane have been successful (the only exception being the infamous Octane Green and its alleged similarity in taste to transmission fluid). Octane commercially sponsors individual athletes and teams in sporting events, and is a major sponsor of the Ashanti 200 speedboat race on Lake Esperance.

Octane is sold by "color," each of which represents a specific flavor. Black is the commonly sold cola flavor, with the diet version known as Octane Gray. Octane Gold is a creme soda, Red is a fruit punch flavor and White is a clear citrus variety. The newest flavor in the series, Octane Blue, contains cawfee-bean extract and has become very popular amongst young drinkers.

Field Rations ◆

Weight:	1 per ration	Price:	5 per ration
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The bane of soldiers in the field throughout the ages, field rations have been known by such unflattering nicknames as "Rations Unfit for Dawgs" and "Meals Rejected by Everyone" (from MRE, or "Meals Ready to Eat" and variations). Field rations currently used in Terranovan armies are the same on both sides of the equator, the menus having been standardized back in the War of the Alliance. That their field rations seemed actually to have been produced during the War of the Alliance is a constant gripe among soldiers serving everywhere on the planet.

The ration is sealed in a heavy synthetic bag, which both resists tearing during shipping and mildew during storage (each ration has a shelf life of at least five cycles). Each bag contains an entree, two side dishes, a dessert and accessories, including freeze-dried cawfee, utensils and toilet paper. Most also include a stick of candy or chocolate. Field rations contain enough calories for half a man-day of general activity or a third of a man-day of heavy exertion.

Field rations are designed to be eaten cold if need be, but they may be warmed in the bag if a heat source is available (if no stove is around, placing a ration on an engine block for several minutes works quite well). Though they are generally shunned, there is a range of acceptance for the menu entrees in field rations, from the tolerable springer with rice to the universally despised barnaby and hopper loaf.

Churro Crisps ◆

Mass:	0.125 per bag kg	Cost:	1 per bag
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Churro Crisps are the inaugural product of SunHarvest Snacks, the new commercial snack food division of SunHarvest Bakeries of Fort James. Bags of these tortilla chips sprinkled with sugar and cinnamon disappear from shelves almost as fast as they are stocked, and SunHarvest Snacks is busily expanding its production lines to meet the demand.



A Night Out - 6.9.1

Unless all of the player characters in a party are college students, they are not likely to eat all their meals out of boxes or from the local Weird but Tasty™ outlet. A good meal at a nice restaurant can highlight an important or memorable event, whether it be a business luncheon, an intimate meal with a loved one or simply an enjoyable night on the town.

Several meals that player characters might enjoy are presented below, as well as a recipe for those characters who can cook and would like to try their hand at a simple dish.

◆ The Face of the Eel

Cost:	40
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This meal is a favorite amongst the sports fishermen who are lucky enough to catch river eels without serious injury. Those eels not kept intact as trophies are cleaned, and the flesh is grilled or broiled and is presented around the edges of a plate along with rice or a fern salad. The garnish in the middle of the plate is what gives the dish its name. After severing the head of the eel, the jaws are carefully cleaned, then folded open on the plate. Sweet berries are placed within the jaws and are eaten as a dessert, as a culinary metaphor for savoring the sweetness of conquering such a dangerous beast.

◆ Glass Shark Steaks

Cost:	150
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This is a dining experience to remember, not so much for the flavors of the meal as for the unique experience of eating something one can see through. Chefs prepare the flesh gingerly so that it remains as transparent as possible; it is then cooked with splashes of vinegar and saju oil. The flesh itself is somewhat grainy in texture, yet still has a pleasant taste. Due to the hazards involved in catching glass sharks, however, this dish is served very infrequently, and several restaurants have taken up the practice of booking reservations not for when the customer would like to eat but for when sharks have been caught by local fishermen.

◆ Open Shell Mud Crab

Cost:	350 +
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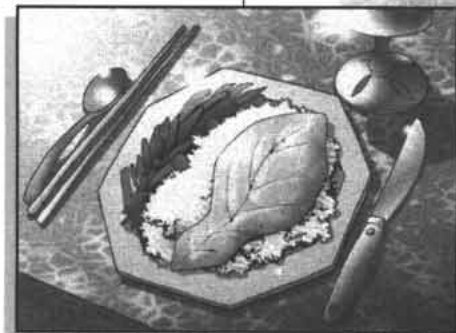
Giant mud crabs were the centerpieces of many a banquet in the Humanist Alliance, and chefs specializing in preparing mud crabs could command a handsome salary in any restaurant on the planet. Upon catching the crab, the flesh and organs were removed and cleaned, while the halves of the carapace were thoroughly cleaned and hollowed to turn them into serving trays. One half of the carapace would be filled with *hors d'oeuvres*, small fruits and other light foods.

It would then be presented to the guests early in the evening. While they were enjoying these appetizers, the other half of the carapace would be prepared to hold the main course of sautéed crab meat, with smaller shellfish and vegetables in bowls within the carapace. This second carapace would be replenished with fresh meat until no more was left. The presentation and method of preparation of the main course would often be the talk of the evening.

◆ Poached Emerva Fish

• 1 good-sized emerva (approximately 5 kg)	• 1/4 clove of garlic
• 250 mL of elohar white wine	• Saju oil
• Half a limefruit	• Spices
• 30 mL of crushed green jungle pepper	

This recipe is for the primitive emerva fish found in the lakes of the Yung An basin. Clean fish carefully. Remove abdominal feelers and head. Brush inside of fish with saju oil. Rub with finely cut garlic and green pepper. Do this carefully or the tender flesh will shred! Cut limefruit into thin slices and cover inside of fish. Close and lay fish down on aluminum foil. Sprinkle with wine and spices. Wrap fish in foil. Broil for one hour in preheated oven at 190°C. Serve on a bed of plain rice, and accompany with a tossed fern salad.



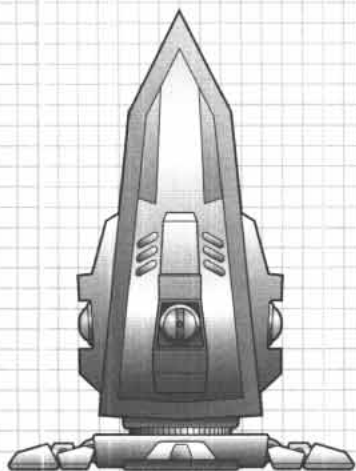


6.9 - SENSORS AND SURVEILLANCE EQUIPMENT

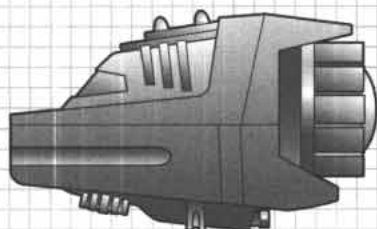
This section includes the more mundane sensing and surveillance equipment used by police, corporate and military personnel, and not the exotic and glamorous items like those portrayed in countless spy films. These items are in many ways more useful, precisely because they are quite common and easy to operate. Anyone can be taught how to use a camera or a bug detector in very little time, and a trained sensor operator can get a remote pod up and running in just a few minutes. Some simple items can also be used to defeat commonly encountered sensors, without having to waste valuable time or divert limited resources like the unit's only Black Box Iguana.



REMOTE SENSOR POD



REMOTE ECM POD



STILL CAMERA

Remote Sensor Pod ◆

Mass:	75 kg	Cost:	31,654
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A bomb-shaped field surveillance device designed to be dropped from an aircraft, a Remote Sensor Pod can also be used as a perimeter surveillance system at forward bases. Encased in a sturdy duranium shell, the base of the unit contains a battery that powers the pod for two weeks, with a sensor array and communication antenna on top. The pod is normally programmed to take readings from its passive sensor array and transmit the data to a remote operator, either on the ground or in the air. The pod's communication system is usually set to transmit only; if the operator wants to change the pod's settings (to switch to active sensors, for instance), he must send a signal to the pod to stop transmitting and await new instructions. The data streams from several pods can be sent to and compiled in the same system, providing the operator with a composite picture of the area under surveillance.

SILCORE Stats: Armor 5, Airdroppable, Autopilot, 2 x Sensors (+1, 2 km), 2 x Communications (+1, 10 km), No Engine, One-Way Communication, Sensor Dependent.

OGL Stats: Hardness 5, 20 hp, Limited A.I. (Dex0, Wis14, Cha0), GPS, High Rez Radar (2 km), Parachute, Tactical Radio, Infrared (2 km).

Remote ECM Pod ◆

Mass:	200 kg	Cost:	86,783
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The Remote ECM Pod is issued to forward infantry and armor units who do not have access to such ECM assets as White Cat or Black Box Iguana Gears. The pod consists of a three-sided planar array emitter that stands 1.5 m high, which has led to the device's nickname of "Obelisk." The emitter is connected by a 50-meter long cable to a remote control panel, to allow the operator to use the pod from a protected position. Up to three pods may be interfaced with the same control panel, to provide overlapping coverage and redundancy if the enemy has Sensor-Homing munitions. The Remote ECM Pod is usually only issued at the battalion level and higher, because most trained operators are already assigned to ECM Gears and command vehicles.

SILCORE Stats: Armor 5, Autopilot, ECM (3, 2 km), ECCM (3, 2 km), 2 x Sensors (+1, 2 km), 2 x Communications (+1, 10 km), No Engine, One-Way Communication, Sensor Dependent.

OGL Stats: Hardness 5, 20 hp, Limited A.I. (Dex0, Wis14, Cha0), ECM (Comm +3, Radar +3), GPS, High Rez Radar (2 km), Tactical Radio, Infrared (2 km)

Still Camera ◆

Mass:	1.2 kg	Cost:	75
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Made by several manufacturers, still cameras take digital pictures which are then saved as graphic files in the camera's memory (about half a terabyte). The camera is aimed by means of a small rear-mounted display. Basic image editing such as cropping and contrast adjustment can be done directly in the camera, but any significant enhancement or alteration must be done by a computer with a graphics software package. Still cameras are equipped with interface ports for this purpose, as well as to download images to a printer.



◆ Bug and Tracer Detector

Mass:	0.05 kg	Cost:	200
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About the size of a large pen, this device flashes a small light when it detects the signal of a transmitting bug or tracer (to a range of five meters). Dormant or deactivated bugs and tracers cannot be detected with this item, so activating a discretion device is a good idea even if no signal is picked up.

◆ Chemical Sniffer

Mass:	0.05 (small), 0.2 (large) kg	Cost:	20 (small), 250 (large)
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The chemical sniffer is a sampling and analysis device which “sniffs” for gases in the air at a distance of up to three meters (farther for large concentrations). The small version is about the size of a lighter and is usually hung from or clipped to a soldier’s load-bearing equipment. It is designed only to detect and warn of the presence of harmful agents in the atmosphere. The large version is a handheld unit that can detect a much wider range of gases and their concentrations. Any Physical Sciences test involving detecting and analyzing atmospheric gases receives a +1 modifier when using a large chemical sniffer (OGL: +2 bonus to checks).

◆ Mine Sensors

Mass:	7 (antenna), 4 (analysis unit) kg	Cost:	1000 (antenna), 350 (analysis unit)
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Mine sensors are a set of bulky equipment designed to recognize the presence of buried mines. Mines are detected by a handheld, low-power ground-penetrating radar antenna, which is powered by a backpack battery. The backpack also contains a dedicated short-range radio to an analysis unit, which interprets the data from the antenna and builds a return image from it, which is displayed either on a computer screen or a HUI monacle.

Scanning for mines is usually done by a two-man team, one of whom operates the antenna while the other operates the analysis unit. This allows each specialist to concentrate on his assigned task and also increases the safety of each teammate. Since they can work at a distance from each other, one specialist can still operate his equipment if the other triggers a mine or is otherwise incapacitated. If only one specialist is available and all of the equipment is functional, he can operate the entire set of equipment at a -1 modifier (OGL: -2 distraction penalty), since he has to split his attention between the two units.

SilCORE Stats: By spending one action, the team can look for mines by rolling the higher of their Electronic Warfare skills. The result is then compared to the detection Thresholds of all mines within 100 meters of the antenna. If the roll is greater than a particular mine’s Threshold, that mine is detected. If equal or lower, there is no result. Note that the mines are identified, not deactivated.

OGL Stats: The user can spend a full round action to look for hidden mines. This gives a +10 bonus to Notice checks for mines. Note that the mines are identified, not deactivated.

◆ Static Camouflage Netting

Mass:	8 per square meter kg	Cost:	60 per square meter
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Made of the same materials as vehicle camouflage netting, static netting is draped over tents and modular buildings to break up their silhouettes in the visible light and infrared bands, and can be mounted on poles much as a regular tent. Static netting is made in easily produced squares and rectangles and is thus substantially cheaper than customized vehicle netting.

◆ Jamming Grenades

Mass (kg):	0.5 kg	Cost:	150
Accuracy:	0	Damage Multiplier:	3/special
Range (m):	varies	ROF:	0

Originally appearing as an improvised device on airfields in the Badlands when Earth forces first landed on Terra Nova, this grenade consists of a bundle of flares and chaff cartridges mounted on a weighted base. The base also contains the firing mechanism, which is triggered when the base hits the ground. When the flares and chaff go off, they create a zone of sensor interference within its effect radius, equal to an Obscurement of 2 within 15 meters of the grenade (OGL: treat as a flashbang grenade). The grenade will last for one round (30 seconds) before the flares burn out and the chaff clouds dissipate.



Binoculars ◆

Mass:	1 kg	Cost:	50
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Computer-enhanced binoculars with range-finders are standard fare for officers. They can magnify up objects up to forty times at the touch of a button and give a rough estimate of the range (around 70% accuracy) using purely passive methods. Many models include motion dampeners in the basic package. Standard binoculars are about palm-sized.

Journalist VR Rig ◆

Mass:	0.5 kg	Cost:	300
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This lightweight head-mounted data recording apparatus transforms one man into a complete media team. Combining the function of binoculars, Head Up Display and video/trideo recorder, the rig allows hand-free use through auto-adjusting features and voice activated controls. The information recorded is stored on standard data disks which are held by a small unit clipped to the waist of the operator, generally in a discrete belt pouch hidden out of sight. This unit also contains the battery, which is good for about a day of continuous operations.

Nightvision Goggles ◆

Mass:	0.5 kg	Cost:	200
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Lightweight goggles equipped with a visual-enhancement system. They offer true sight by amplification of ambient light or through the use of UV. They are useless in pitch black darkness. Some very advanced (and expensive: triple price) models look like thick sunglasses.

Scrambling Device ◆

Mass:	0.01 kg	Cost:	700
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Built into a seemingly inoffensive piece of jewelry, the scrambling (or discretion) device is a broad band signal jammer designed to prevent unauthorized eavesdropping. The device generates electronic noise on ever-changing random bands, preventing everything but tight-beam transmissions from getting through. The scrambler can also be attached to a wall or window, vibrating it to prevent laser and touch sensors from functioning. Autonomy is limited (because of the high energy output) to 6 hours.

Thermal Goggles ◆

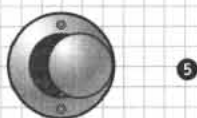
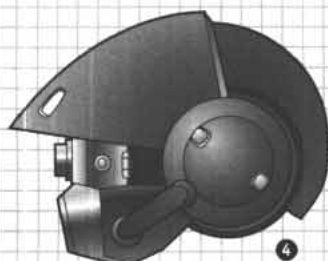
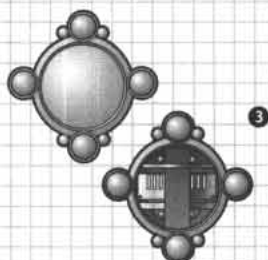
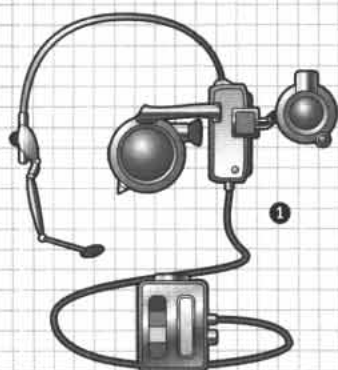
Mass:	0.5 kg	Cost:	100
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These are similar to the nightvision goggles except that they rely exclusively on infrared. These appear as moving patterns of various colors. Some practice is necessary before being able to correctly interpret the heat patterns. Also available in the same "sunglasses" model as the nightvision goggles, again at triple price.

Tracers and Bugs ◆

Mass:	0.001 kg	Cost:	150 ea.
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Improvements in electronics have made these nearly microscopic. A typical tracer or listening bug is about the size of a mosquito (the Earth variant, not the Terranovan) and can broadcast up to 5 km away, though it's easy to jam. The power cell can last for two months, though the internal memory only has room for a few hours' worth of information.





CLOTHING - 6.10

The old adage that “clothes make the man” is as true today as ever, and what a Player Character wears will affect the perception and reactions of the characters around him, depending on the place and situation. Someone wearing a dusty longcoat and wide-brimmed Badlands crusher is certain to be thrown out of a film premiere in Canterbury, but would likely not even draw a second glance in a bar in Khayr ad-Din.

◆ Rags

Rags are just that, garments that still have enough material and stitching left in them to protect the wearer's modesty, if only just. An observer might recognize the rags as once having been nicer clothes, but they are now soiled, torn and threadbare. With a little effort (and if he isn't particular about the smell), a character can recover a pair of badly torn pants, a soiled shirt and a pair of shoes with holes in them from any community's garbage dump for free.

◆ Inexpensive

These are clothes that you don't mind getting dirty, since they didn't cost very much to begin with. Inexpensive clothes are sold just about everywhere and are popular with students, low-income workers and families on tight budgets. Parents commonly buy inexpensive clothes for young children, who are just as likely to outgrow their clothes as wear them out. A pair of pants can be bought for 20 marks/dinars, while a package of three T-shirts costs 25 and a pair of ordinary shoes costs 20.

The reputation of Timmins as “the home of the cheap knock-off” has even extended to the clothing industry. Timmins is home to several manufacturers that produce articles that are obviously patterned after more popular styles and lines but are just different enough to avoid infringement lawsuits. Any piece of inexpensive, utilitarian, plain or formal clothing made by a Timmins-based company can be purchased at 40% to 90% of the cost for a name-brand version of the item. The character will likely be ridiculed for stooping so low as to buy such blatant imitations, but he may well not be able to afford anything else.

◆ Utilitarian

Utilitarian clothes are made for function rather than fashion. They are made from fabrics that resist tearing and abrasion, and purchasers will often get a cycle or longer of good use from them before they wear out. The brand names of such clothes often become household words.

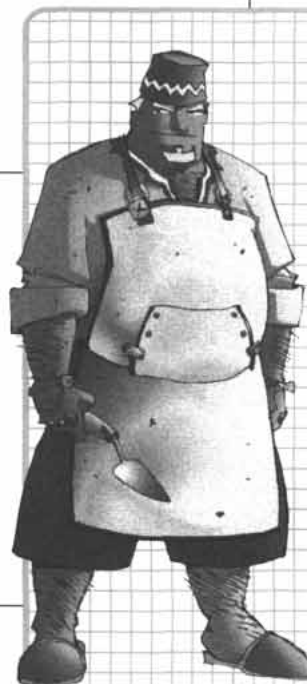
Athletic clothes are a specific type of utilitarian clothes. While the gaudy symbols and flashy colors of athletic wear can be annoying at times, they are still designed to stand up to prolonged periods of heavy exertion and will last as long as other clothes when worn during moderate activity. A pair of denim jeans costs 40 marks/dinars, and a soccer shirt costs 25. A durable pair of athletic shoes costs 40 marks/dinars, while a pair of deep-tread work or hiking boots costs 55 marks/dinars. Sweat pants can be purchased for 20 marks/dinars, and a comfortable sweatshirt costs 25.

Some everyday clothes are similar to their more expensive counterparts, but their useful life is much shorter. They are made of less durable fabrics, are stitched with poor quality thread or were simply not designed to take a great deal of wear and tear. Cheap versions of utilitarian clothes cost two-thirds of the name-brand versions above, but will generally fall apart after one or two seasons.

◆ Plain

Plain clothes are hardly that at all, representing a wide range of casual and semiformal clothes that are worn every day at the workplace by plainclothes police detectives, mid-level managers and the like. This category represents what most Terranovans wear to work.

A typical business suit for both men and women comprises a business coat (for 150 marks/dinars), a pair of slacks or a skirt (for 40 marks/dinars), a long-sleeved shirt (between 25 and 75 marks/dinars, depending on the style and the fabric) and a pair of dress shoes (for 50 to 150 marks/dinars). Depending on the store the suit is purchased from and the brand name of its manufacturer, these prices can fluctuate from 90% to 140% of list.



INEXPENSIVE CLOTHING



UTILITARIAN CLOTHING



Uniforms ◆



UNIFORM

Any group or organization that wishes to project a common image amongst its members will usually invest in uniforms. Civilian work uniforms are usually provided to an employee as long as he works with a company, and usually consist of a matching shirt and pair of pants. Wealthier, image-conscious companies will have a whole range of matching uniform pieces, including caps and coats, which are also provided at no charge to their employees. Uniforms for other private institutions such as schools, however, must usually be privately purchased (use the prices for plain clothes, previous page).

Military dress uniforms are in a way a form of advertising for the armed service in question. When possible, dress uniforms are tailored for the wearer. A dress uniform consists of a dress coat, long-sleeved shirt, shoes and trousers. Rank insignia, service ribbons and other accessories are issued at no charge, but they can also be purchased through specialty stores to replace damaged or lost items. These same stores also sell replacement articles for dress uniforms, at the same prices as plain clothes.

Military fatigues are produced in a variety of patterns and schemes, and in theory soldiers will be issued fatigues appropriate to the area in which they are deployed. As shown during the Interplanar War, though, theory has little to do with practice, since many Northern units deployed to the Free Emirates had to fight in a jungle environment in Northern temperate pattern fatigues. A new fatigue coat and pair of pants each sell for 25 marks/dinars, while a new pair of combat boots will go for about 60 marks/dinars and a neutral colored short-sleeved shirt costs 10 marks/dinars. Both military dress uniforms and fatigues are issued to enlisted personnel at no charge, but officers must pay for theirs, either by deducting the amount from their paychecks or out of their own pockets.

Used, surplus and irregular fatigues are a popular choice for those looking for durable, inexpensive clothing, and are readily available for purchase at costume shops and surplus outlets. Surplus fatigue articles are available for sale at 40% to 90% of the price of new articles.

Formal Wear ◆

The modern descendants of the tuxedo and the cocktail dress, these are the clothes worn to special events and ceremonies, from weddings to high school proms to theater openings and other "black tie" events. A man's formal dinner suit can be purchased for 350 marks/dinars, while a woman's evening gown can be purchased for 100-500 marks/dinars. Shoes to go with such garments usually cost 80 marks/dinars for both men and women. If the character only wishes to rent such a garment for a specific occasion, a night's rental is 20% of the cost of the garment.

Elegant ◆

Elegant clothing is not much more stylish or fashionable than more ordinary clothes, but they are specifically chosen to enhance the highlights and subdue the imperfections in a person's appearance. Specialty clothiers can be found in every city-state, and will work with the customer to select the best choice of fabric, cut and accessories for a given ensemble. The outfit is then tailored to best fit the customer, with alterations made on a scheduled basis or as required. Characters with an average to good income are likely to have one or two elegant sets of clothes in their wardrobes.

Elegant forms of both plain and formal clothing usually cost twice the price of the "off-the-rack" versions. Some civilian uniforms are also purchased as elegant clothing, especially for elite private schools and colleges. The price increase is due to the higher cost of the articles in general, but also includes the costs of tailoring and other adjustments.

Fashionable ◆

Elegant clothing is as high on the fashion ladder as most characters are likely to get, though it is more than enough for most Terranovans. Combinations of fabric and cut become very distinctive at this level, and a fashion-conscious character can spot someone wearing Wallace or Sezanti at thirty meters. Characters are likely to find clothes from these designers in specialty clothing or high-end department stores, although the most popular labels will also operate their own boutiques. Fashionable forms of plain and formal clothing are available at three to four times their list price for a minor label, and the price increases dramatically if the clothes are produced by a world-renowned designer.

High Fashion are the clothes people love to talk about, even if they never get the chance to wear them. Clothes in this category are usually beyond the means of most Player Characters.



FORMAL WEAR



ELEGANT CLOTHING



PROTECTIVE & SPECIALIZED CLOTHING - 6.12

A variety of clothing and survival suits is readily available on the market. Each of these suits protects against a specific environment and can be combined with other suits (as well as armor — see page 84) for 1.5 times the total costs of all suits and armor. Some more fashionable clothes and suits are often available, with prices ranging from 75% of regular price (for propaganda-driven uniforms or other advertising clothes) to as high as 500% of the basic price tag (for high society clothes or elite uniforms). Local market conditions can also affect cost.

◆ Stealth Suits

Mass:	7 kg	Cost:	40,000
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This is an indispensable piece of clothing for the modern field agent. Stealth suits are designed to muffle the wearer's heat signature and movement noise, and the suit's many pockets are fastened with old-fashioned plastic buttons to avoid the noise of zippers or dual-part tape fasteners. The fabric of the suit contains a weave of the same polymer as the stealth helmet to break up the wearer's sensor signature, and the neutral color of its fabric is designed to blend in with the wearer's surroundings. Stealth suits grant a +2 modifier (OGL: +4 bonus) to all Stealth and Camouflage tests the wearer must make.

Several military, intelligence and corporate forces produce unique types of stealth suits to satisfy their own requirements; examples are found in the **United Mercantile Federation Leaguebook**, p. 79 and the **Mekong Dominion Leaguebook**, p. 87.

◆ Explosive Ordnance Disposal Suit

Mass:	12 kg	Cost:	6000
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This is a specially modified suit of turtleshell armor (see *Combat Armor*) for Explosive Ordnance Disposal specialists. The standard turtleshell helmet retains its integral communicator, but its visor is removed and replaced by a reinforced transparent polymer faceplate (SilCORE: Personal Armor Value 25, OGL: Hardness 10). The respirator connections in the helmet are also modified to attach to an air tank that is worn on the specialist's back. The turtleshell plates are covered with padding, both to reduce any vibrations caused by movement and to absorb some of the impact of a detonation.

A pair of reinforced gloves is also issued with the suit. Many EOD specialists, however, find that they require a finer touch than the gloves will allow, and will work on a bomb with their bare hands.

◆ Electrician's Suit

Mass:	5 kg	Cost:	600
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Sometimes referred to as "electric turtleshell," an electrician's suit consists of several nonconductive, brightly colored polymer body plates over a grounded bodysuit. The bodysuit contains a heat exchanger and fluid weave similar to that in a desert suit, allowing the electrician to work comfortably for long periods of time. Granting a general Armor Value of 10 (OGL: Hardness 5), the suit provides a Personal Armor Value of 40 (OGL: Hardness 20) against electrical attacks only. The suit also includes a nonconductive helmet with a clear faceplate.

◆ Racing Suit

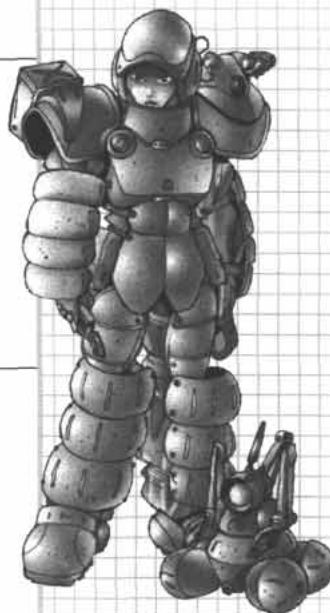
Mass:	4 kg	Cost:	200
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Designed to protect the wearer from flying debris and burns, racing suits are usually covered with corporate emblems and slogans as sponsors take the opportunity to advertise on a racer's body. Racing suits also incorporate desert suit technology to keep the wearer comfortable. The suits are fireproofed (SilCORE: treat as Armor 20 against fire attacks, OGL: Hardness 10 against fire only) to protect against burning fuel in the event of an accident and provide a general Armor Value of 10 (OGL: Hardness 5).

A standard "brain bucket" helmet (SilCORE: Armor Value 10, OGL: Hardness 5) is included, though when possible racers will use the more advanced helmets used by Gear pilots.



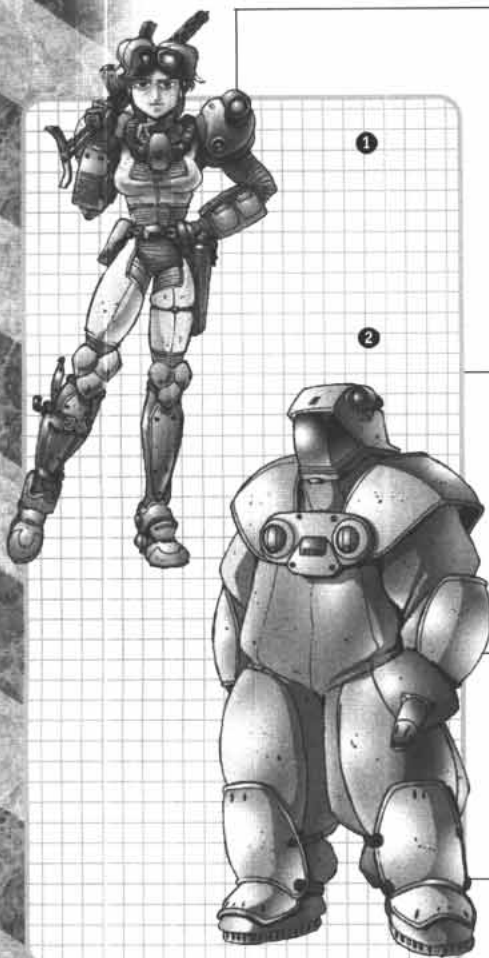
STEALTH SUIT



EXPLOSIVE ORDNANCE DISPOSAL SUIT



6



Desert Suit ◆

Mass:	5 kg	Cost:	200/250
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A skintight, synthetic polymer suit equipped with a heat exchanger at the belt. A special fluid flows through thousands of small tubes woven between the inner and outer layers of the suit, removing body heat through the heat exchanger. It's commonly worn by the inhabitants of the Badlands. The suit does not provide any significant protection against weapon fire, although it can be worn under any type of armor. The coolant fluid is non-toxic, even if splashed over open wounds, but is not potable. Some suits are specially designed to protect against dry environments, and can recuperate and distillate lost bodily fluids (+50 to cost). With such a suit on, a man can comfortably function in up to 50 degrees Celsius environments with a minimum daily water ration of 250 ml.

Diving Suit ◆

Mass:	10 kg	Cost:	500
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A skintight suit of rubber-like synthetic material equipped with a transparent face plate. A small gill unit attached to the face plate extracts oxygen from the water and contains an emergency five-minute air supply in case the gills break down. The suit offers some thermal insulation (as low as -5 degrees Celsius without suffering from hypothermia). Neither the suit nor the face plate provide any significant physical protection. Maximum diving depth is around 200 meters.

Fire Suit ◆

Mass:	6 kg	Cost:	800
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Fire suits are designed to protect the wearer against high temperatures (up to 1000 degrees Celsius) and resist damage done from fire sources; consider the suit as having an Armor rating of 40 against fire attacks only (OGL: Hardness 10 vs. Fire attacks). It includes a gas mask and air coolant unit.

NBC Suit ◆

Mass:	12 kg	Cost:	1200
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NBC suits, also called environment suits, are sealed garments designed to protect the wearer against the effects of NBC (Nuclear, Biological and Chemical) warfare. They are self-contained environments that shield a trooper for up to 12 hours without external supplies. Each suit contains a small medical kit which contain the antidotes to the most common chemical and bacteriological weapons. The suits are quite cumbersome to wear and very tiring to fight in: they have a -1 encumbrance penalty, cumulative with any armor worn.

Vacuum Suit ◆

Mass:	10 kg	Cost:	10 000
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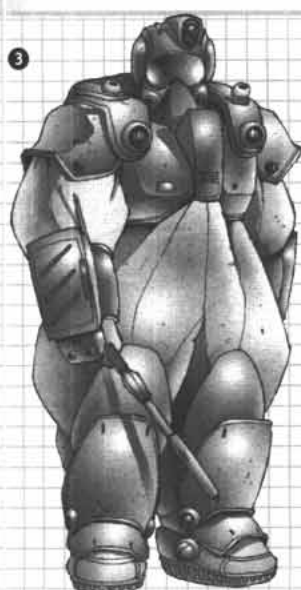
Vacuum suits, the most complex and cumbersome of survival suits, allow a person to survive in a vacuum. These suits are made of a self-sealing material that will repair a hole of up to 0.5 cm in diameter in one round. The air and power reserve usually contains up to six hours' worth. They offer total insulation against cold, and will enable the wearer to comfortably withstand temperatures of up to 250 degrees Celsius. They also count as sealed against NBC effects. Vacuum suits are cumbersome and impose a -1 encumbrance penalty, cumulative with any armor worn.

Winter Suits ◆

Mass:	6 kg	Cost:	250
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Winter suits are insulated and internally heated to offer complete thermal protection for a period of up to 12 hours. After this period, it will allow the wearer to comfortably withstand temperatures as low as -30 degrees Celsius.

3





Light Armor - 6.11.1

News reports featuring law enforcement or military personnel in full riot gear have unfortunately become all too common on Terranovan newscasts. While this equipment does provide some physical protection from improvised weapons, its main purpose is to increase the protected areas surrounding the soldier or police officer. Riot shields and armor blankets also provide instant cover to the injured or to unlucky individuals caught in the middle.

◆ Leather Duster

Mass:	5 (barnaby), 4 (tamaru) kg	Cost:	400 (barnaby), 300 (tamaru)
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This archetypal garment of the Badlands is not usually considered armor, but dusters made from tanned barnaby or tamaru hide do provide considerable protection. Commercially produced dusters are available for purchase in the city-states, but somehow they don't look "right;" handmade dusters are very common in the Badlands proper. The hem of commercial dusters tends to end halfway down the calf, while handmade dusters reach anywhere between the knee and the ankle. Due to the tough hides used, barnaby dusters have an Armor Value of 10 and tamaru dusters have an Armor Value of 7.

CEF Armored Longcoat

Mass:	4 kg	Cost:	300
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Although it provides significant protection (Armor Value of 20), almost all Terranovans shun this garment, because it is the standard field coat for officers of the Arthurian Korps. The coat features an unusually high collar, which contains the antenna for an integrated communicator. This communicator is similar in performance to Terranovan personal communicators, with a range of ten kilometers and a Communications rating of -2.

The high collar is also presumably to protect the neck and base of the skull from shell fragments. Very few Earth officers have been observed wearing combat helmets, though, and it is just as likely that this is just a styling choice, to recognize officers easily.

◆ Riot Faceplate

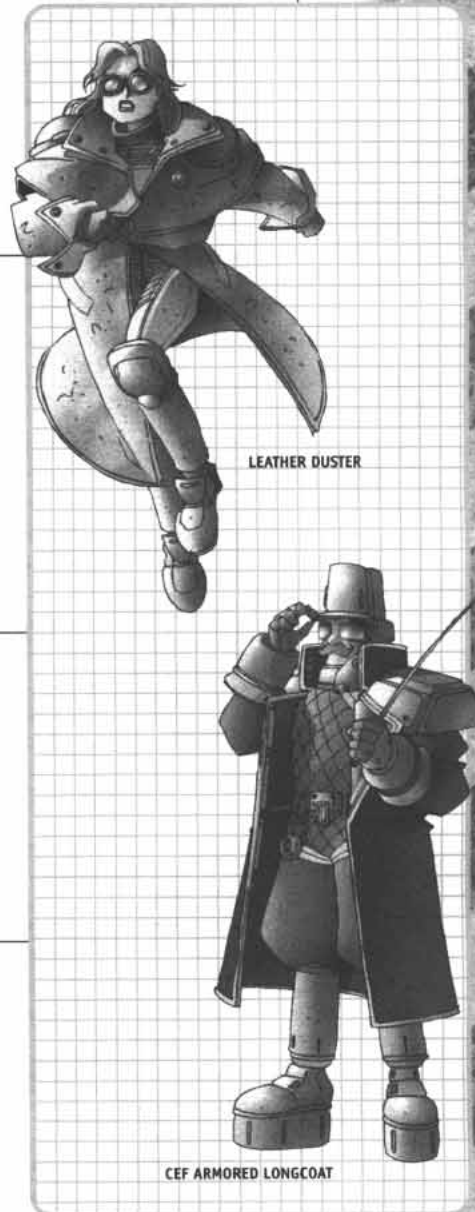
Mass:	0.1 kg	Cost:	50
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This transparent polymer faceplate can be clamped to the rim of any combat helmet. The clamp has a hinge built into it, so that the faceplate may be raised up and away from the wearer's face. Faceplates provide Armor +5 (OGL: Hardness +2) to any attacks to the front of the head, in addition to the helmet's inherent Armor Value. Faceplates cannot be worn with turtleshell helmets. Some police departments use faceplates that are tinted quite dark, to obscure the wearer's face and make him seem more intimidating.

◆ Riot Shield

Mass (kg):	2 kg	Cost:	200
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Riot shields are rectangles of transparent polymer 1.5 meters high by .5 meters wide. A large stripe with the word "POLICE" or the local equivalent is painted on the outside, while two straps fastened to the inside allow the officer to wear the shield on one arm. A 10 cm slot is cut out of the shield, so that the officer may bring the shield up to protect his body and still see and, if need be, point a weapon through the slot. If he is wearing the shield on his arm, an officer can only wield a pistol. (SILCORE: Accuracy -2, DM AD+5, Parry +3, Shield 20)



LEATHER DUSTER

CEF ARMORED LONGCOAT

□ OGL Stats

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max. Dex Bonus	Armor Penalty	Speed (30 ft.)
Tamaru Leather Duster	Impromptu	+1	+1	+8	-0	30
Barnaby Leather Duster	Impromptu	+2	+1	+8	-0	30
CEF Armored Longcoat	Tactical	+4	+1	+5	-2	30
Riot Shield	Shield	+4	+1	-	-1	-



6.11.2 - Combat Armor

Personal armor has been worn by troopers since the dawn of war. Armor is divided into three categories: light flak, heavy flak and turtleshell. Because of the huge diversity of models available, no specific model has been described. The Armor rating listed is the maximum rating for the specific category — some armor may have less.

As a rule of thumb, only the lightest personal armor may be concealed under normal clothing. The chance of someone noticing is dependent on a number of elements (lighting, awareness, clothes, time of day, etc.) that are impossible to accurately summarize in a few modifiers. The Gamemaster must make a judgment call. The number listed in the Encumbrance column of the table is a penalty applied to physical actions while wearing the armor. Custom-fitted armor reduces this penalty by one, but it costs five times more and can only be worn by the person for which it is fitted.

Light Flak: Light flak consists of thin bulletproof clothing that resembles normal combat fatigues. It is made of composite synthetic fibers interwoven with alloy threads. The material is supple at all times except when hit with a blow; it then distributes the impact throughout its fibers.

Medium/Heavy Flak: These are bulky suits of flexible body armor worn over normal combat fatigues. Both are slightly heavier and work on the same principle as light flak armor, but are stronger and more durable. Hard plates are often incorporated in the torso area of heavy armor.

Turtleshell Armor: The last type of personal armor is the "turtleshell," a nickname for full suits of antiballistic polymer or composite plates. Turtleshell armor often includes attachment points for respirator masks and radio equipment. Its component plates are light but damage resistant. They are designed for optimum comfort and mobility without compromising too much on protection. However, turtleshell still restricts the wearer's movements and is tiring to wear over extended periods of time.

SilCORE: Personal Armor Stats ☐

Body Armor	Mass (kg)	Cost (Mark/Dinar)	Armor	Encumbrance	Concealable
Light Helmet	1	20	5	0	somewhat
Helmet	2	40	10	0	no
Light Flak Vest	1	100	15	0	yes
Light Flak Suit	2	150	20	0	yes
Medium Flak Vest	3	250	25	0	somewhat
Medium Flak Suit	4	400	30	0	somewhat
Heavy Flak Vest	6	600	35	-1	no
Heavy Flak Suit	8	900	40	-1	no
Turtleshell	10	5000	60	-2	no

OGL: Personal Armor Stats ☐

Armor	Type	Equip. Bonus	Nonprof. Bonus	Max. Dex Bonus	Armor Penalty	Speed (30 ft.)
Light Armor						
Light Helmet	Concealable	+1	+1	+8	-0	30
Helmet	Tactical	+2	+1	+8	-0	30
Light Flak Vest	Concealable	+3	+1	+6	-0	30
Light Flak Suit	Concealable	+4	+1	+5	-1	30
Medium Armor						
Medium Flak Vest	Concealable	+5	+2	+4	-2	25
Medium Flak Suit	Concealable	+6	+2	+3	-3	25
Heavy Armor						
Heavy Flak Vest	Tactical	+7	+3	+1	-5	20
Heavy Flak Suit	Tactical	+8	+3	+1	-6	20
Turtleshell	Tactical	+12	+4	+0	-8	20

Light Helmet: A light helmet may be concealed under other headwear but grants a +4 bonus on Spot checks to notice it.

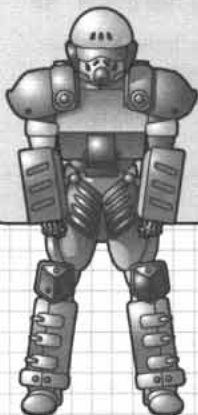
Medium Flak Vest: A medium flak vest grants a +6 bonus on Spot checks to notice it when concealed.

Medium Flak Suit: A medium flak suit grants a +8 bonus on Spot checks to notice it when concealed.

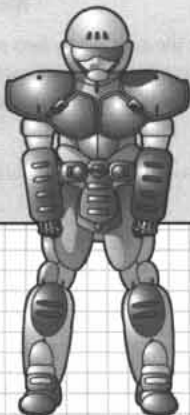


National Armor Designs - 5.6.6

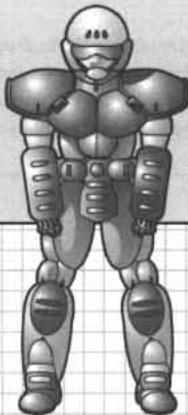
▼ Turtleshell



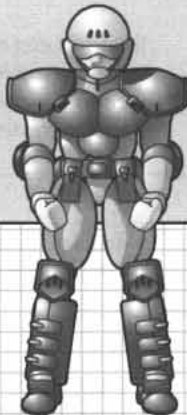
▼ Heavy Flak



▼ Medium Flak

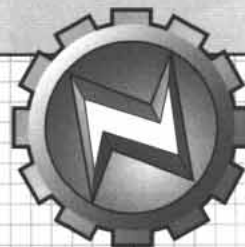


▼ Light Flak

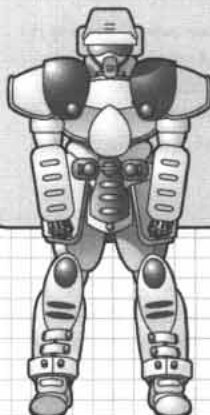


Northern Guard

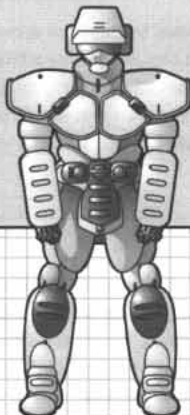
Northern troopers are equipped with the Mk 23 family of personal armor. The Mk 23 is a modular system that allows pieces of various armor toughness to be used together. Only the hard shell armor suit (nicknamed "turtleshell" by soldiers) has its own specialized components, though it shares the same undergarment as the Mk 23 series.



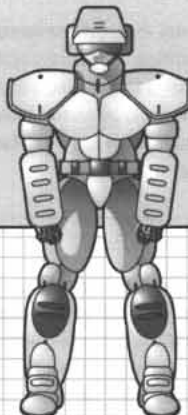
▼ Turtleshell



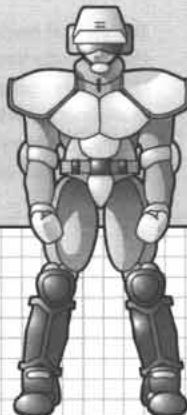
▼ Heavy Flak



▼ Medium Flak

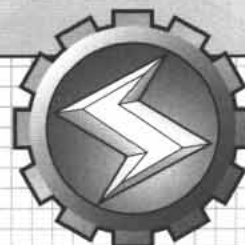


▼ Light Flak



Southern MILICIA

The SPMF (Système de Protection Modulaire de Fantassin) armor suit is comparable to the Northern Mk 23 both in conception and protection factor. It features the same level of modularity but is slightly lighter due to the greater proportion of ballistic polymer used in its construction. It lacks some of the Mk 23's flexibility, however.



Layers and Scratchbuilt Armor ◆

Players may want extra layers of protection between them and their opponent's weapons. The Armor rating of all armor worn is added together. The trade-off for this is a quick escalation in mass and encumbrance. Mass is added together, while the worst Encumbrance value is multiplied by (1.1 x number of layers), rounding up to the nearest whole number (minimum penalty of -1). Layered armor may prove to be more of a hindrance than a life saver.

When desperate characters build armor from scratch, the GM must ascertain how much material is actually useable as armor; a damaged suit of armor will provide an amount of Armor points equal to the proportion of the armor that is salvageable. If working with a bunch of raw metal, composite, etc. the GM must make a judgement call based on the tools available and the condition of the scrap parts.

The Player must state how long he intends to work on the armor; if interrupted beforehand, the amount of armor actually available is proportionate to the amount of time actually spent. Upon completion (or interruption) the Player makes a Tinker Skill test against a Threshold of 3. If the roll is equal to or less than the Threshold, the scratchbuild is ineffective and will slow the character down more than protect him. The formula below is applied with a maximum final Armor value equal to the sum of base Armor points available.

Final Armor Value = Tinker MoS x (square root of intended work time in hours) x 1/4 base Armor available x time available (hrs)



6.11.3 - Headgear

A number of protective devices for one's head are available. Many combine their defensive function with the sensitive electronics that are used to pilot a vehicle.

Aircraft Pilot Helmet ❶

The aircraft pilot helmet is very similar in design to the one used by Gear pilots. It shares the built-in holographic HUD and communication equipment but includes additional life support features. The primary connectors for the life support system are located to the front and sides of the helmet, while the data connectors plug into the side sockets.

Cap ❷

A cloth cap, usually decorated with insignias and patches. It is useful to provide insulation by minimizing the loss of body heat through the head.

Combat Helmet ❸

This type of helmet is worn by virtually all infantrymen. A sturdy shell of reinforced polymer houses a complete combat communicator and a combat microcam to relay information to the squad leader. The helmet also include a laser-crystal visor and ear baffles to protect the wearer's senses.

Demolition Specialist Helmet ❹

This piece of headgear was especially designed to meet the needs of demolition experts working in the field under hard conditions. The lightweight unit contains a voice-activated military communicator which is equipped with a throat mike with discriminating circuitry to allow clear communication at all times. Likewise, the audio protectors have similar filters designed to protect the ears while still allowing the operative to hear normally. The face plate is a tough, shatter-proof polymer designed to protect the face and eyes from shrapnel.

Gear Pilot Helmet ❺

The helmet of a Gear pilot is an important part of the man/machine interface. In addition to its protective function, the armoplast shell houses a laser-crystal screen to feed the pilot information treated by the CPU's visual sub-processor, enabling him to "see" outside the cockpit. The helmet also contains some communication equipment and a gas mask. Some advanced versions replace the laser-crystal screen by a more complex full immersion projection system which provide the pilot with an unequaled view of the outside. Although the system is bulkier and tiring for the eyes, the quality of the virtual environment allows more information to be processed in a shorter time, a useful characteristic for test pilots struggling with new machines. The helmet also contains communication equipment and the standard gas mask.

Hat ❻

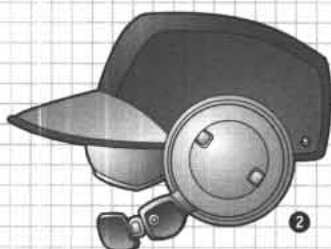
One of many varieties of hats, this garment protects the head against sunstroke and cold alike, both of which are common dangers in the Badlands.

Strider Crew Helmet ❼

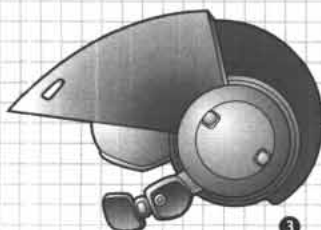
The strider crew helmet is a sturdy contraption made of carbon-reinforced armoplast. The unit features a standard personal communication rig and an air filtration unit, should fumes enter the strider's crew compartment. Both systems, although fully independent, are usually connected to the strider's own internal systems. Data and clean air feeds are provided by twin polymer hoses which connect to sockets located to the front and sides of the helmet. The face plate houses a standard holographic HUD, displaying battle information right in front of the crewman's eyes.



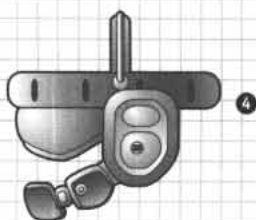
❶



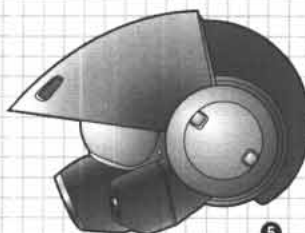
❷



❸



❹



❺



ANIMAL EQUIPMENT - 6.12

People accustomed to reliable mechanical technology will often overlook the usefulness of a trained, healthy animal. Working a farm and just getting around is more efficient and quicker in a truck, but a mature barnaby can handle rougher terrain and repair itself. Gamemasters would do well to remind their Players of the utility of animals if their characters lack the technology they are accustomed to.

The maximum mass any animal can carry is equal to the lowest value in the Weight Equivalent column of the Attribute Description Table for a given Strength Rating (OGL: see the STR table in the core d20 rules). For instance, an average barnaby with a Strength of +4 can carry a mass of 140 kilograms on its back without risk of injury. Animals use the same rules as vehicles for towing.

Animal Armor ◆

Training an animal can involve as much time and effort as training a human being, and it is the best interest of organizations that use animals to protect their investments. Suits of armor have thus been produced for animals who are used in high-risk situations. Armor is available in as many degrees of protection for animals as for humans and is made from exactly the same materials. Animal armor is also made to provide the same degree of coverage as human armor; animal "vests" cover the creature's torso and full suits include the limbs. Helmets are also acquired separately as appropriate.

The mass and cost of a piece of animal armor is equal to $(10 + \text{Build}) \times 15\%$ of an equivalent piece of human armor. For example, a full turtleshell shell suit for a tamaru (Build of +9) costs and weighs 285% of the human version of the suit, or 28.5 kilograms and 14,250 marks/dinars. Such a suit provides a Armor Value of 60 to reinforce the tamaru's naturally tough hide.

◆ Tack (Animal Riding Kit)

Mass:	Equal to Build of animal kg	Cost:	$20 \times (10 + \text{Build of animal})$
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This includes a bit, bridle, reins, saddle blanket and everything else needed for a human to comfortably ride a large animal like a barnaby. Tack sets do not include saddles, which must be purchased separately. Different sets of tack must be produced for each species of animal, unless a character wishes to make a Tinker test versus a Threshold of 3 to adapt the equipment. This equipment is usually only produced for animals with Builds of +3 or higher.

◆ Saddles

Mass:	10 (riding), 5 per 100 kg capacity (pack) kg	Cost:	250 (riding), 25 per 100 kg capacity (pack)
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Saddles are usually made from tanned barnaby or tamaru leather, but examples made of synthetic fibers or other manmade materials are seen occasionally. Riding saddles allow one or more people to ride an animal, while a pack saddle is used to store cargo for transport (essentially an animal backpack).





6.13 - WEAPONS OF TERRA NOVA



Arms production has been big business throughout human history, and this is no less true on Terra Nova today. As the polar powers rearm and reequip after the losses of the Interpolar War, the arms industry is flourishing as never before.

Riley Weapons Systems of Fort William is the premier weapons manufacturer of the North and has a deserved reputation for quality. Riley's M222 light autocannon for the Hunter series of Gears, in fact, proved so reliable and easy to maintain that Paxton Arms produces the Riley design under license, both for their own Warrior series of Gears and for export to customers in the South.

As well as being the South's premier Gear manufacturer, Territorial Arms is also the primary manufacturer of all small arms and support weapons used by the Southern Republican Army. The MILICIA, however, only gets a small fraction of Territorial Arms' production output, and companies such as Sepeca and Dartand have become the MILICIA's primary munitions suppliers.

Smaller arms companies have become quite successful by catering to markets that the large manufacturers do not or cannot exploit. Socorro Arms, another company based in Fort William, has made a name for itself by producing high-quality weapons for the civilian market. Socorro's line of hunting rifles and sidearms has become quite popular in the Western Frontier Protectorate, because of both the dependability of the weapons and Socorro's shrewd advertising campaigns.

None of these companies, however, could match the sales figures or political clout of Paxton Arms. For every commercially successful weapon design produced by polar arms manufacturers, Paxton had produced and sold three or four. Paxton sales representatives could, with some justification, say that Paxton products were in use by every armed force on Terra Nova.

6.13.1 - Small Arms Ammunition

The statistics presented for small arms in this Equipment Catalog assume the use of standard ball ammunition. Since so many different weapons shoot the same few kinds of bullets, the following chart combines the most popular ammunition types. The prices below are wholesale prices to dealers and government agencies; the retail price is usually twice as much.

• 6mm Pistol: Mass: 0.22 kg per box of 50, Cost: 6/box	• 9mm Pistol: Mass: 0.6 kg per box of 50, Cost: 7.5/box
• 11mm Pistol: Mass: 1.1 per box of 50, Cost: 9.5/box	• 13mm Pistol: Mass: 0.75 kg per box of 20, Cost: 5/box
• 5mm Paxton Rifle: Mass: 0.15 kg per box of 20, Cost: 5/box	• 7mm Rifle: Mass: 0.3 kg per box of 20, Cost: 6.5/box
• 9mm Heavy Rifle: Mass: 0.65 kg per box of 20, Cost: 11.5/box	• 10mm Northco Heavy: Mass: 1.23 kg per box of 20, Cost: 23/box
• 15mm Riley Ball: Mass: 1.22 kg per box of 10, Cost: 50/box	• 15mm Riley Discarding Sabot: Mass: 1 kg per box of 10, Cost: 100/box
• 25mm Riley Light Cannon: Mass: 4.4 kg per box of 10, Cost: 135/box	

Other types of ammunition are available, examples of which are given below. The rules for nonstandard ammunition are more fully described on the next page. Other ammunition types are not generally available on the open market for small arms. A wide range of ammunition types is available for shotguns, however, and is discussed separately.

Boosted Damage rounds include such types as hollow-points, wadcutter and other bullets designed to increase the damage inflicted upon the target.

Boosted Range ammunition contains a more energetic propellant charge, giving the bullet a higher muzzle velocity. Although Boosted Range ammunition is common, not every weapon is designed to handle the stresses and pressures generated by the propellant. Weapons that can accept Boosted Range ammunition are 10% heavier than standard versions and are 10% more expensive.

Paint rounds are commonly available. They are usually used by police and military units for training exercises, but they are also sold to urban combat halls for civilians who want to play war.

Subsonic ammunition, for use with suppressed weapons and for those who simply wish to fire a less noisy round, are described separately under section 3.10.2, *Sound Suppressors*.

6.13.2 - Ammunition Types

Many weapons can fire special ammunition types that are not in standard, everyday use. The list below offers various ammunition types and their game effects, along with the weapons that can fire them (note that lasers and energy guns cannot use these for obvious reasons). Ammunition designed for one weapon class will not fit another. A cost multiplier is listed under each ammunition type. This cost is applied to the cost of the ammunition, but not to the weapon.

**Area Effect** ◆

(Cost x 15): This type of ammo delivers a high concussion blast and/or scatters shrapnel around when it detonates. It gives the weapon an AE of 0 (if the weapon already has an Area Effect, add one to its radius). The damage in this additional zone is half the weapon's normal damage. All normal area effect rules otherwise apply. (OGL: see core d20 rules for specialty ammunition rules.)

Fragmentation ◆

(Cost x15): Frag ammunition, often known as shotgun rounds, fires multiple small projectiles (most often flechettes) instead of a single large warhead. This makes them more efficient against soft targets and reduce the need for aiming, but it also reduces the damage caused by each attack. In game terms, the attacker adds a +1 modifier to his attack roll, halves the Damage Multiplier, and adds +2 to the weapon's effective ROF. However, the weapon cannot walk its fire or saturate an area unless it has +1 or better ROF without the fragmentation ammunition.

Non-Lethal ◆

(Cost x 1): This is used for crowd-control or police operations, when it is important or desirable to keep the casualties to a minimum. Shells are built around either rubber bullets or low-velocity plastic projectiles that deploy "arms" to distribute the impact across a larger surface. Non-lethal ammo has no penetration power and thus no effect against armor of any kind.

When hit, use one-tenth of the weapon's Damage Multiplier (rounded up) plus the MoS of the attack as a Threshold for a Health roll against unconsciousness. If it fails, the target is automatically unconscious for a number of rounds equal to the MoF of the Health test. In addition, if the roll fails by between 4 and 6, the subject gains a flesh wound; if by between 7 and 9, a deep wound. If the Build roll is failed by 10 or more, the target is dead. Once this period has passed, another Health test must be made every turn to regain consciousness. The Threshold is the same as before, but goes down by one after each failure to regain consciousness. Only pistols, machineguns, light rifles; other direct-fire weapons are just too powerful.

Paint ◆

(Cost x1): The shells are pellets of brightly colored paint (practically any color can be ordered, though day-glo tones are preferred). Paint ammo cause no damage and is used for training — although some have found some more ingenious combat uses for it. The paint is generally water-soluble. Observers have a visual spotting bonus equal to the MoS of the painting attack when trying to visually spot a target that has been hit by paint ammunition. Only the highest MoS is ever used — multiple hits are not cumulative.

Tracer ◆

(Cost x1): These have a tiny back-mounted flare that allows the firer to follow them in flight to improve his aim. They are mostly used in automatic weapons to "lead" the burst to the target. When used at night, tracer ammo gives a +1 bonus to both Walking Fire and Saturation Fire attempts. This, however, makes the firer plainly visible to all within LoS (-1 to all defense rolls, cannot hide).

Armor-piercing ◆

(Cost x 5): The shell is highly efficient when penetrating armor, concentrating all its energy on a single point to enhance its force. The target's base Armor, if any, is halved to determine damage. Targets may not be Overkilled by Armor-Piercing weapons — any extra damage passes right through the target, possibly affecting something beyond.

Boosted Damage ◆

(Cost x15): When used, these ammunitions add +2 to the base Damage Multiplier of the weapon. They do not otherwise increase or modify the Range, accuracy or rate of fire of the weapon.

Boosted Range ◆

(Cost x15): The weapon can fire enhanced ammunition such as continuous acceleration rounds or multi-stage propulsion units. These munitions increase the weapon's base Range by 50% (round down). Medium, Long and Extreme Ranges are equal to 2, 4 and 8 times the new base Range.

Incendiary ◆

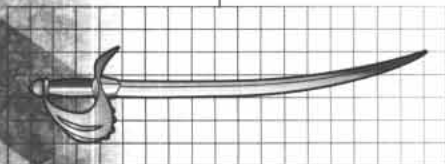
(Cost x12): The shells are filled with an incendiary compound such as napalm or white phosphorus. Halve the weapon's Damage Multiplier; the weapon gains the "Incendiary" characteristic.



6.13.4 - Melee Weapons

Even in this age of antimatter weapons and walking armored vehicles, there are still instances where the display or outright use of force must be restricted solely to the combatants involved. Duels are the most popular instances of combat with melee weapons, but their use is probably most important in the various space colonies in the Helios system. In such enclosed, fragile spaces as orbital stations and spacecraft, a stray round from even the smallest handgun stands a good chance of puncturing a bulkhead and causing a dangerous atmosphere leak. The weapons described below are usually found in the hands of Duelists, although many civilian enthusiasts use them to defend their homes and in competition with one another. Other melee weapons are described in the various Leaguebooks.

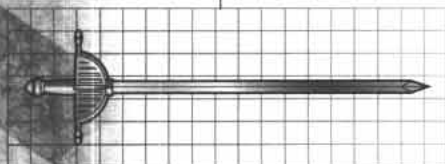
Cutlass ◆



Mass:	1.1	Damage:	AD + 13 kg	Cost:	250
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The cutlass is the preferred sword for most military Duelists. While its blade is not as long as that of swords such as the rapier, many Duelists prefer the cutlass for its combination of balance and power. An unrelated but equally important reason is that the wider blade of the cutlass allows for extensive engraving and decoration.

Rapier ◆



Mass:	1	Damage:	AD + 11 kg	Cost:	250
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Rapiers are a popular alternative to the cutlass as a dueling weapon. The rapier's long, thin blade is not as powerful as the thicker blade of the cutlass, but many swordsmen find that the rapier's longer reach is quite an acceptable trade-off. Rapiers are also still popular as fencing weapons, and fencing lives on as a featured event at the Terranovan Olympics in Gropius (which are currently on hold).

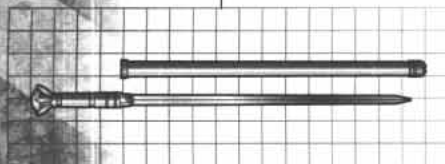
Katana ◆



Mass:	1.4	Damage:	AD+14 kg	Cost:	200
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The katana has been widely regarded as one of the most effective and distinctive swords humans have ever produced, but for most of humanity's stay on Terra Nova, the weapon has been shrouded in mystery and myth. No examples were imported from Earth to the new colony, and no serious attempt was made to keep the craft of making katanas alive. It has only been relatively recently that Mekongese swordsmiths have rediscovered the katana and opened a new chapter in the history of this unique weapon. The art of creating katanas is not restricted to the Dominion, however; blades made by metalsmiths from Baton Rouge are held in almost as high regard as Mekongese blades. Several Mekong Peacekeepers have taken to wearing katanas as an unofficial badge of rank, and Mekongese Duelists serving in the Southern MILICIA have adopted the sword as a tribute to their homeland.

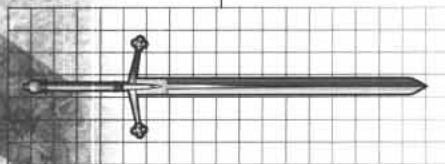
Sword Cane ◆



Mass:	2.2 (sword: 1.2)	Damage:	AD + 11 kg	Cost:	125
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A popular concealed weapon in the Mekong Dominion, the sword cane is a long, thin sword whose scabbard is made to look like a cane or a walking stick. The sword cane is exported and manufactured in other areas on Terra Nova, but it is often restricted in city-states with laws against concealed weapons. Outside the Dominion, the sword cane is an unusual enough item that many policemen might not recognize it right away. (OGL: A Spot check (DC 18) is required to notice the hidden blade.)

Claymore ◆



Mass:	2.5	Damage:	AD + 16 kg	Cost:	300
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About the same time as the katana was coming back to life in the Mekong Dominion, Western academics came across the claymore while researching the clan structures of ancient Scotland. An immense weapon by any standard, very few swordsmen can use the claymore effectively, and not many more care to try. Those that make the claymore their weapon of choice, however, are guaranteed a place of distinction amongst Duelists. A minimum STR of +1 is required to wield this sword.

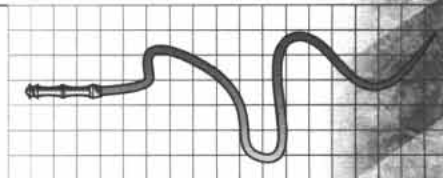


Non-lethal Weapons - 6.13.4

Nonlethal weapons are defensive weapons that are designed to incapacitate a target. Nonlethal weapons can still be dangerous if used improperly. Some weapons, like whips and nets, can entangle an opponent or his weapon. These have a number representing the minimum MoS to entangle an opponent successfully. So a netgun, with Entangle (1), will entangle an opponent on any successful attack; a whip, with Entangle (2), will only entangle with an MoS of 2 or more. Wielders of weapons with an Entangle rating of 2 or more can choose not to entangle at all. An entangled defender is effectively immobilized (all actions that require movement are at -3) as long as he does not free himself and the attacker maintains tension on the weapon. Maintaining tension past the first round requires an action but no test. To free himself, the defender must pass an AGI or STR test (his choice) opposed by the attacker's Melee Skill. Some entangling weapons (like a net fired from a netgun or the polymer strands from a goopgun) are not held by the attacker. In this case the defender remains entangled until he frees himself by passing an AGI or STR test (his choice) against a Threshold of 4.

◆ Whip

Mass (kg):	1 kg	Cost:	50
Magazine:	n/a	Accuracy:	0
Damage:	AD+5, Entangle (2)	Range:	close combat
ROF:	n/a		

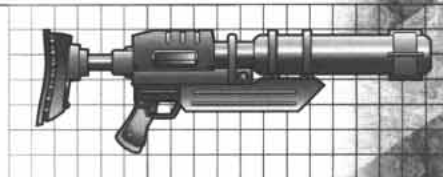


Essentially a heavy, weighted cable, the whip is used to lash or entangle an opponent. Useless in untrained hands or in close confines, it is nonetheless used as a "signature weapon" by some criminals. (OGL: see core rules for whip rules and stats.)

◆ Netguns

◆ Net Gun

Mass (kg):	4 kg	Cost:	450
Magazine:	1	Accuracy:	0
Damage:	x7, Entangle (1)	Range:	5/10/20/40
ROF:	0		



The gun has a strong rifle-like construction that fires three low velocity weights attached to one point of a lightweight polymer triangular net. Though the net is very light, it is nonetheless extremely sturdy and large enough to cover one person completely (even two, if they are located within armlength). Some versions use a fast hardening polymer spray instead.

OGL: Anyone hit by the net is entangled (-2 to attack rolls, -4 to Dex, move at half speed). Escaping the net requires an Escape Artist check (DC 20) and a full round action, a Strength check (DC 20) to burst the net with a full round action or a slashing weapon to cut it (hp 7).

◆ Tasers

Mass (kg):	0.5 kg	Cost:	60
Magazine:	30 (Cost: 10)	Accuracy:	0
Damage:	x3, Electric (Int. 5)	Range:	4/8/16/32
ROF:	0		



This weapon fires a small electrically charged dart at its target. If the opponent is not wearing armor, he receives electrical damage equivalent to an Intensity 5 shock. No matter the result, however, the victim will not suffer more than a Light Wound. Fatal side effects are ignored but the MoS of the attack is added to the Intensity. Tasers use standard power packs. (OGL: see core rules for whip rules and stats.)

◆ Soccer Grenades

Mass (kg):	0.1 kg	Cost:	10
Accuracy:	0	Damage:	x8, Non-Lethal
Range (m):	varies	Radius:	3/10
ROF:	0		



Soccer grenades are stun grenades designed for riot control situations. A small explosive charge is surrounded by a segmented soft polymer sheath. When the explosive goes off, the sheath breaks into several large pieces that stun anybody they hit. (OGL: Soccer Grenade: Anyone caught in the burst radius (15 ft) must make a Fortitude save (DC 15) or be stunned for 1d6 rounds. The Range Increment of the grenade is 10 feet.)



6.13.5 - Ranged Personal Weapons

Small arms is a blanket term covering a wide variety of personal weapons. All use polymer or composite in their construction and can be loaded with a variety of ammunition types. Small arms ammunition may or may not be compatible from one gun model to another. Compatibility is generally clearly indicated in the description. Ammo is available in a huge variety of payloads, from armor-piercing to smoke rounds. Due to space considerations, the statistics listed here are for standard ammunition.

Practically all of the ammunition used is the standard age-old cased variety. Caseless ammo, while less cumbersome, corrodes rather rapidly when exposed to the Terranovan atmosphere (1d6 days at the most before performances are severely affected) and is impractical to manufacture in the field. Conversion packages are available nonetheless for most weapon types, allowing them to use caseless ammunition. The cost of such a conversion kit is ten percent of the gun's cost. Weapons equipped to use caseless ammo have double the listed ammo capacity per clip. Depending on the location, caseless ammo costs between one and a half to ten times more than the standard version, in addition to being hard to find.

The listed ranges are considered to be combat ranges. All ranged weaponry can fire about two to five times further depending on the weapon's type, although combat accuracy is practically nil at these maximum ranges.

Bows ◆

Though primitive, some people still like to use bows for hunting, if not combat. There are several models, from the common light bow to the cumbersome heavy bow. All are made out of lightweight composites and use a complex system of pulleys to help draw the bow. Occasionally, an artisanal bow will show up: it is likely to be slightly heavier and less powerful. The heavy bow requires a minimum Strength of +2 to use, but the smaller models have no such restrictions except the space necessary to operate them. Bows are used with the Archery Skill.

Pistols ◆

Pistols are available in several calibers from the tiny 6 mm to the big 11 mm heavy pistol. A staggering variety of designs exist and it would be futile to try to list them all. They are easy to make, use and conceal, and thus are the most common hand weapons around. Most Terranovan homes, especially in the Badlands, will have at least one handgun.

Machine Pistols ◆

Machine pistols are a cross between a submachine gun and a pistol. They can spit out a larger amount of metal in the air than an equivalent-sized pistol, but are limited by the size of their ammunition clip. They also tend to suffer from overheating if fired too long at high rates. Machine pistols are used with the Small Arms Skill and normally require both hands to operate, though they can be fired one-handed with a -1 penalty.

Submachine Guns ◆

Submachineguns are fully automatic weapons that use ordinary pistol ammunition of the same caliber. They can lay down a hail of fire and are easy to supply with ammo. For this reason, they are popular with many military units. They suffer from the same overheating problem as machine pistols if fired for too long. Submachineguns are used with the Small Arms Skill and normally require both hands to operate, though they can be fired one-handed with a -2 penalty.

Rifles ◆

Most rifles are automatic, lightweight weapons designed for good accuracy, long range and large ammo capacity. Rifles are the most common infantry weapon and are available in a tremendous variety of designs to fit an equally varied number of operational needs. Most Badlands homesteads have at least one rifle, often more, and many are the heavy models designed to drop a large beast in one shot.

Rifle ammunition is not compatible with pistol ammunition. Rifles are used with the Small Arms Skill and normally require both hands to operate. If fired one handed, a -5 penalty is applied to the shot; if the weapon was braced, this penalty is reduced to -1.





Revolvers - 6.14.7

Although automatic pistols are by far the most common sidearm on Terra Nova, revolvers have seen a resurgence in the civilian market, particularly in the Western Frontier Protectorate and the Badlands. Since the mid-TN 1800's, Socorro Arms has made a specialty of marketing revolvers to complement their successful line of rifles in the Western and Badlands markets.

The sheer quantities of automatic pistol ammunition on the market have forced Socorro and later manufacturers to design revolvers to accept standard "rimless" automatic pistol rounds, rather than the revolver's traditional rimmed rounds. Rimmed rounds are available, but they are usually produced only in small lots by classical weapons enthusiasts and museum researchers.

The only ammunition designed specifically for revolvers is high-powered Magnum ammunition, which can only be used in certain weapons (see below). A box of fifty 9mm Magnum rounds masses 0.65 kilograms and costs 9 marks/dinars. A box of fifty 11mm Magnum rounds masses 1.15 kg and costs 11 marks/dinars.

◆ Socorro Ranger 6mm Snubnose Revolver

Mass (kg):	0.32
Cost:	120
Magazine:	6, internal
Accuracy:	0
Damage:	x13
Range (m):	2/4/8/16
ROF:	0



The Ranger has been one of Socorro's most popular firearms, having been produced steadily almost since the company opened in TN 1855. Sales of the Ranger have been slipping lately, since the local conflicts fueled the desire for more powerful weapons on the civilian market. As an easily concealable personal defense weapon, though, the Ranger has few rivals. (OGL: The Ranger grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.)

◆ Socorro Dawg 9mm Revolver

Mass (kg):	0.6
Cost:	175
Magazine:	6, internal
Accuracy:	0
Damage:	x18
Range (m):	4/8/16/32
ROF:	0



During the TN 1890's, the colonization and development of the North American continent during Earth's nineteenth century became the subject of intense interest to Terranovans everywhere. Archives across the planet were scoured for what few records, films and fiction depicting the Classical West had survived Earth's abandonment of her colonies. This interest, in turn, helped spark a terrific demand for things reminiscent of the period, including revolvers. Socorro responded by introducing the Dawg, a larger, more powerful cousin of the Ranger.

◆ Socorro Barnaby 11mm Revolver

Mass (kg):	1.2
Cost:	280
Magazine:	6, internal
Accuracy:	0
Damage:	x22
Range (m):	5/10/20/40
ROF:	0



In many ways, the Barnaby is simply a larger version of the Dawg, with the barrel and cylinder enlarged to accept 11mm rounds. The frame is likewise larger and stronger, though not to the degree needed to fire 11mm Magnum rounds. The weapon has enjoyed a certain amount of popularity, but is not common.



Socorro Great Dawg 9mm Magnum Revolver ◆

Mass (kg):	.9
Cost:	475
Magazine:	6, internal
Accuracy:	0
Damage:	x20
Range (m):	4/8/16/32
ROF:	0

While the Dawg was and remains a commercial success, demand for a still more powerful revolver soon emerged. Socorro took the ambitious step of developing several designs at once to explore alternative approaches, and the company first released the Great Dawg in TN 1894. Designed concurrently with the Barnaby 11mm revolver, above, the Great Dawg features a stronger frame with a longer cylinder that will accept the longer, more powerful 9mm Magnum cartridge.

The Great Dawg will accept standard 9mm pistol ammunition, but the reverse is *not* true — Magnum ammunition cannot be safely fired in the Dawg or any other pistol. The cartridge is too long to fit in an automatic pistol, and the energy released by a Magnum cartridge, if fired in a standard 9mm revolver, will at best crack the frame and at worst cause the weapon to blow up in the user's hands.

The data above applies to Magnum ammunition; if using standard ammunition, use the data for the Dawg revolver.

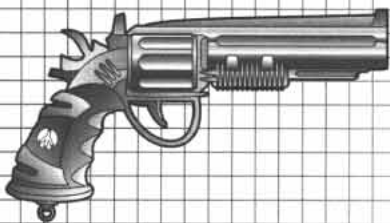


Socorro Tamaru 11mm Magnum Revolver ◆

Mass (kg):	1.3
Cost:	650
Magazine:	6, internal
Accuracy:	0
Damage:	x23
Range (m):	6/12/24/48
ROF:	0

The popularity of the Classical Western period reached a fever pitch around the same time that the Tamaru was introduced in TN 1896. For a time, it was the most powerful revolver made on Terra Nova (an honor it soon lost to the Collins, below) and it remains the most powerful one still manufactured.

As with the Great Dawg revolver, the Tamaru will accept standard 11mm ammunition, but regular revolvers must not fire Magnum ammunition.



Paxton Collins 13mm Revolver ◆

Mass (kg):	1.7
Cost:	800
Magazine:	5, internal
Accuracy:	+1
Damage:	x25
Range (m):	7/14/28/56
ROF:	0

At the crest of the Classical Western craze, Paxton entered the revolver market with the Collins in TN 1897. Named for General Barnabus Collins, the legendary hero of the Badlands (see **Into The Badlands**, p. 9), the Collins remains the largest caliber revolver ever commercially produced on Terra Nova.

Sadly, the Collins was released too late to enjoy the success of its competitors. By the time it was produced in significant quantity, the Classical Western fad had come to an end, and sales of revolvers across Terra Nova plummeted. Paxton decided to cut its losses and, by the turn of the century, production of the Collins had ceased completely. The few weapons that were made were highly regarded by firearms enthusiasts, and the Collins quickly became a highly coveted collector's item. A rumor currently making its way through the industry is that a start-up company has approached Paxton for the specifications for the Collins, and that the weapon might return to the commercial market as early as TN 1943.



Automatic Pistols - 6.15.7

"Semiautomatic pistols" or "autoloading pistols" are more technically accurate expressions used when referring to these weapons, but only the most fastidious of weapons enthusiasts still cling to these terms. The argument that "automatic pistol" suggests a fully automatic weapon that is fired from one hand has long been rendered moot by the adoption of the term "machine pistol" for such a weapon (see *Machine Pistols and Submachineguns*). Since almost all automatic pistols use removable box magazines (with the exception of the Alliance pistol), data are included for the mass of a fully loaded magazine, as well as the cost of an empty magazine.

◆ Paxton Maus 6mm Automatic Pistol

Mass (kg):	0.4
Cost:	260
Magazine:	10, box (Mass: 0.05 loaded, Cost: 8)
Accuracy:	0
Damage:	x14
Range (m):	4/8/16/32
ROF:	0



When Paxton released the Maus in TN 1886, it marked one of the company's few weapons designed from the start for the civilian market. It has since become one of Paxton's most popular pistols. The Maus's straightforward and reliable design means that it can be used in the harshest environments with the barest of maintenance and still fire every round in its magazine. The Maus is also rumored to be the preferred sidearm of Milani DuBeau-Slovenski, Acting CEO of Paxton Arms.

◆ Paxton Ferret 6mm Target Pistol

Mass (kg):	0.5
Cost:	400
Magazine:	10, box (Mass: 0.05 loaded, Cost: 8)
Accuracy:	+1
Damage:	x14
Range (m):	4/8/16/32
ROF:	0



This variant of the Maus is designed to be used in competition shooting, and is fitted with several adjustable weights and a muzzle compensator to keep the pistol as steady and accurate as possible. The Ferret became instantly famous at the Terranovan Olympics in TN 1904, where nearly every shooter present, regardless of nationality, used a Ferret in the competition. (OGL: The Ferret is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.)

◆ Paxton Alliance 9mm Automatic Pistol

Mass (kg):	.6
Cost:	175
Magazine:	10, internal
Accuracy:	-1
Damage:	x17
Range (m):	3/6/12/24
ROF:	0



Despite its near uselessness on the battlefield, the Alliance was made in such numbers that it remains a commonly encountered weapon all over Terra Nova. As its name suggests, the Alliance was manufactured during the War of the Alliance as a cheap weapon that could be quickly produced and distributed to resistance groups and irregulars.

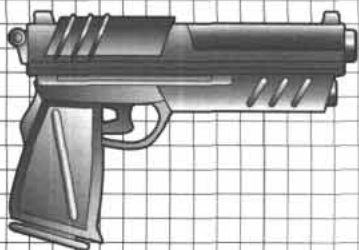
It operates as any other automatic pistol, except that its magazine is not a separate unit. When the last round is fired, the slide locks back to expose the magazine, into which a round must be fed one at a time. The Alliance was designed this way so that the magazine could not be lost and reduce the pistol to a single-shot weapon. Produced at a desperate time when Terranovans were scrambling for anything to use against the Earth invaders, Alliance pistols are now considered to be nothing more than historical artifacts, found only in museums or in the hands of an occasional rover. (OGL: Due to its cheap manufacturing, the Alliance has a -1 penalty on attack rolls.)



Dartand 6mm Snubnose Automatic Pistol ◆

Mass (kg):	0.37
Cost:	250
Magazine:	8, box (Mass: 0.04 loaded, Cost: 7)
Accuracy:	0
Damage:	x13
Range (m):	3/6/12/24
ROF:	0

The Dartand snubnose pistol was first used by Southern military police officers who wanted a less obtrusive weapon than the MILICIA's standard Sepeca 9mm automatic. It has since become the hallmark weapon of military criminal investigations officers throughout the South. (OGL: The Dartland 6mm Snubnose grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.)



Paxton P9 9mm Automatic Pistol ◆

Mass (kg):	0.8
Cost:	360
Magazine:	15, box (Mass: 0.2 loaded, Cost: 14)
Accuracy:	0
Damage:	x17
Range (m):	5/10/20/40
ROF:	0

This is the standard sidearm of all Paxton military and police personnel, as well as that of several militias in the Badlands. The P9 has been in production for several decades, and other manufacturers were producing the pistol under license from Paxton long before the OPAL program was developed. The P9 is therefore one of the few Paxton products whose production has never been interrupted by external events.



Riley C55 11mm Compact / Holdout Pistol ◆

Mass (kg):	.8
Cost:	470
Magazine:	5, box (Mass: 0.15 loaded, Cost: 11)
Accuracy:	0
Damage:	x20
Range (m):	3/6/12/24
ROF:	0

This is a small frame automatic pistol, designed to be a powerful weapon at close range. It is popular with police officers, both for plainclothes detectives who must carry a weapon and for patrol cops who want a backup sidearm. (OGL: The C55 grants a +2 circumstance bonus to Sleight of Hand checks made to conceal the weapon.)



Riley M15/M32 11mm Automatic Pistol ◆

Mass (kg):	1.3/1.5
Cost:	540/650
Magazine:	12, box (Mass: 0.3 loaded, Cost: 19)
Accuracy:	0
Damage:	x21
Range (m):	6/12/24/48
ROF:	0

After the War of the Alliance, the Northern Guard asked for bids for a new standard issue sidearm to replace its aging inventory of Paxton P9s. Riley entered the competition with the M15, a modernized version of the classic M8 pistol that had been in production for decades. The contract ultimately went to Pierce & Thor, but the M15 has become very popular on the civilian market. The M32 is a slightly heavier variant of the M15 designed for special operations personnel. The pistol's frame accepts an active sight and the muzzle, a suppressor.



Machine Pistols and Submachineguns - 6.13.8

Like other weapon types, submachineguns go through phases of development, where periods of intense interest and research result in an explosion of different types and capabilities, followed by periods of relative calm where a few designs are adopted by many different forces. Currently, Paxton's series of machine pistols and submachineguns are enjoying a calm period and have become the *de facto* standard for these weapon types on Terra Nova. Even the Northern Guard and Southern MILICIA, services that are supplied by well-established national arms programs, equip commandos, military police and other troops who operate in a close quarters environment with Paxton weapons.

Northco SM-58 6mm High Capacity Machine Pistol

Mass (kg):	.72
Cost:	280
Magazine:	50 box (Mass: .22 loaded, Cost: 20)
Accuracy:	0
Damage:	15
Range (m):	15/30/60/120
ROF:	+2



Northco developed the SM-58 in the TN 1900's as an alternative to the S59 series from Paxton (see below). While it is another example of Northco's fine workmanship, the SM-58 has an unsavory reputation because of its history. Northco's announcement that development of the SM-58 was complete was followed barely a season later by the announcement that the company had secured a contract to produce the weapon for several UMF government agencies. This struck many on the Corporate Council as entirely too convenient, and the ensuing scandal cost Northco similar chances for contracts with other CNCs government bodies. Northco still holds the original contract from the UMF, however, and produces both the 6mm SM-58 and a 9mm version called the SM-61.

Paxton P9R 9mm Machine Pistol

Mass (kg):	1.22
Cost:	375
Magazine:	20 box (Mass: .29 loaded, Cost: 17)
Accuracy:	0
Damage:	18
Range (m):	5/10/20/40
ROF:	+2



A fully-automatic version of the P9 pistol, the P9R has an extended magazine and a reshaped trigger guard and frame so the shooter can grip the pistol with two hands. The magazines for the P9 and P9R are interchangeable, although the machine pistol's magazine does hang awkwardly when used in the automatic pistol.

Paxton S59F Machine Pistol

Mass (kg):	1.2
Cost:	375
Magazine:	30 box (Mass: .43 loaded, Cost: 22)
Accuracy:	0
Damage:	18
Range (m):	8/16/32/64
ROF:	+3



The F model is a machine pistol version of the S59. This version has a much shorter barrel than the standard S59, and is designed to be concealable under a longcoat or carried in a small bag or briefcase. The foregrip is available either as a simple grip that is flush with the barrel, or with a pistol grip extension. The S59 is popular with executive bodyguards and others who must carry a powerful weapon without attracting undue attention. (OGL: The S59F grants a +1 circumstance bonus to Sleight of Hand checks made to conceal the weapon.)



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Paxton S59 9mm Submachinegun ◆

Mass (kg):	1.3
Cost:	410
Magazine:	30, box (Mass: 0.43 loaded, Cost: 22)
Accuracy:	0
Damage:	x19
Range (m):	15/30/60/120
ROF:	+3

This weapon is the basis for a popular family of submachineguns. The S59 is the earliest and most common variant, with a fixed stock and full-length barrel. Other versions include folding stocks, shorter barrels and mounts for sights. All versions of the S59 have attachment lugs for a muzzle suppressor.



Paxton S59G Suppressed Submachinegun ◆

Mass (kg):	1.5
Cost:	590
Magazine:	30, box (Mass: 0.43 loaded, Cost: 22)
Accuracy:	0
Damage:	x18
Range (m):	15/30/60/120
ROF:	+3

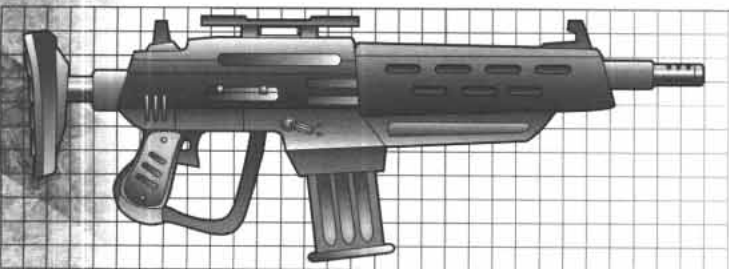
This variant of the S59 has a sound suppressor integrated into the weapon, and is almost as much a staple item in a special operations kit as a stealth suit. The statistics are for subsonic ammunition; for standard rounds, use the values for the standard S59 above. (OGL: Noticing the sound of the S59G firing requires a Listen check (DC 15).)



Cunningham-21 11mm Submachinegun ◆

Mass (kg):	2.1
Cost:	480
Magazine:	30, box (Mass: 0.87 loaded, Cost: 26)
Accuracy:	0
Damage:	x23
Range (m):	18/36/72/144
ROF:	+2

Cunningham produced this submachinegun for the Northern Guard soon after the Cunningham-16 was selected as the Guard's standard light machinegun. A solid and serviceable design, the 21 was not as fortunate as its larger cousin and was phased out of service at the end of the Terranovan nineteenth century. Surplus Cunningham-21s are still found in the armories of Badlands militias and some police departments.



Paxton R27 7mm Suppressive Fire Weapon ◆

Mass (kg):	2
Cost:	680
Magazine:	30, box (Mass: 0.55 loaded, Cost: 35)
Accuracy:	0
Damage:	x26
Range (m):	35/70/140/280
ROF:	+1

The R27 is a variant of Paxton's R23 service rifle (see *Rifles*) that has an even shorter barrel than the R25 carbine; it is in fact too short to accept a rifle-mounted grenade launcher. The R27 is used mainly as a submachinegun that fires rifle bullets, and it is often used as a support weapon for troops and police officers who are equipped with shotguns or lighter submachineguns.



Rifles -6.13.9

Most military rifles on Terra Nova are of the "bullpup" configuration, where the rifle's action is housed within the stock and the weapon's grip and trigger are placed ahead of the magazine. Without having to sacrifice range, this configuration reduces the overall length of the rifle by using a shorter barrel. Versions with shorter barrels are produced for troops who operate in confined spaces and urban environments, since a smaller weapon is easier to point through doors and in tight hallways.

Civilian rifles almost always use the traditional rifle pattern, where the stock is a solid or empty piece and the action is built so that the magazine, either internal or external, is forward of the grip and trigger. Bullpup-configuration hunting rifles simply look "wrong" to many shooters and have just never caught on.

◆ Paxton R23 7mm Bullpup Assault Rifle

Mass (kg):	3.1
Cost:	870
Magazine:	30, box (Mass: 0.55 loaded, Cost: 35)
Accuracy:	0
Damage:	x28
Range (m):	50/100/200/400
ROF:	+1



The R23 is the standard issue assault rifle for the Peace River Defense Force, and is carried by everyone from the infantryman to the military policeman to the supply clerk. The R23 has been in service for several decades and has been acquired by many Badlands militias, many of whom are returning to the weapon after experimenting with the R36 5mm rifle (see below).

◆ Paxton R25 7mm Bullpup Assault Carbine

Mass (kg):	2.5
Cost:	760
Magazine:	30, box (Mass: 0.55 loaded, Cost: 35)
Accuracy:	0
Damage:	x27
Range (m):	40/80/160/320
ROF:	+1



The R25 has a shorter barrel but is otherwise identical to the R23 rifle. It is used by troops who must fight in close quarters (such as within Peace River itself). The smaller size of the weapon makes it easier to bring to bear through doorways and in tight halls. The shorter barrel translates into a shorter range for the round than with the R23, but those who use the weapon remark that long range is irrelevant in house-to-house combat.

◆ Paxton R36 5mm Assault Rifle

Mass (kg):	3
Cost:	540
Magazine:	35, box (Mass: 0.3 loaded, Cost: 30)
Accuracy:	0
Damage:	x24
Range (m):	50/100/200/400
ROF:	+1



This series of weapons was unusually disappointing for Paxton, which had hoped for it to become the new standard in infantry weapons when it was introduced in TN 1934. Essentially a scaled-down version of the R23, the R36 is just as rugged and dependable as the weapon it was intended to replace. The R36 is a victim of Terranovan weapons preferences and realities. Despite the performances of the R36 in demonstrations, the members of the various reviewing boards were unimpressed by the "lightweight" 5mm bullet, often expressing the opinion that it lacked stopping power. The more pragmatic reason for the near-universal rejection of the R36 is that converting to a new round would render existing stockpiles of 7mm and 9mm rifle ammunition useless. Paxton nevertheless made some sales of the R36 to various Badlands militias, and the weapon had slowly started to appear in Peace River Defense Force units. The continued lack of interest by polar forces and the loss of the primary manufacturing line may be the last nail in the coffin of an otherwise promising design.



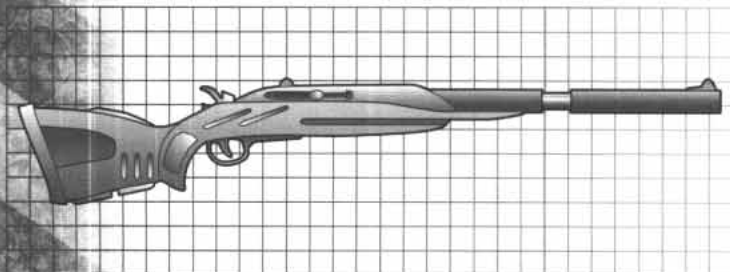
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Paxton R37 5mm Assault Carbine ◆

Mass (kg):	2.4
Cost:	500
Magazine:	35, box (Mass: 0.3 loaded, Cost: 30)
Accuracy:	0
Damage:	x23
Range (m):	40/80/160/320
ROF:	+1

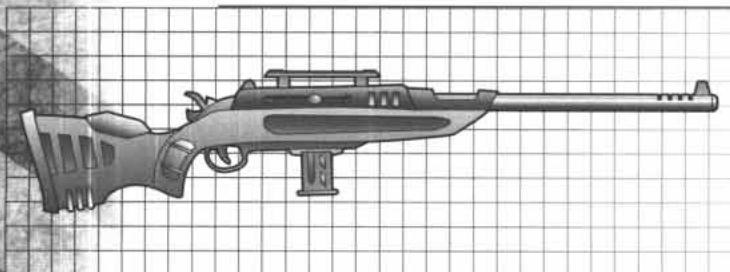
This is a shorter barreled version of the R36, and, like the R25 assault carbine, it is intended for issue to vehicle crews and troops who must fight in close quarters. Like the R36, the R37 is a good design but has been a poor seller.



Socorro Provider 7mm Sporting Rifle ◆

Mass (kg):	4
Cost:	580
Magazine:	5, internal
Accuracy:	0
Damage:	x28
Range (m):	50/100/200/400
ROF:	0

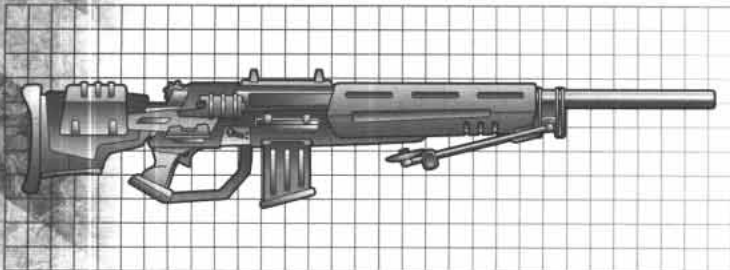
The Provider is a popular sporting and hunting rifle, partly because it uses inexpensive military ammunition and partly because of the advertising campaign Socorro launched when the rifle was introduced. The commercials in the campaign, featuring panoramic Western vistas and other emotional imagery, helped make the Provider one of the most popular rifles in the Protectorate.



Paxton Sparrow 6mm Target Rifle ◆

Mass (kg):	1.45
Cost:	210
Magazine:	10, box (Mass: 0.05 loaded, Cost: 8)
Accuracy:	+1
Damage:	x15
Range (m):	30/60/120/240
ROF:	0

Designed to use the same magazines as the Maus series of automatic pistols, the Sparrow is a very popular rifle for hunting small game and target shooting. Before the Interpolar War, it was rare for a competition shooter to use a different rifle than the Sparrow, especially in planetary competition and at the Olympics in Gropius. The Sparrow is equipped with a mount for a sight. (OGL: The Sparrow is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls.)



Dartand Premiere 9mm Sniper Rifle ◆

Mass (kg):	6.4
Cost:	1750
Magazine:	6, internal
Accuracy:	+1
Damage:	x35
Range (m):	120/240/480/960
ROF:	0

The *creme de la creme* of sniper rifles, the Dartand Premiere is custom-tailored to fit a single person. Precise measurements of the shooter's hand, arm and shoulder are obtained with a laser scanner and fed into a machining system. The system then produces a stock designed to that shooter's specifications, into which a match-grade barrel and receiver are installed. The rifle can be further adjusted to suit the shooter's preferences as necessary. The Premiere thus grants a total Accuracy bonus of +2 to the shooter for whom it was designed. (OGL: The Premiere is always considered a mastercraft weapon. As such, it grants a +1 bonus on attack rolls. For the shooter it for whom it was designed this bonus increases to +2.)



◆ Dartand Standard 9mm Sniper Rifle

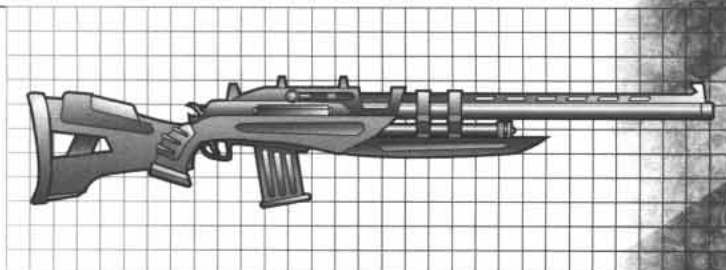
Mass (kg):	6.4
Cost:	900
Magazine:	6, internal
Accuracy:	0
Damage:	x35
Range (m):	120/240/480/960
ROF:	0



This is a mass-produced version of the Dartand Premier. Some adjustments can be made to the stock to suit a range of shooters, but all the stocks are produced from the exact same pattern. The Standard maintains the same performance as the Premiere, however, because the two designs share the same barrel and receiver.

◆ Northco HR-38 10mm Hunting Rifle

Mass (kg):	7.8
Cost:	1800
Magazine:	5, internal
Accuracy:	0
Damage:	x42
Range (m):	80/160/320/640
ROF:	0



The HR-38 is one of the few Northco weapon designs in the civilian market. It uses the same 10mm ammunition as the GU-10 series of heavy machineguns and is typical of the large-bore rifles that are popular in the Badlands for hunting barnabies and other massive creatures.

◆ Socorro Bullspringer 15mm Sniper Rifle

Mass (kg):	12
Cost:	5000
Magazine:	5, box (Mass: 0.6 loaded, Cost: 50)
Accuracy:	+1
Damage:	x50 (ball), x37 (sabot)
Range for ball rounds (m):	50/100/200/400
Range for sabot rounds (m):	100/200/400/800
ROF:	0



An aptly named beast of a weapon, the Bullspringer is a highly accurized rifle that has become very popular with military and police snipers. It uses the same ammunition as the Riley M202 autocannon.

Since the standard 15mm ball ammunition is often too powerful for urban environments (a round is likely to go through the target, the building behind him, and down the next block), special sabot rounds are available. A light 5mm penetrator is carried in a 15mm sheath, which falls away as the projectile leaves the barrel. The penetrator is not nearly as powerful as the full-size ball ammunition, yet it retains enough energy to strike targets at a much further range.

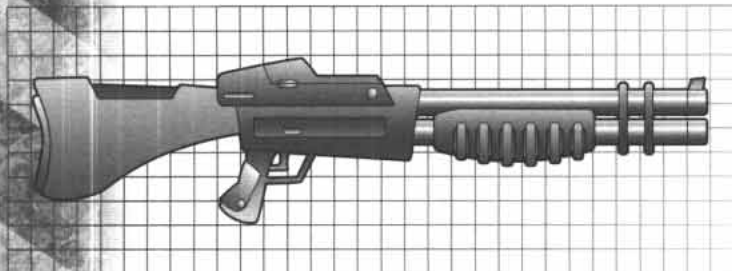
Shotguns - 6.13.10

Although shotguns are still most commonly used for personal defense and hunting, they have become true multipurpose weapons with the development of specialized ammunition (see below). If circumstances or the Gamemaster dictate that a character must only select one weapon, a shotgun would be a wise choice.

Most Terranovan shotguns have a bore that is 18.5 millimeters in diameter, but is universally known as "12-Gauge." Although the exact meaning of the term has been lost to the ages, weapons historians have discovered references to an obsolete system of measurement used before the beginning of Earth's Space Age (circa A.D. 2200). The term has endured in popular language because there is simply no need to replace it; it remains a unique identifier for a specific class of ammunition, and is not confused with anything else (unlike that which commonly occurs between 9 mm pistol and rifle rounds).



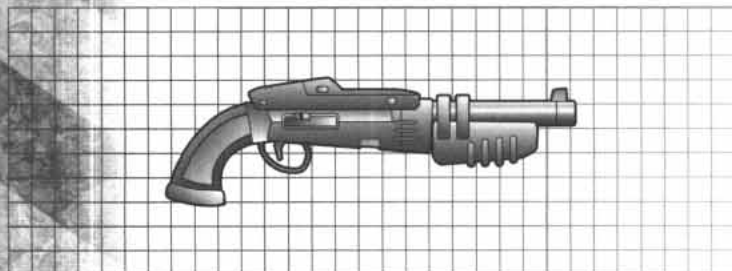
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Double-barreled Shotgun ◆

Mass (kg):	3.1
Cost:	380
Magazine:	2, internal
Accuracy:	0
Damage:	x27
Range (m):	6/12/24/48
ROF:	0

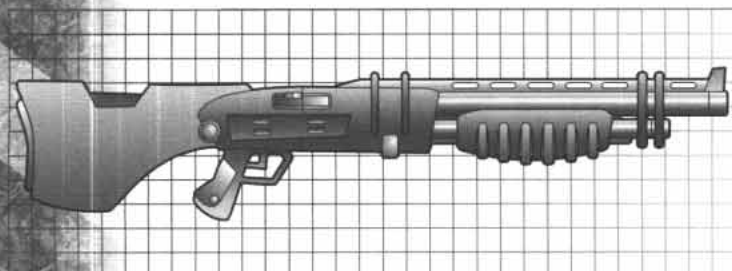
A favorite hunting weapon for millennia, double-barreled shotguns are sold with the barrels mounted either one on top of the other or side by side. Many are sold with separate triggers for each barrel, so in case of a misfire in one barrel, the shooter can immediately fire the second. There is a terrific range in the quality and price of double-barreled shotguns, depending mainly on the market the gun is being produced for. The Socorro Homestead, presented here, is a plain and serviceable weapon, and is commonly sold in sporting goods stores and commercial outlets. Shotguns such as the Dartand Dauphin, on the other hand, are only made to fill custom orders, and can cost in the thousands of dinars if the purchaser decides to have the barrels hand-etched, the triggers customized to his fingers and the stock made of genuine Earth hardwoods. Shotguns such as the Dauphin are indeed less weapons and more status symbols.



Sawed-off Shotgun ◆

Mass (kg):	1.35
Cost:	200
Magazine:	2, internal
Accuracy:	-1
Damage:	x27
Range (m):	2/4/8/16
ROF:	0

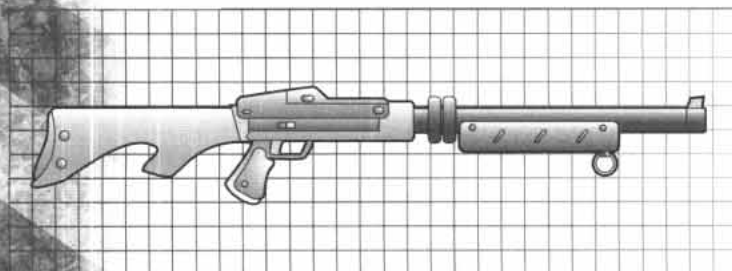
This is a double-barreled shotgun with the barrels cut down to a fraction of their original size, and the stock cut down to form a pistol grip. The range of a sawed-off shotgun is abysmal, but few weapons can match this combination of concealment and tremendous power.



Pump-Action Shotgun ◆

Mass (kg):	3.5
Cost:	380
Magazine:	5, internal
Accuracy:	0
Damage:	x27
Range (m):	6/12/24/48
ROF:	0

This style of shotgun contains several rounds in a tube magazine that is mounted underneath the barrel. A slide that forms the front handgrip is wrapped around the magazine and operates the feeding mechanism, which yanks a round from the chamber when the slide is pulled back. When the slide is brought back forward, a fresh round is pulled from the magazine and fed into the chamber. Pump-action shotguns are very common weapons, used by civilians, law enforcement and military personnel alike.



Autoloading Shotgun ◆

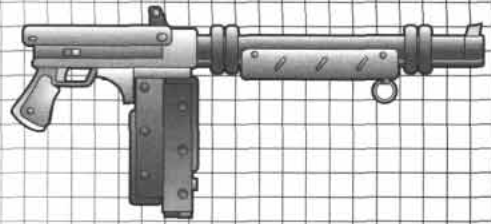
Mass (kg):	3.6
Cost:	540
Magazine:	5, internal
Accuracy:	0
Damage:	x27
Range (m):	6/12/24/48
ROF:	0

Autoloaders work in the same fashion as automatic pistols, by using the force of either a fired round's recoil or the pressure of the propellant gases to operate the weapon's action. This type of shotgun is preferred in situations where constant accuracy is important. Since the shooter does not have to move his hands or arms to reload, he can maintain a steady aim on his target.



◆ Automatic Shotgun

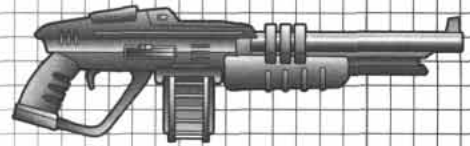
Mass (kg):	3
Cost:	730
Magazine:	10, box (Mass: 0.5 loaded, Cost: 17)
Accuracy:	0
Damage:	x27
Range (m):	6/12/24/48
ROF:	+1



A shotgun capable of fully automatic fire, this weapon can quickly deliver a terrific amount of damage at very short range. Automatic shotguns are a preferred weapon for military and police urban assault teams, particularly when paired with submachineguns.

◆ Paxton Hailstorm Automatic Shotgun

Mass (kg):	2.6
Cost:	550
Magazine:	10, box (Mass: .5 loaded, Cost: 17)
Accuracy:	0
Damage:	x27
Range (m):	4/8/16/32
ROF:	+1



This weapon is the ultimate “broom” shotgun, because it contains all the features of a fully automatic shotgun in a package the size of a submachinegun. The weapon does not come with an integral stock, though one can be ordered; the Hailstorm is intended to be fired from the hip to fill a room with a cloud of pellets or pepper a target with slug rounds. Taking proper aim is of little use with a weapon whose combat range is usually measured in single-digit numbers.

Shotgun Ammunition ◆

As with the other small arms in the Catalog, the statistics presented for shotguns assume the use of solid slug ammunition. A much wider range of ammunition is available for shotguns than for other weapons, however.

Slug (Standard): A single large ball of metal, slug rounds are not quite as common as buckshot. A box of 20 rounds masses 0.8 kg and costs 10 marks/dinars.

Buckshot (Fragmentation): The most common shotgun ammunition, buckshot rounds contain a number of small metal pellets that expand in a cone-shaped pattern as they leave the barrel. (This is the ammunition presented with shotgun designs in other **Heavy Gear** publications.) It adds a +1 bonus to Accuracy and +2 to effective ROF. Due to the low mass of the shots, however, the value of any Armor that is attacked by a buckshot round is doubled. A box of 20 rounds masses 0.8 kg and costs 12 marks/dinars.

“Dragonflame” (Incendiary): This is a round that contains an incendiary charge. This charge can only be used at close combat ranges and is treated as a fire attack with an Intensity of 4. Repeated use of these rounds will damage the barrel. They are sold individually for 3 marks/dinars each.

Shotgun Flare (Illumination): This shotgun round contains an emergency flare. The flare ignites as it leaves the barrel and is treated in any other way as a standard signal flare. Each shotgun flare costs 3 marks/dinars.

Shocker (Haywire): This is designed as a nonlethal round and is essentially a shotgun-launched taser dart. If the Shocker round comes into contact with a person, the round delivers an electrical attack with an Intensity of 6. Shocker rounds cost 4 marks/dinars apiece.

Ring Slugs (Non-Lethal): Designed to knock down an opponent, a ring slug contains a compacted polymer ring that expands once it leaves the barrel. The ring increases the area over which the energy of the round is expended, reducing the overall effect. Ring slugs are sold in boxes of 10 rounds and cost 5 per box.

Marker (Paint): This round contains a capsule of paint that breaks upon impact, splashing the target with bright paint that is visible from a considerable distance. Marker rounds are used by law enforcement agencies to mark vehicles that are involved in crimes, especially during high speed pursuits. The paint cannot be easily washed off. Marker rounds are sold in boxes of 10 rounds and cost 5 per box.

Smoke, Boosted Damage and Tracer rounds are also manufactured for shotguns.



6.13.11 - Heavy Weapons

Heavy weapons are designed to provide an infantry platoon's "punch." They are generally heavier, more cumbersome and a lot more expensive than standard weapons, and are thus assigned only in limited numbers. Common heavy weapons are those capable of covering a wide area through an explosive effect (Grenade Rifle, Light Mortar, Rocket Launcher) or rapid rate of fire (Light Machinegun, Chaingun). Others are more specialized: the laser has all but replaced the sniper rifle — it is more accurate and has a longer range.

All are used with the Heavy Weapons Skill and require both hands and a stationary position to operate. If fired on the move, a -1 penalty is applied to the die roll. All heavy weapons can be tripod or pintle-mounted for additional stability. A tripod requires another operator to carry it and takes one action to set-up or disassemble. It provides a +1 bonus to all attacks, weighs 10 kilograms and cost 100 marks/dinars. Pintle mounts are only found on vehicles and fortifications, but confer similar bonuses.

Anti-Gear Rifle ❶

An anti-Gear rifle is in a class of its own. It is a rocket-boosted cannon that is light enough to be carried by a strong infantryman (BLD and STR at +1 or better), although it is often used in a static position. It has a fairly long range, but is best used in close quarters where it can punch through the light armor of most Gears and support vehicles. The anti-Gear rifle fires a special shell that cannot be used by other weapons.

Chaingun ❷

A chaingun is a large, electrically driven multi-barrel cannon which is ammo-fed by a cassette or a standard belt. It generally uses the same ammunition as a light machinegun but has a much higher rate of fire, since it can dissipate the heat through multiple barrels. Chainguns have a lower effective range than machineguns, however, because their barrels are shorter. The internal power cell for the gun lasts for two hours of continuous fire.

Grenade Launchers ❸

Grenade rifles are used to shoot grenades at a specific target; their accuracy is lower than other weapons, but serves their purpose well. A direct hit with a grenade is just a bonus; if it falls right next to the target, it is still going to cause damage! This weapon is most often found in the hands of the military or crowd control police (to fire tear gas grenades). A smaller version of the standard launcher can be carried underneath the barrel of most rifles. The underbarrel launcher has an Accuracy of -1 and its Base Range is 40 instead of 50, but it behaves like a standard grenade launcher in every other respect. Grenade launchers fire their own high explosive projectiles but they can use rifle versions of all the grenade types listed on the previous page.

Light Machinegun ❹

A Light Machinegun is a large automatic weapon that fires small caliber ammunition. Due to the low mass of each bullet and the advanced materials used in its construction, it can be carried and operated by a single infantryman.

Light Mortar ❺

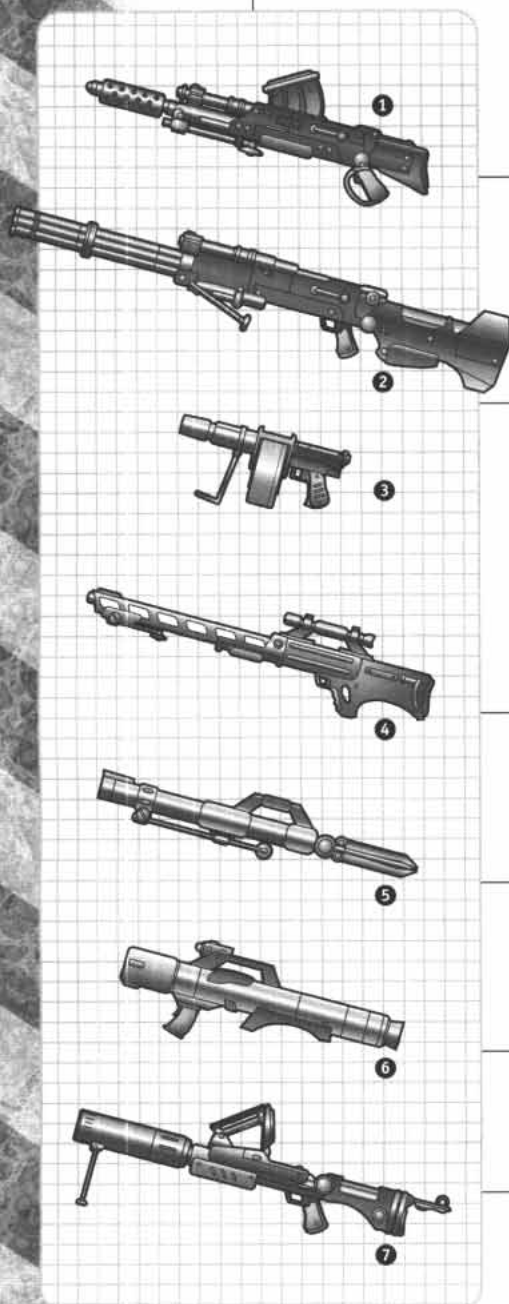
Unlike the mortars of old which required teams of highly trained men, this light and portable weapon can be carried and deployed by a single trooper in mere seconds. It fires high explosive shells in an arcing, overhead trajectory. It can also use any of the grenade types listed on the previous page.

Rocket Launcher ❻

A light missile-firing cannon without recoil, the Rocket Launcher is fired from the shoulder, but it is also available as a tripod-mounted model.

Sniper Laser ❼

A bulky weapon, the Sniper Laser is a high precision laser gun designed for long range performance. The system is composed of the gun proper with a backpack-mounted capacitor.





Squad Weapons ◆

Despite all of the advances in military technology over the millennia, including the development of the Heavy Gear, the battlefield, in the end, still belongs to the lowly infantryman. No matter how much support he gets from tanks, Gears, artillery or aircraft, he still has to go into the places that no vehicle can enter and attack the enemies no one else can reach. This section presents a variety of support weapons, which are intended to make the infantryman's job of clearing the enemy away from the objective a little easier.

◆ Paxton S15 7mm Squad Support Weapon

Mass (kg):	3.8
Cost:	580
Magazine:	30, box (Mass: 0.55 loaded, Cost: 35) or 150, box (Mass: 2.8 loaded, Cost: 70)
Accuracy:	0
Damage:	x28
Range (m):	50/100/200/400
ROF:	+3



The S15 falls between an automatic rifle and a light machinegun. It is a fully automatic weapon that fires the same 7mm rounds as the R23 series of rifles. It can even use the same magazines as the R23, though a 150-round "can" magazine is usually used.

The S15 remains very popular with militias on a limited budget, who must stretch their ammunition supplies as far as they can. It is also common in more developed military forces as a lighter alternative to the 9mm light machinegun.

◆ Northco GU-101 Heavy Machinegun

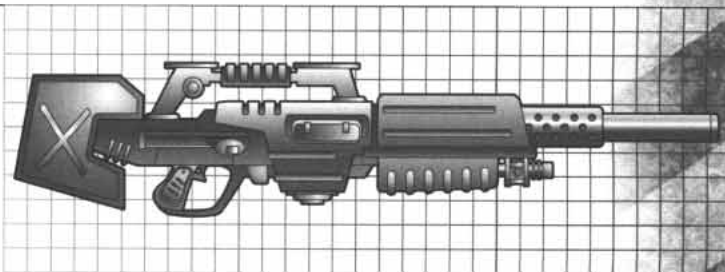
Mass (kg):	17.2
Cost:	2900
Magazine:	100, belt (Mass: 8, Cost: 120)
Accuracy:	0
Damage:	x44
Range (m):	100/200/400/800
ROF:	+2



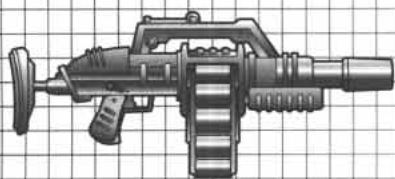
The GU-101 is a single-barreled version of the GU-10 multibarreled machinegun found on the Grizzly series of Gears. The GU-101 is designed as a heavy support weapon, and is found on tripods at forward bases and on pintle mounts on all kinds of vehicles.

◆ Riley M221 Support Cannon

Mass (kg):	22
Cost:	8500
Magazine:	3, internal
Accuracy:	0
Damage:	x83
Range (m):	100/200/400/800
ROF:	0



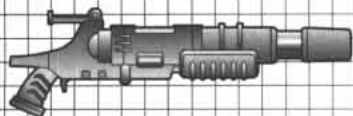
Marketed as an alternative to the 24mm Anti-Gear Rifle, the M221 fires the same 25mm rounds as the M222 autocannon that equips Hunter, Jäger and Warrior Gears. It can either be fired from an integral bipod or mounted on a tripod or pintle mount. This weapon is usually purchased by units who want to standardize their ammunition types and has gained some notoriety since it was selected as the primary support weapon for the Kenema Police Department.



Territorial Arms MNTN Automatic Grenade Launcher ◆

Mass (kg):	2
Cost:	5000
Magazine:	50, box (Mass: 13.8 loaded, Cost: varies)
Accuracy:	0
Damage:	varies according to grenade
Range (m):	100/200/400/800
ROF:	+2

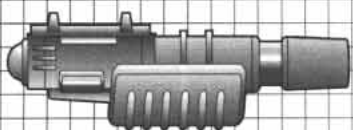
Sometimes referred to as a "grenade machinegun," the MNTN is a fully automatic area support weapon that fires high-velocity 37mm grenades. The longer casings of these grenades contain much more propellant than standard grenades, allowing ranges of several hundred meters. They are also linked together like a machinegun belt, allowing the MNTN to pepper a target with grenades. As with grenade rifles, the Damage Multiplier for high velocity grenades is twice that of thrown versions. High-velocity grenades cost three times the price of thrown versions. The MNTN can also fire standard 37mm grenades, but they must be loaded and fired one at a time. When firing standard grenades, use the statistics for the Grenade Rifle on page 83 of the **Second Edition Heavy Gear Rulebook**. Due to the longer casings of the high-velocity grenades, they will not fit and cannot be fired from a standard grenade launcher or rifle.



Disposable Grenade Launchers ◆

Mass (kg):	0.9
Magazine:	1, internal
Accuracy:	-1
Damage:	varies according to grenade
Range (m):	40/80/160/320
ROF:	0

Commonly referred to as "Jonny one-shots," these are single-shot grenade launchers that are simply discarded after firing. Smoke, flash and gas grenades are the most common loads, but incendiary and concussion grenades are also used. Disposable grenade launchers cost twice as much as their thrown counterparts, and the Damage Multiplier is also doubled.



Auxiliary Grenade Launchers ◆

Mass (kg):	0.7
Magazine:	1, internal
Accuracy:	-1
Damage:	varies according to grenade
Range (m):	40/80/160/320
ROF:	0

These single-shot grenade launchers can be slung under the muzzle of most rifle weapons. They can launch most grenade types and take one turn to reload (most have a break-away design).



Flamer ◆

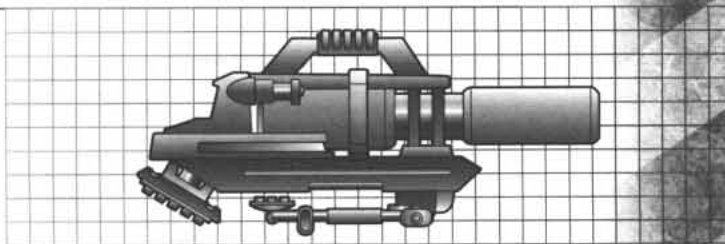
Mass (kg):	25
Cost:	2400
Magazine:	10 bursts
Accuracy:	+1
Damage:	x50, Slow Burn
Range (m):	3/6/12/24
ROF:	0

The most terrifying of all infantry weapons, the modern infantry flamethrower is still very similar to its ancestors. A rifle-like projector with an electric igniter is connected by a hose to a tank worn on the back. This tank contains a flammable agent mixed with a thickener to make the burning liquid stick to targets. Flamers have the Incendiary and Persistent weapon characteristics. The catastrophic results of a hit on the fuel tank and the wide availability of launched incendiary grenades has made flamers uncommon implements on the modern battlefield. They are most popular in the South, where jungle fires of immense proportions can be started with a few quick splashes of burning liquid.



◆ Portable Surface-to-Air Missile Launcher

Mass (kg):	5 (launcher), 10 (missile)
Cost:	54,000 (launcher), 3500 (missile)
Accuracy:	+1
Damage:	x70 (Personal Scale)
Range (m):	250/500/1000/2000 (against ground targets)
ROF:	0



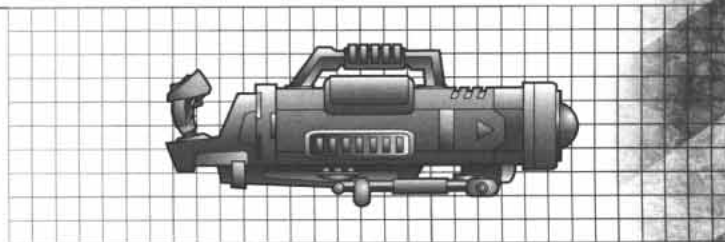
Many Terranovan soldiers, especially those stationed in the Badlands, find the subject of air defense hard to take seriously. They feel, with some justification, that the danger of attacks from the air is minimal, due to the unpredictable and sometimes savage nature of the planet's weather. Only a sandstorm will truly eliminate the risk of an air raid, though, and portable SAM launchers have saved the lives of more than one unit who felt they could ignore this danger.

The weapon comes in two parts: the sight, which contains the targeting system and Identification-Friend-or-Foe receiver, and the missile, which has an integral homing seeker and is contained in a disposable tube. When a hostile aircraft is detected, the gunner must make a Gunnery test to acquire the target. If he succeeds, he may fire the missile, then remove the sight from the empty tube and attach it to a fresh missile. If a designator lock can be maintained on the aircraft, a hit is almost certain.

The range bands listed for this weapon are for attacks against ground targets; when attacking aircraft or any target that is more than fifty meters above the ground, multiply the ranges by 5.

◆ Portable AAGM Launcher

Mass (kg):	4 (launcher), 12 (missile)
Cost:	126,000 (launcher), 2500 (missile)
Accuracy:	+1
Damage:	x150 (Personal Scale)
Range (m):	150/300/600/1200
ROF:	0

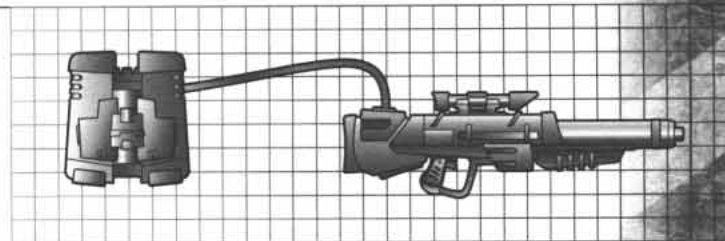


Although some quite powerful anti-armor rockets are available to infantry teams, the AAGM (Anti-Armor Guided Missile) gives them even more bite than before. The AAGM is very similar in overall size and performance to the vehicle-mounted Anti-Gear Missile. The weapon is composed of two parts: the missile itself and the launcher. Each is carried by one trooper — if the trooper is killed, that part carried is lost. The launcher is absolutely required to fire the missile, but an infantry squad can carry more than one missile (maximum of one per trooper).

Set-up takes one round (30 seconds), during which the gunner may not move or fire. While the missile is in the ready-to-fire position, the gunner cannot move until the launcher is broken down, unless he is willing to abandon it. Firing the missile and breaking down the launcher take one action each. The AAGM acts as a vehicular AGM in all respects and can benefit from any friendly target designator. The launcher can also be remotely operated; the gunner hides nearby and controls it via a thin fiber optic cable.

◆ Laser Designator

Mass (kg):	5
Cost:	10,000
Accuracy:	0
Damage:	N/A (targeting laser only)
Range (m):	50/100/200/400
ROF:	0



A light, man-portable version of the vehicle-mounted target designator, this item allows infantry units to designate targets for Guided weapons. Because of the associated bulky communications equipment, the trooper operating the designator cannot use a personal weapon in the same round, though he may have one holstered or slung over his back. To lock-on a designator, the infantry simply "attacks" using the designator as the weapon. Any successful attack "paints" the target for incoming guided munitions. The target remains designated until the end of the round.

OGL Weapon Stats ☐

Weapon	Damage	Critical	Damage Type	Range Increment	Size		
Archaic Weapons (require the Archaic Weapons Proficiency feat)							
Cutlass	1d6	19-20	Slashing	-	Small		
Rapier	1d6	18-20	Piercing	-	Med		
Sword Cane	1d6	18-20	Piercing	-	Med		
Claymore	2d6	19-20	Slashing	-	Large		
Exotic Weapons (each requires a Specific Weapons Proficiency feat)							
Katana	2d6	19-20	Slashing	-	Large		
Weapon	Damage	Critical	Damage Type	Range Inc.	Rate of Fire	Magazine	Size
Ranged Simple Weapons (require the Simple Weapons Proficiency feat)							
Whip	1d2	20	Slashing	15 ft.	1	-	Small
Taser	1d4	-	Electricity	10 ft.	S	30 box	Small
Handguns (require the Personal Firearms Proficiency feat)							
Socorro Ranger 6mm Snubnose Revolver	2d4	20	Ballistic	15 ft.	S	6 cyl.	Tiny
Socorro Dawg 9mm Revolver	2d6	20	Ballistic	25 ft.	S	6 cyl.	Small
Socorro Barnaby 11mm Revolver	2d6	20	Ballistic	30 ft.	S	6 cyl.	Medium
Socorro Great Dawg 9mm Magnum Revolver	2d6	20	Ballistic	25 ft.	S	6 cyl.	Small
Socorro Tamaru 11mm Magnum Reveolver	2d8	20	Ballistic	35 ft.	S	6 cyl.	Medium
Paxton Collins 13mm Revolver	2d8	20	Ballistic	40 ft.	S	5 cyl.	Medium
Paxton Maus 6mm Automatic Pistol	2d4	20	Ballistic	25 ft.	S	10 box	Tiny
Paxton Ferret 6mm Target Pistol	2d4	20	Ballistic	25 ft.	S	10 box	Tiny
Paxton Alliance 9mm Automatic Pistol	2d6	20	Ballistic	20 ft.	S	10 int.	Small
Dartand 6mm Snubnose Automatic Pistol	2d4	20	Ballistic	20 ft.	S	8 box	Tiny
Paxton P9 9mm Automatic Pistol	2d6	20	Ballistic	30 ft.	S	15 box	Small
Riley C55 11mm Compact/Holdout Pistol	2d6	20	Ballistic	20 ft.	S	5 box	Small
Riley M15/M32 11mm Automatic Pistol	2d6	20	Ballistic	35 ft.	S	5 box	Small
Northco SM-58 6mm High Capacity Machine Pistol	2d4	20	Ballistic	25 ft.	S, A	50 box	Medium
Paxton P9R 9mm Machine Pistol	2d6	20	Ballistic	30 ft.	S, A	20 box	Medium
Paxton S59F Machine Pistol	2d6	20	Ballistic	40 ft.	S, A	30 box	Large
Longarms (require the Personal Firearms Proficiency feat)							
Paxton S59 9mm Submachinegun	2d6	20	Ballistic	60 ft.	S, A	30 box	Large
Paxton S59G Supressed Submachinegun	2d6-1	20	Ballistic	40 ft.	S, A	30 box	Large
Cunningham-21 11mm Submachinegun	2d6	20	Ballistic	60 ft.	S, A 30 box	Large	
Paxton R27 7mm Suppressive Fire Weapon	2d8	20	Ballistic	50 ft.	S	30 box	Large
Paxton R23 7mm Bullpup Assault Rifle	2d8	20	Ballistic	70 ft.	S, A	30 box	Large
Paxton R23 7mm Bullpup Assault Carbine	2d8	20	Ballistic	60 ft.	S, A	30 box	Large
Paxton R36 5mm Assault Rifle	2d6	20	Ballistic	70 ft.	S, A	35 box	Large
Paxton R37 5mm Assault Carbine	2d6	20	Ballistic	60 ft.	S, A	35 box	Large
Socorro Provider 7mm Sporting Rifle	2d8	20	Ballistic	80 ft.	Single	5 int.	Large
Paxton Sparrow 6mm Target Rifle	2d4	20	Ballistic	50 ft.	Single	10 box	Large
Dartand Premiere 9mm Sniper Rifle	2d10	20	Ballistic	180 ft.	S	6 box	Large
Dartand Standard 9mm Sniper Rifle	2d10	20	Ballistic	180 ft.	S	6 box	Large
Northco HR-38 10mm Hunting Rifle	2d12	20	Ballistic	120 ft.	Single	5 box	Huge
Socorro Bullspringer 15mm Sniper Rifle (ball)	3d12	20	Ballistic	80 ft.	S	5 box	Huge
Socorro Bullspringer 15mm Sniper Rifle (sabot)	2d12	20	Ballistic	150 ft.	S	5 box	Huge
Double-barreled Shotgun	2d8	20	Ballistic	30 ft.	S	2 int.	Large
Sawed-off Shotgun	2d8	20	Ballistic	10 ft.	S	2 int.	Med
Pump-Action Shotgun	2d8	20	Ballistic	30 ft.	Single	5 int.	Large
Autoloading Shotgun	2d8	20	Ballistic	30 ft.	S	5 int.	Large
Automatic Shotgun	2d8	20	Ballistic	30 ft.	S, A	10 box	Large
Paxton Hailstorm Automatic Shotgun	2d8	20	Ballistic	25 ft.	S, A	10 box	Large



OGL Weapon Stats (cont.)

Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)							
Net Gun (grenade launcher)	See text	-	-	20 ft.	1	1 int.	Large
Paxton S15 7mm SSW (heavy machinegun)	2d8	20	Ballistic	80 ft.	A	150 box	Huge
Northco Gu-101 Heavy MG (heavy machinegun)	2d12	20	Ballistic	150 ft.	A	100 belt	Huge
Riley M221 Support Cannon (cannon)	4d12	20	Ballistic	150 ft.	S	3 int.	Huge
Territorial Arms MNTN AGL (grenade launcher)	varies	-	-	150 ft.	S, A	50 box	Huge
Disposable Grenade Launcher (grenade launcher)	varies	-	-	60 ft.	1	1 int.	Medium
Auxiliary Grenade Launcher (grenade launcher)	varies	-	-	60 ft.	1	1 int.	Medium
Flamer (no feat needed)	3d6	-	Fire	-	1	10 int.	Large
Portable SAM Launcher (rocket launcher)	6d6	-	-	300 ft.	1	1 int.	Huge
Portable AAGM Launcher (rocket launcher)	10d6	-	-	200 ft.	1	1 int.	Huge
Laser Designator (no feat needed)	-	-	-	80 ft.	Single	50 battery	Large

OGL: Heavy Weapon Special Rules

Territorial Arms MNTN Automatic Grenade Launcher: Attacking with a grenade rifle is similar to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or object). Autofire fires 5 grenades into the 10 ft. by 10ft. autofire area. It can use any of the grenade types as ammunition.

Disposable Grenade Launcher: Attacking with a disposable grenade launcher is similar to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or object). It can use any of the grenade types as ammunition. Due to its design, a disposable grenade launcher has a -1 penalty on attack rolls.

Auxiliary Grenade Launcher: Attacking with an auxiliary grenade launcher is similar to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or object). It can use any of the grenade types as ammunition. Due to its design, an auxiliary grenade launcher has a -1 penalty on attack rolls.

Flamer: A flamer shoots a 5-foot-wide, 30-foot-long line of flame that deals 3d6 points of fire damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of flame can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

A flamer's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

Any creature or flammable object that takes damage from a flamer catches on fire, taking 1d6 points of fire damage each subsequent round until the flames are extinguished. A fire engulfing a single creature or object can be doused or smothered as a full-round action. Discharging a fire extinguisher is a move action and instantly smothers flames in a 10-foot-by-10-foot area.

Portable Surface-to-Air Missile Launcher: Firing the SAM is a full attack action. When the SAM hits its target, it explodes like a grenade or other explosive, dealing its 6d6 points of damage to all creatures within a 5-foot radius (Reflex save DC 18 for half damage). Because of its advanced warhead, the SAM ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. The listed range increment is for attacks against ground targets; when attacking aircraft, multiply the range increment by 5.

Portable AAGM Launcher: The AAGM takes 5 rounds (30 seconds) to set up before it can be fired, and one round to break down before it can be moved again. Firing the AAGM is a full attack action. When the AAGM hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its advanced shaped charge warhead, the AAGM ignores up to 10 points of hardness or the target's hardness protects at half value (round down), whichever gives the best effect, if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. If the target is 'painted' by a friendly target designator the AAGM receives a +5 bonus on its attack roll.

Laser Designator: Firing the laser designator is a full attack action. A successful attack with the laser designator 'paints' the target, giving friendly guided missiles a +5 bonus to hit that target until the end of the round. If the operator of the designator takes damage before a friendly missile is fired, he or she must make a Concentration check (DC 10 + damage dealt) or the bonus is lost until the operator can make another attack.



6.14 - WEAPONS ACCESSORIES

A plethora of accessories are sold for small arms, from holsters and replacement grips to ammunition bandoliers and fingerprint gun locks. Bringing such details into focus is best left to the players and Gamemaster, since the possible combinations and variants would fill a book all by themselves. Two important types (especially in game terms) of accessories are described below.

6.14.1 - Sights

The Accuracy rating of slugthrower weapons in **Heavy Gear** assumes the use of "iron sights," the metal sights that are built into the weapon when it is manufactured. Greater accuracy is often desired, however, especially for weapons intended to be used at great distances from their targets. Several types of optional sighting devices may therefore be attached to substitute for the weapon's integral sights. These sights provide a +1 Accuracy bonus to shots at Long and Extreme ranges and provide additional bonuses in specific circumstances as described below. (**OGL:** add a +1 circumstance bonus to ranged attacks.)

Sights are classified into two types: passive and active. Passive sensors gather energy from the direction they are pointed (usually from the visible light and infrared portions of the electromagnetic spectrum) to create a sight picture. Active sights, on the other hand, emit energy and form the sight picture from the energy reflected from the target. (Indeed, sights can be considered a type of sensor.) An Electronic Warfare or Notice test versus a Threshold of 4 is allowed for the defender to observe that he has been "tagged" by an active sight. No such roll is allowed if the attacker is using a passive sight.

Passive sights can include features such as internal memcompasses and variable magnification. Sights with these features can cost two or more times the cost of a standard sight, depending on the number and combination of features. The final cost for a specialized sight like this is left to the Gamemaster, but is sure to be very expensive.

Active and passive sights can be combined; an optical sight may be used in conjunction with a laser sight, a passive thermal can be used to see the reflected energy of an active thermal sight and so forth. No more than one of each type can be fitted, because there is only so much space on a weapon to attach accessories. Attaching a sight mount to a weapon requires a mechanical tool kit, a successful Tinker test versus a Threshold of 4 and half an hour's time. To align the sight, the same test and amount of time are required, as well as several rounds of ammunition.

It should be noted that the improved accuracy of the Sniper Laser (as listed in the generic weapon table) is assumed to be conferred by using the weapon's laser beam at a low power setting as a laser sight. A second laser sight would therefore be redundant and is not allowed.

Optical 		
Mass:	0.5 kg	Cost: 100

Any of a variety of passive telescopic sights or battery-powered closed-circuit cameras. Optical sights are mounted on many sniping and hunting rifles. They do not provide any bonuses to attacks at night or in any bad weather, including rain.

Passive Thermal 		
Mass:	0.5 kg	Cost: 80

Working on the same principles as Thermal Goggles (see earlier in this chapter), the thermal sight creates an image based upon the heat radiated by or reflected from whatever the sight is pointed at. Rather than forming colors as the Thermal Goggles do, the passive thermal sight displays the information as patterns of light and dark. A switch on the sight allows the user to switch between "white-hot" and "black-hot," where the hottest parts of the pattern are the brightest or darkest, to obtain the greatest clarity and contrast. Passive thermal sights provide a +2 modifier to any attacks conducted at night and +1 to attacks conducted in the rain or other bad weather.

Light-Intensifying 		
Mass:	0.5 kg	Cost: 200

These amplify ambient light much as Nightvision Goggles do (see earlier in this chapter), and as with the goggles, a light-intensifying sight will not work in total darkness. LI sights provide a +1 modifier to any attacks at night where there is at least starlight to see by and provide no bonus in rain or other bad weather.

**□ Laser**

Mass:	0.1 kg	Cost:	200
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Popular because of their small size and light weight, laser sights emit a beam of laser light in the same direction as the bullet will travel. Laser sights can be made to emit a beam of visible light or in a wavelength that can be seen only by either thermal or light-intensifying sights and goggles. A Notice test versus a Threshold of 5 is allowed for the target or someone near him to see the dot produced by the beam of a visible light laser sight. If a thermal or LI-compatible laser sight is used, the Notice roll is only allowed if the target or someone near him is using the correct type of goggles or sight.

□ Active Thermal

Mass:	0.5 kg	Cost:	40
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Essentially an infrared flashlight, an active thermal sight will illuminate an area as if it were daylight, but the energy can only be seen by someone using a passive thermal sight or thermal goggles. Anybody using these can attack the person using the active thermal sight as if the person were in daylight. Regular flashlights may be mounted on small arms and used in the same way to illuminate an area in visible light. The same rules apply as for active thermal sights, but no special equipment is required.

Sound Suppressors - 6.14.2

When a small arm is fired, two factors combine to produce a great deal of noise: the exploding gas that propels the bullet down the barrel and towards the target and the supersonic speed of the bullet itself. Both of these phenomena can be countered to substantially reduce the report of a small arm. Low-energy rounds are available which propel the bullet below the speed of sound, and the sound of the explosion itself can be contained with a sound suppressor.

A suppressor, or a "silencer" as it is commonly known, is essentially a can that surrounds a shaft with a series of holes punched along the side. As the bullet passes through the shaft, the gases that are pushing the bullet along pass through the holes in the shaft into the can, allowing the gas to expand and cool before it passes out of the suppressor and into the open air. The energy contained in the gas is substantially reduced by this process, which results in a much quieter report (down to the level of average to loud conversation at a distance of three meters).

If a suppressor is used with standard ammunition, anyone besides the person being fired at must make a Notice test at a Threshold of 5 to determine where the shots are coming from; if a suppressor is used with subsonic ammunition, the Threshold increases to 7, and even the target must make a Notice roll versus a Threshold of 4 (he knows he's being shot at, but he may not be able to tell from where).

Multiple shots reduce the effectiveness of suppressors, because the trapped gas and unburnt propellant clog the exhaust ports and trap chamber. They therefore can only be used for a limited number of shots before they must be cleaned thoroughly. A suppressor may fire a number of rounds equal to the weapon's Personal Damage Multiplier before the suppressor becomes so dirty it effectively becomes useless. (OGL: see core OGL rules for stats on firearm sound suppressors.)

Several weapons are designed from the start to use a suppressor, either as an integral part of the weapon or by including some means to screw or snap a suppressor on to the end of the barrel. Modifying a standard weapon to accept a muzzle suppressor requires a Tinker task with a Threshold of 4, and takes half an hour. It is possible to suppress a revolver, but the revolver must be specially made to ensure that there is no gap between the cylinder and the frame where gas, and thus sound, can escape. A revolver that can be suppressed is twice as expensive as a standard model. No weapon covered by the Heavy Weapons Skill can effectively use a suppressor.

Suppressors are usually heavily regulated but are available for sale on the civilian market. Purchasing a suppressor may indeed be mandatory in some cases; some city-states with tight noise pollution regulations, for instance, may require suppressors for weapons used at shooting ranges in dense urban areas. The mass of a detachable muzzle suppressor is equal to the Personal Damage Multiplier of the weapon times 10 grams for pistols and submachineguns, times 20 grams for rifles. The cost is equal to the mass in grams.

Mass:	DM x 0.01 (pistol, SMG), DM x 0.02 (rifle) kg	Cost:	Equal to mass in grams
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Subsonic Ammunition ●

Although subsonic ammunition for rifles is certainly plausible, only ammunition for pistols and submachineguns is considered here. A box of fifty 6mm subsonic rounds masses 0.2 kg and costs 5.5 marks/dinars, a box of 9mm subsonic masses 0.6 kg and costs 7 marks/dinars, and a box of 11mm subsonic rounds masses 1.05 kg and costs 9 marks/dinars.



6.15 - EXPLOSIVES

Explosives have always caught the popular imagination. Every cycle, thousands thrill at the colorful pyrotechnic displays included in the celebrations of Discovery Day and the signing of the Treaty of Westphalia. Large demolitions jobs will also often involve large quantities of explosives. The spectacular destruction of a large structure is often a media event; the controlled implosion of Aquitaine's damaged Needle in TN 1941 was broadcast across Terra Nova via the Hermes 72 network.

A character with Demolitions skill must prepare a "charge" of explosives (with enough time, any quantity of explosives may be used in a charge). Preparing a charge takes 1 minute per unit of charge and requires the use of a detonator and possibly fuses or electrical wire, all of which are found in the Demolitions Kit described below. If the GM allows, charges may be prepared during a character's "down time" and thus be ready to use when needed. Emplacing a charge on a target takes 30 seconds (5 rounds). The effectiveness of a explosives charge is rated by its Damage Multiplier, and is determined as follows:

•	$\text{Personal DM of Charge} = (\text{Fourth root of the number of units}) \times \text{Personal DM of single unit}$
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In other words, take the square root of the number of units in a charge (the number of kilograms in a charge of plastic explosive, for instance), take the square root of that number, then multiply it by the Personal DM of one unit of explosive. For example, the DM of a 5-kilogram charge of plastic explosive is equal to (the square root of 5 is 2.23, the square root of 2.23 is 1.49, 1.49 multiplied by 57 equals) 85.

Plastic explosives are by far the most common on Terra Nova, but they are certainly not the only ones Characters might wish or need to use. For simplicity, the formula is the same whether the Characters use plastic explosives, dynamite, nitroglycerin or propellant from small arms ammunition.

If the character has time to "tamp" the charge (cover the explosives with sandbags or other heavy objects to focus the explosion), add 2 to the result of his Demolition roll. Tamping a charge takes 1 minute per unit of charge. If the charge is not placed properly and is just lying on the target (if thrown against a wall from a moving vehicle, for instance), subtract 2 from the roll. If using the charge to breach a barrier (a wall, an embankment, etc.), and the charge is successfully detonated, divide the total damage of the charge by the Armor Value of the barrier to determine the Size of the vehicle that the resulting hole will accommodate. Personnel are assumed to be Size 2.

Like anything else that explodes, charges produce concussion effects. The primary area of effect of an explosive charge is a circle with a radius equal to 30% of the total Personal DM of the charge (a standard block of plastic explosive, for instance, has an area of effect radius of 17 meters). This radius is reduced to 10% if the charge has been tamped.

A charge that successfully attacks anything with an Armor Value will also produce shrapnel. This shrapnel is treated like that of a fragmentation grenade (see next section), except that the shrapnel's Damage Multiplier is equal to half the Armor Value of the attacked object. Shrapnel will affect a circular area with a radius in meters equal to 40% of the Damage Multiplier of the charge. This radius is reduced to 15% if the charge has been tamped.

Example

Anders wishes to blow up a wall with a standard satchel charge. The charge contains 10 of plastic explosive, which produces a total Personal DM of $((10 \text{ to the fourth root}) \times 57) = 101$, or a Tactical DM of x10. The GM has determined that the wall has a Personal Armor Value of 40 (a reinforced concrete or brick wall).

Anders doesn't have time to tamp the charge, but he does place it where he thinks it will cause the most damage (it takes five rounds to properly place the charge). Anders sets the timer and runs for cover, and he makes it by the time the charge goes off. His Demolition roll produces an MoS of 4, for a total of 400 points of damage. Not only does he blow a hole in the wall, the hole is big enough to drive a Size $(400/40 =) 10$ vehicle through. If he'd had time to tamp the charge, the hole would be big enough to drive an Aller through (an MoS of 6 equals 600 points of damage, $600/40 = 15$). It's a good thing he found cover. The concussion would have attacked Anders out to 30 meters (30% of the total DM of the charge) away, and bits of the wall would have attacked him for (106×20) points of damage up to 40 meters away.

6.15.1 - Using Ammunition Propellant as an Explosive

Ammunition from tank guns and other large-caliber weapons may be taken apart and their propellants used as an explosive (which is sensible, since propellant gel is an explosive). Each full point of ammunition yields a liter of gel (as in the **Heavy Gear Technical Manual**), but the only additional preparation is adding a package of thickening catalysts to make the gel reasonably solid (included in the Demolitions Kit, or sold separately for 5 marks/dinars each). A successful Demolitions or Physical Sciences test against a Threshold of 4 will result in properly solidified material, while a failure results in material that is cured improperly (treat as 75% of its mass for Damage Multiplier calculations). For simplicity, each liter of properly cured gel yields one kilogram of useful explosive.

These rules naturally cannot take into account the effects of the projectiles left over when the ammunition is taken apart; that is best left to the fertile minds of the GM and the players.



◆ Dynamite

Mass:	1 per stick kg	Cost:	30 per stick
Damage:	x30	Radius:	10

Explosives experts have predicted the demise of dynamite many times over the centuries, but it remains as popular and as inexpensive to produce as ever. The only significant changes to the compound have been to add improved stabilizers to extend its shelf life. Care should still be taken when handling dynamite, however; in addition to its explosive properties, prolonged exposure to the fumes from the nitroglycerin within the dynamite can lead to severe migraines and other health problems.

◆ Plastic Explosives

Mass:	1 per block kg	Cost:	100 per block
Damage:	x57	Radius:	17

Plastic explosives are popular for military and civilian demolitions purposes because they are very stable, requiring electrical current or another explosion to set them off. They are also quite pliable and can be molded and shaped by hand to adhere best to the target. For large demolition jobs, companies can even place special orders for plastic explosive that can be pumped like a liquid from specialized tanker trucks.

◆ Satchel Charges

Mass:	12 kg	Cost:	1100
Damage:	x101	Radius:	30

The quintessential demolition expert tool, satchel charges are used to blow up obstacles and immobilize enemy vehicles. A satchel charge consists of a cloth or polymer bag filled with blocks of plastic explosive and a programmable detonator, carried on a shoulder strap. The satchel charge can be placed against the target for maximum effect, or it can be thrown a couple of meters away in the hope that it will land near the target before exploding.

◆ Primercord

Mass:	0.1 per meter kg	Cost:	10 per meter
Damage:	x32	Radius:	10

Primercord is a cord-like form of plastic explosive that comes rolled on spools, and can be mistaken for ordinary rope for those not familiar with it. Primercord can be used to link other explosive charges together without the need for additional fuses or wire, but something else is required to set the primercord off. A blasting cap is normally used, but wrapping primercord around a concussion grenade and pulling the pin will work in a pinch. If enough is available, primercord can be used in place of a frame charge to blow holes in walls.

◆ Frame Charge

Mass (kg):	1.5 kg	Cost:	200
Damage:	x48	Radius:	5

Also referred to as an "instant door," a frame charge is an explosive device designed to cut a hole in a wall large enough for a person to get through. The charge consists of a metal frame two meters high by one meter wide that is filled with plastic explosive. Due to the design of the charge, it is automatically considered to be tamped and has a very small area of effect. Most commonly used by military engineers and police special action teams, frame charges are also sometimes used by fire departments to get into a building quickly.

◆ Demolitions Kit

Mass (kg):	20 kg	Cost:	800
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This is a large chest containing all the tools required by the demolitions expert. Fuses, blasting caps, electrical wire and timers are all included, as well as packs of catalysts for converting ammunition propellant gel either as a more solid explosive (see above) or as fuel (see **Heavy Gear Technical Manual**).



6.16 - GRENADES

Grenades are small, explosive weapons which are either thrown by hand or shot at their target with a launcher (see description of the grenade launcher). Concentrating a lot of firepower in a small, easy to carry package, grenades are an important part of the infantryman's arsenal. Although a lot of variations exist as far as the type and power of particular grenades are concerned, most of them fall in a few definite categories as detailed below.

Most grenades are equipped with an explosive charge to disperse either fragments or their contents, in case of a specialized charge. The latter type of grenades (fragmentation, incendiary, gas, etc.) do more than simple concussion damage; the secondary Damage Multiplier indicates the intensity of this secondary attack, while the weapon's description explains the nature, are of effect and game mechanics related to this additional damage. In certain cases, it is possible to have non-exploding grenades, especially for the gas ones (instead of exploding, they just release their pressurized payload through small holes).

Concussion 1

Concussion Grenades are simply explosive charges encased in plastic, which is vaporised by the explosion. They are multipurpose tools, powerful enough to be used in a variety of roles: anti-personnel, anti-armor or demolition. This type is considered an "offensive" grenade, because it can be thrown further than the explosion radius.

Flash 2

"Flashers" do little actual damage, but stun targets with a very bright chemical flash and loud bang. Anyone inside the secondary area of effect must make a Health roll against a Threshold equal to half the maximum secondary area of effect minus the distance between the target and the grenade's point of impact, rounded up. For example, a character located 12 meters away from an exploding flash grenade with a maximum secondary area of effect of 30 would have to roll against a Threshold of $(30 - 12)/2$, or 9. A failed roll incapacitates (-4 to all rolls) for a number of combat rounds equal to the Margin of Failure.

Fragmentation 3

"Frag" do additional damage by scattering small shards of molecular pre-fractured ceramic over a wide area. Anyone caught in the secondary area of effect takes the result of one die multiplied by the secondary Damage Multiplier. Frags are superb anti-personnel weapons, though they don't do as well against armored targets.

Gas 4

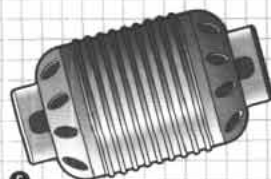
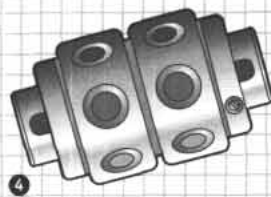
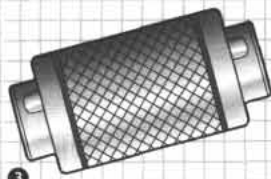
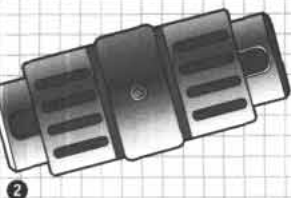
Gas Grenades subject everyone within the secondary radius to the effects of a particular gas, which is treated like a drug or toxin. They come in many different varieties, the most common being Nerve Gas, Tear Gas and Smoke. Nerve gas grenades dissipate a fatal toxin gas in their area of effect, with a Potency usually situated between 7 and 15. All target in the secondary area of effect are subjected to the toxin's effect, unless they are protected by a sealed suit or inside a vehicle.

Tear gas incapacitates by attacking the victim's respiratory system and mucous membranes (such as the eyes, nose and mouth). A potential victim must make a Health test against the gas' Potency (usually between 6 and 10); a character whose Margin of Failure is between 1 and 4 will suffer an equivalent negative action modifier due to pain and blurred vision. This penalty will lessen by 1 every minute the character spends outside of the gas. A Margin of Failure between 5 and 9 will incur a -4 action penalty, which will lessen by 1 every hour after being removed from the gas. A Margin of Failure of 10 and more will, in addition to the other effects, cause damage to the character as if he'd been affected by a fatal toxin of a Potency seven points lower than the actual Potency of the tear gas; a fumble is equal to a Margin of Failure of 9.

Smoke grenades have the same stats as Tear Gas but only cause a -2 penalty on all ranged Skills.

Incendiary 5

"Burners" carry an additional charge of high-burning chemicals, such as white phosphorus. Fire damage is applied to anyone within the secondary area of effect, with an Fire Intensity equal to the secondary Damage Multiplier.



**■ SiICORE Stats: Grenades (Cont. next page)**

Weapon	Weight (kg)	Cost (Mark/Dinar)	Weapon	Weight (kg)	Cost (Mark/Dinar)
Concussion Grenade	0.1	12	Flash Grenade	0.1	8
Fragmentation Grenade	0.1	10	Tear Gas Grenade	0.1	8
Incendiary Grenade	0.1	12	Nerve Gas Grenade	0.1	15

■ OGL Stats: Grenades

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size
Concussion	3d6	-	Concussion	20 ft.	15	10 ft.	Tiny
Fragmentation	4d6	-	Slashing	20 ft.	15	10 ft.	Tiny
Incendiary	2d6	-	Fire	20 ft.	12	10 ft.	Tiny
Flash	See text	-	-	20 ft.	-	10 ft.	Tiny
Smoke	-	-	-	See text	-	10 ft.	Tiny
Tear Gas	See text	-	-	See text	-	10 ft.	Tiny
Nerve Gas	See text	-	-	See text	-	10 ft.	Tiny

Incendiary Grenade: Any target that takes damage from a incendiary grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, the grenade creates a cloud of smoke. Treat an incendiary grenade as a smoke grenade (see below), except that it only fills squares within 5 feet of the explosion point.

Flash Grenade: Anyone caught in the burst radius of a flash grenade must make a Fortitude save (DC 15) or be blinded, dazed and deafened for 1d6 rounds; on a successful save they are dazed and deafened for 1d3 rounds. Flash goggles prevents the blindness effect, ear protection prevents the deafness effect and both together negate all effects.

Smoke Grenade: On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Anyone within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target).

Tear Gas Grenade: A tear gas grenade releases gas like a smoke grenade. Likewise, its cloud disperses like a smoke grenade's cloud. Anyone caught in the cloud must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he leaves it. Those who succeed their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose and mouth provides a +2 bonus on the Fortitude save.

Nerve Gas Grenade: A nerve gas grenade releases gas like a smoke grenade. Likewise, its cloud disperses like a smoke grenade's cloud. Anyone caught in a cloud of nerve gas is effected by the nerve agent (Type: Inhaled, Save DC: 22, Initial Damage 1d6 Con, Secondary Damage 2d6 Con). Nerve gas is absorbed through the skin as well as inhaled: a gas mask provides a +2 bonus on the Fortitude save but only a sealed NBC suit or vehicle provides protection from the gas.

■ HOOKS & TIPS — CARRYING WEAPONS

Several Players believe that having weapons at all times is the safest way to go. They like to parade their characters around like walking arsenals and be ready for everything for anything. While this is certainly a prudent attitude, especially given the harsh environment of Terra Nova, there are certain drawbacks to this which Gamemasters should not ignore.

Among other things, visible weapons and armor mean trouble. Most people prefer to lead peaceful lives and will do their best to avoid trouble. Individuals who are armed to the teeth appear as scary and dangerous. John and Jane Doe from the street — who are not known for their bravery (average Willpower or lower) — tend to steer clear of those people. If engaged in conversation, they will answer briefly and will take the earliest opportunity to leave the area. Some other people tend to be very antagonistic when faced with armed individuals. Young punks or other anti-social persons may react with aggressiveness with the display of available firepower and try to antagonize the Players, taunting them and daring them to show they “have the guts” it takes to use their weapons against someone their own size. In some locales, it may be considered a rite of passage among small gang members to show off how tough they are by harassing someone bearing weapons.

Most establishments forbid (or at least severely frown upon) openly displayed weapons. Again, this comes back to trouble. They will ask the individual to leave his weapons with the doorman for safekeeping. On that particular topic, several Gamemasters take advantage of the Players' collaboration by having the weapons permanently disappear. This is a grave mistake. Players whose weapons were stolen this way once will never again part with their armament. Gamemasters should do this sparingly, and not the first few times around. PCs who cause trouble in the establishment will be thrown out and their weapons will be returned to them through the police (who will no doubt ask questions about the origins and the legality of the weapons).



SiICORE: Generic Personal Weapons Statistics ☐

Melee Weapons					
Weapon	Accuracy	Damage X	Range (m)	ROF	Radius (m)
Knife	0	AD+7	Strength+10	n/a	n/a
Machete	0	AD+10	close combat	n/a	n/a
Sword	0	AD+12	close combat	n/a	n/a
Hatchet	0	AD+10	close combat	n/a	n/a
Club/Truncheon	0	AD+5	close combat	n/a	n/a
Staff	0	AD+7	close combat	n/a	n/a
Spear	0	AD+10	Strength+20	n/a	n/a
Chainsaw	-1	AD+20	close combat	n/a	n/a
Vibroknife	0	AD+9	close combat	n/a	n/a
Vibomachete	0	AD+15	close combat	n/a	n/a
Vibrosword	0	AD+20	close combat	n/a	n/a
AD = Armed Damage Trait					
Ranged Weapons					
Weapon	Accuracy	Damage X	Range (m) *	ROF	Radius (m)
Light Bow	0	7	5/10/20/40	0/1	-
Medium Bow	0	10	6/12/24/48	0/2	-
Heavy bow	0	15	7/14/28/56	0/2	-
6mm Pistol	0	10	4/8/16/32	0	n/a
9mm Pistol	0	15	5/10/20/40	0	n/a
11mm Pistol	0	20	5/10/20/40	0	n/a
13mm Pistol	0	25	5/10/20/40	0	n/a
6mm Machine Pistol	0	10	4/8/16/32	1	n/a
9mm Machine Pistol	0	15	5/10/20/40	1	n/a
9mm Submachinegun	0	15	10/20/40/80	2	n/a
11mm Submachinegun	0	20	10/20/40/80	2	n/a
7mm Rifle	0	22	50/100/200/400	0	n/a
7mm Assault Rifle	0	22	50/100/200/400	1	n/a
9mm Heavy Rifle	0	30	60/120/240/480	0	n/a
15mm Sniper Rifle	+1	40	100/200/400/800	0	n/a
Grenades					
Weapon	Accuracy	Damage X	Range (m)	ROF	Radius (m) †
Concussion	0	30	varies	0	9
Fragmentation	0	26/14	varies	0	8/30
Incendiary	0	24/8	varies	0	8/12
Flash	0	8/flash	varies	0	3/30
Tear Gas, Smoke	0	5/gas	varies	0	2/15
Nerve Gas	0	5/gas	varies	0	2/15
Heavy Weapons					
Weapon	Accuracy	Damage X	Range (m)	ROF	Radius (m)
24mm Anti-HG Rifle	+1	70	150/300/600/1200	0	n/a
9mm Chaingun	0	30	50/100/200/400	4	n/a
9mm Light Machinegun	0	30	100/200/400/800	2	n/a
37mm Grenade Rifle	0	**	50/100/200/400	0	**
62mm Light Mortar	-1	120	150***/300/600/1200	0	15
50mm Rocket Launcher	0	140	50/100/200/400	0	5
Sniper Laser	+1	40	200/400/800/1600	0	n/a

*Short/Medium/Long/Extreme

**Varies according to grenade type used (all grenade types are available; double the Damage Multiplier and the cost for rifle version). Usual anti-armor rifle grenade causes x80 damage, Area Effect = 5 meters.

***Cannot fire at ranges of 100 m or less. † Primary/Secondary area of effect.



OGL: Generic Personal Weapons Statistics

Simple Weapons (require the Simple Weapons Proficiency feat)							
Weapon	Damage	Critical	Damage Type	Range Increment	Size		
Knife	1d4	19-20	Piercing	10 ft.	Tiny		
Club/Truncheon	1d6	19-20	Bludgeoning	-	Med		
Staff (double weapon)	1d6/1d6	20	Bludgeoning	-	Large		
Spear	1d8	20/x3	Piercing	20 ft.	Large		
Vibroknife	2d4	19-20	Slashing	-	Tiny		
Archaic Weapons (require the Archaic Weapons Proficiency feat)							
Machete	1d6	19-20	Slashing	-	Small		
Sword	1d8	19-20	Slashing	-	Med		
Hatchet	1d6	20	Slashing	10 ft.	Small		
Vibromachete	2d6	19-20	Slashing	-	Small		
Vibrosword	2d8	19-20	Slashing	-	Med		
Exotic Weapons (each requires a Specific Weapons Proficiency feat)							
Chainsaw	3d6	20	Slashing	-	Large		
Ranged Archaic Weapons (require the Archaic Weapons Proficiency feat)							
Weapon	Damage	Critical	Damage Type	Range Inc.	Rate of Fire	Magazine	Size
Light Bow**	1d4	20	Piercing	30 ft.	1	-	Med
Medium Bow**	1d6	20	Piercing	30 ft.	1	-	Med
Large Bow**	1d8	20	Piercing	40 ft.	1	-	Large
**Strength modifier applies to damage rolls							
Handguns (require the Personal Firearms Proficiency feat)							
6mm Pistol	2d4	20	Ballistic	25 ft.	S	30 box	Small
9mm Pistol	2d6	20	Ballistic	30 ft.	S	20 box	Small
11mm Pistol	2d6	20	Ballistic	40 ft.	S	12 box	Small
13mm Pistol	2d8	20	Ballistic	40 ft.	S	8 box	Medium
6mm Machine Pistol	2d4	20	Ballistic	25 ft.	S, A	30 box	Small
9mm Machine Pistol	2d6	20	Ballistic	30 ft.	S, A	20 box	Medium
Longarms (require the Personal Firearms Proficiency feat)							
9mm Submachinegun	2d6	20	Ballistic	50 ft.	S, A	50 box	Med
11mm Submachinegun	2d6	20	Ballistic	60 ft.	S, A 30 box	Large	
7mm Rifle	2d8	20	Ballistic	80 ft.	S	20 box	Large
7mm Assault Rifle	2d8	20	Ballistic	70 ft.	S, A	30 box	Large
9mm Heavy Rifle	2d10	20	Ballistic	90 ft.	S	10 box	Large
15mm Sniper Rifle	2d12	20	Ballistic	150 ft.	S	5 box	Huge
Sniper Laser	2d12	20	Laser	300 ft.	S	12 battery	Large
Heavy Weapons (each requires a specific Exotic Firearms Proficiency feat)							
24mm Anti-HG Rifle	4d12	20	Ballistic	200 ft.	S	3 box	Huge
9mm Chaingun	2d10	20	Ballistic	70 ft.	A	50 belt	Huge
9mm Lt Machinegun	2d10	20	Ballistic	150 ft.	A	50 belt	Huge
37mm Grenade Rifle	varies	-	-	80 ft.	S	4 box	Large
62mm Light Mortar	8d6	-	-	200 ft.***	Single	1 int.	Huge
50mm Rocket Launcher	10d6	-	-	80 ft.	Single	1 int.	Huge
***Cannot fire within 1 Range Increment							

Mastercraft Weapons: The 15mm Sniper Rifle, Sniper Laser and 24mm Anti-HG Rifle are always considered mastercraft weapon. As such, all three grants a +1 bonus on attack rolls.

37mm Grenade Rifle: Attacking with a grenade rifle is similar to throwing an explosive: make a ranged attack against a specific 5-foot square (instead of targeting a person or object). It can use any of the grenade types as ammunition.

62mm Light Mortar: Attacking with a mortar is similar to throwing an explosive: make a ranged attack against a specific 5-foot square (instead of targeting a person or object). It damages all targets within a 30 ft. radius (Reflex save DC 18 for half damage). It cannot be fired at ranges of 1 Range Increment or less.

50mm Rocket Launcher: When the rocket launcher hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage).



Chapter 7: Technology

Technology and science march to a strange drummer. In the course of their adventures in the Heavy Gear universe, the player characters are as likely to see an advanced, miniaturized computer terminal on the wrist of a lizard-riding peasant as they are to see two military officers fight out an old-fashioned honor duel with computer-designed composite/ceramic swords. They will be given the opportunity to pilot a 5-meter tall humanoid machine that emulates the human body — and runs on ordinary gasoline.



TERRANOVAN TECHNOLOGY - 7.1

The presence of many coexisting technological levels in every walk of life is one of the main features of Heavy Gear. While this concept is nothing new in science fiction, it does take some getting used to from players expecting to have high technology at their beck and call. Just because the technology exists for a given task does not mean that it will automatically be available. Terra Nova is still mostly a frontier planet and the basic necessities of survival will override any other concerns. It is no use knowing how a tractor works when you do not have the tools to build one, or the fuel to operate it. People use what works for them.

In general, the level of technological sophistication is at its highest in the city-states that form the centers of civilization on Terra Nova. With the proper connections and contacts, almost any item known to the Terranovans of the 62nd century is available on the streets.

As we move into the surrounding countryside, the technology becomes more rugged, adapted to the rigors of everyday use. Surfaces are not shiny and neat anymore: items show the marks of constant use. There are fewer luxury objects and repair facilities for the more advanced items become harder to find. In some of the most remote or poor areas, people may hand-manufacture most of what they own, trading only for the things they absolutely cannot build by themselves.



Materials and Structures - 7.1.1

Research constantly develops new and useful materials. Most of the work is centered on finding new ways to improve the qualities of the existing alloys and composites while simplifying the manufacturing processes involved in their creation, in an attempt to meet the high demand. At the same time, new molecular-level shaping techniques, using a combination of heat treatments, magnetic field generators and particle beams, can force completely new structures into existence. Few Terranovan items and vehicles use unmodified natural materials in their design.

Metal alloys are commonly used in the 62nd century for all sorts of engineering functions. They are known for their high tensile strength, electrical conductivity, ductility and isotropic properties. The internal frame of many Heavy Gears is made out of Flexite, a steel alloy that is both tough and flexible.

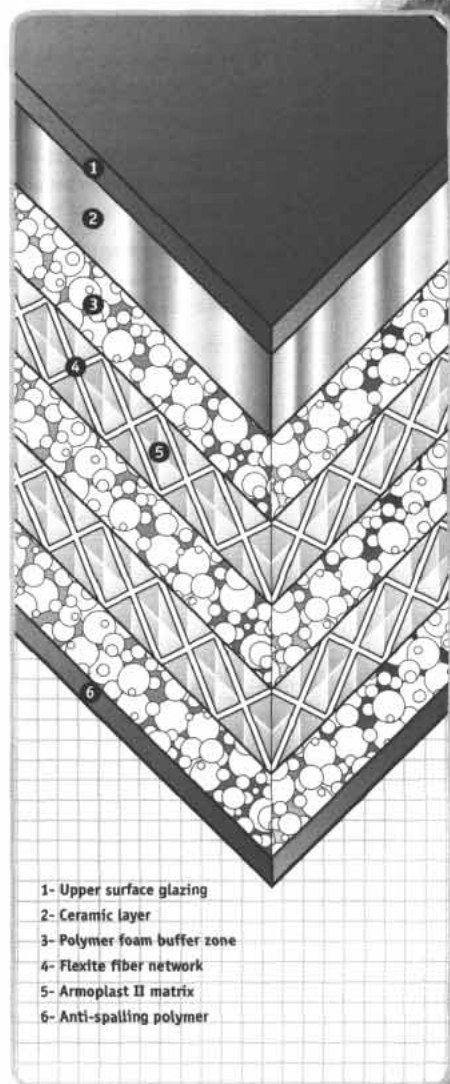
Ceramics have the advantage of being extremely resistant to high temperatures. For this reason, many modern armor materials include layers of ceramic. Some armor types are specifically intermixed with ceramic compounds to be even more resistant to energy-based weapons such as shaped-charge warheads and laser beams. They see wide use as shielding and heat sinks for fusion reactors and spaceship hulls, particularly those equipped for atmospheric re-entry. Special ceramic glazing and coatings can also be manufactured to improve the durability of spaceships.

Polymers are long strings of organic molecules artificially attached to one another. They are generally light and adaptable and are used in many everyday items. Polymers are also used in the weapons industry for light gun casings and missile outer shells. An extremely tough ballistic plastic called Armoplast is used in several kinds of laminated armor, especially the personal "turtlesell" armor worn by front-line infantry.

Composites are custom designed for specific applications, creating materials with the perfect balance of strength, durability and weight. As their name indicates, they are a combination of two or more different materials. Any combination of materials - plastic, resin, ceramic or metal - may constitute a composite.

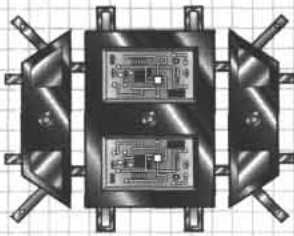
Unfortunately, composites are more expensive to prepare and much harder to repair since the damage, if any, is usually deep within the composite structure. Stress-induced core delamination, where micro-layers become separated within the material, is one such problem. In these cases, complete replacement of the affected piece is recommended.

"Fastener" is the name given to any material or object(s) that hold(s) a given structure together. For example, many Terranovan vehicles have systems that are literally welded at the molecular level by advanced resin compounds. The development of polymers and composites has given rise to a whole line of structural glues that not only bond two surfaces, but also serve as a proper load-bearing path. Smart glues are one of the most useful tools available to the technician faced with the prospect of jury-rigging a damaged mechanism. Their variable properties allow different make-shift repairs to be made with a single container of glue by altering the mix.





7.1.2 - Electronics



For millennia the heart and soul of the machines of Mankind, electronics are vital to the people of the 62nd century. Circuitry is used in all types of equipment, from the lowly kitchen appliance to the most complex military weapons, and practically all are monitored by a computer of some sort.

Although they are incredibly slow when compared to other modern options, silicon chips have the advantage of simplicity, extreme ruggedness and ease of manufacture. Automated micro-factories can turn them out by the handful if fed the correct raw material and given the time to lay out the precise circuitry within. They are chiefly used for low-power and low-speed applications such as door controller mechanisms, low-tech appliances and the like. The military uses them in simple but important circuitry such as pump relay controllers, sensor sub-interpreters and many types of system monitoring devices.

◆ Neural Networks

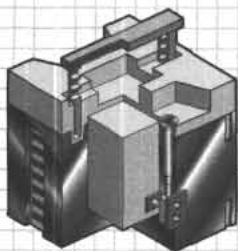
Neural networks were developed back in the beginning of the third millennium and have been the basis for many of the advancements in computer science that followed. NNets are flexible electronic circuitry, so named because they mimic natural neural pathways. These sophisticated electronic circuits are able to learn from their mistakes and establish new connections within their matrix by both changing their basic programming and by creating new electronic pathways through artificially forced crystal growths. Such changes are monitored and limited by design parameters that are generally implanted at the factory to prevent unwanted variations from the intended functions. These advanced computer chips form the basis of the 62nd-century computer. NNets do tend to be fragile, and as a result, neural net chips are often mounted on special isolated plates within the machine's electronics bay.

Optical NNets are used for high speed calculations and other demanding data manipulations. They are similar in principle to basic neural networks, but use the interactions of photons in a transparent composite matrix for data storage and transfer. The size of a circuit can be scaled down to the molecular level, and the operation of such a NNet creates no heat or wear.

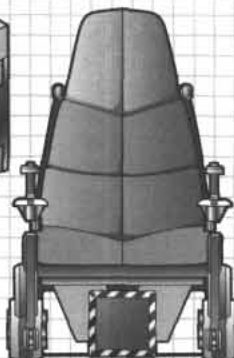
The main disadvantages of the optical NNets are their cost and the complexity of their manufacture. The actual act of building them is relatively simple, as the process is mostly automated - but the machines that make NNet chips are fabulously expensive. In addition, the subsequent period of training under the supervision of a human technician requires a considerable investment in time and resources.

Like regular NNets, optical NNets must complete their programming by creating new pathways within themselves. Those found in an ONNet are molecule-thin strands of crystal that can be easily broken by excessive jarring. External "noise" (photons and other particles) can also disrupt the system. For these reasons, all ONNets must be well-shielded and encased in shock-proof material.

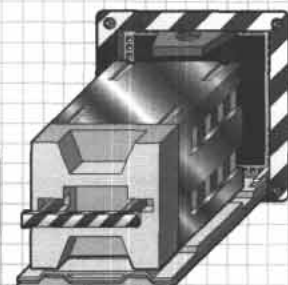
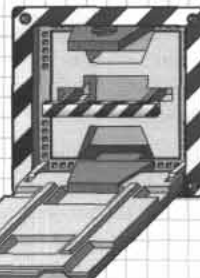
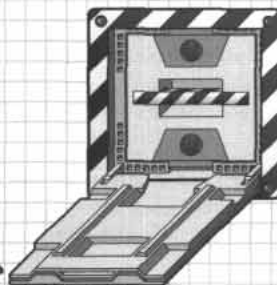
With the complexity of the self-developing neural network came a surprising phenomenon that experts call Behavioral Mimicry Syndrome (BMS). For example, a computer that is used for processing meteorological information every morning might do so even if its operator is not present, simply because it is used to a "routine." At the very least, it will inquire if it should launch the program. Not all of these new self-programmed behaviors are useful and/or harmless, however. Safeguards and limitation routines prevent most complications, but sometimes the results can be most unexpected. A perfect example is the legendary Bowser, a very old Hunter-class Gear that almost has a personality of its own. It has been known to move by itself when threatened and can express simple "opinions," mostly with unsavory gestures learned from the troopers it served alongside. Its whereabouts are unknown at this time.



Gear CPU



Gear seat showing Gear CPU





Communications - 7.1.3

Whenever possible, messages are sent on a microwave tight-beam, line-of-sight pulse to prevent both interception and location. Emitters not only code and compress the pulses to durations of a thousandth of a second, but also automatically vary the frequency used according to a preset algorithm. If there are no hostile units within range, a general, wide pulse message can also be used. The process is fully digitized from beginning to end, ensuring crystal-clear reception under normal circumstances. Enemy scramblers can affect this, although correction routines are included in the communication software.

Radio is the most common type of short-wave communication used. The civilian systems are based around simple solid-state elements and are easy to put together and repair. Military systems are more complex, incorporating scramblers and frequency-hopping devices to stay ahead of enemy direction finding, jamming or intercept. They operate on digital pulse codes, sending their data-compressed signal through aerials and virtual phased arrays that can be tuned to a wide range of frequencies and power levels.

By its very nature, long range communication requires more power and thus larger emitting and receiving systems: the longer the wave, the longer the range, and the larger the antenna. A matrix of emitters in a mast-type structure or a broad category of phased-array systems are used to get around these limitations. Phased arrays are computer controlled radiation-emitters encased under broad featureless panels. Power and sensibility, and hence range, will be determined by the total number of elements in the array. For longer ranges, though, more powerful systems are needed.

The neutrino interference detector (NID) array is a highly sophisticated communication device that is used for trans-planetary and deep space communication. Its neutrino emissions are impossible to block and almost impossible to intercept, but they require sophisticated and bulky detectors that can be mounted only in buildings or on large vehicles such as landships. Communication beams must be sent to a very precise location, or else they are undetectable. A vehicle will call its base (which is equipped with a very large detection array, often hundreds of meters on each side) to announce its position and then wait for a two-way link to be established.

Sensors - 7.1.4

Sensors are essential to any front-line combat vehicle in the 62nd century. Although most vehicles are served quite well by the classic Mark I Eyeball, the fast-flowing, modern battlefield requires additional and often very sophisticated means to detect an enemy that, over the years, has become quite adept at concealing his location.

Sensors can be divided into two general categories, passive and active. Passive sensors only collect information from their surroundings. They do not reveal the presence of the unit using them, which is why they are preferred for combat vehicles. Active sensors tend to be both more powerful and accurate, but they must send out some form of energy to function. This energy can be detected by enemy units and used to calculate the approximate position of the emitter, which makes it impossible to hide while actively scanning. The emitted energy can also be used as a "guide" by enemy missiles, and so active sensors are used sparingly.

Tied to the vehicle's drive and battle computers, cameras are mounted on gyro-stabilized frames that can follow targets through the most spectacular maneuvers. Being passive in nature, cameras supply the basic environmental data, both for piloting and combat purposes. Light amplification and anti-dazzle protection for all optical systems are usually standard. Military issue optical sensors are all shielded against glares, and cameras with low-light capability are common. Limited zoom function is also standard. Dedicated lasers are sometimes added to the optical sensor package for range-finding and depth measurements, although the sensor array is then "active" and thus easier to spot. To avoid this, the above tasks are often fulfilled instead by a pair of small — and passive — stereoscopic cameras. Infrared cameras are generally used only as backup or as a low-cost night-time imaging system because they are easily fooled by decoy heat sources.

Much preferred is the Advanced Forward Looking Imaging Composer (AFLIC) system used on most tanks, striders and aircraft. It is a small turret-contained sensor package that uses a combination of normal light, low-light and thermal imaging to provide data to a dedicated battle computer. The resulting output is a composite, VR-like environment where every feature of the combat zone is mapped and tagged with the proper colors.

The ubiquitous radar still remains as popular as ever, although it is now often used in semi-passive, pulse-emitting mode to reduce the chance of alerting enemy forces. The bulk of a modern radar system is filled with sorting and discriminating circuitry used to cut through the electronic fog generated over the modern battlefield by a multitude of communication and ECM devices. All radar except the most basic models includes Track-While-Scan (TWS) capability and variable sweep width, along with "intelligent" pulse-scanning procedures for increasing area coverage.

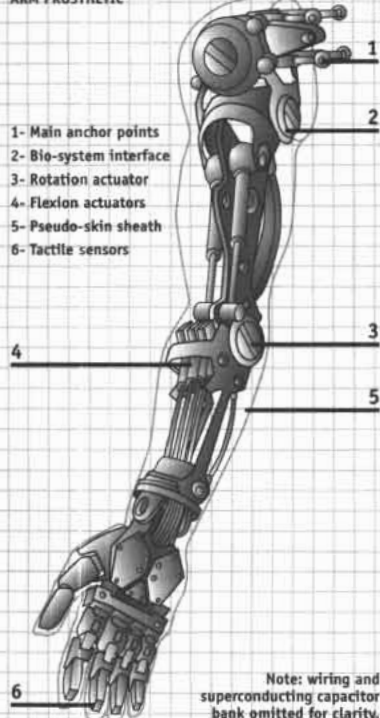
Other long range detectors work on a similar principle, but use different wave-lengths. The ladar and madar are two such systems, one using low-intensity laser beams to scan while the other relies on microwaves. Ladars and madars are primarily used on spaceships and are standard equipment on all Gateships, though ladars are also used by many ground and air vehicles.

Other sensor systems are used for some very specific purposes, such as the environmental feedback required by the drive computer of walker vehicles. Accelerometers are one such system. Motion and vibration sensors are also used to monitor the terrain being crossed for any excessive displacement or disruption. Densitometer and magnetometers (Magnetic Anomaly Detector, or MAD) are sometimes part of the on-board sensor equipment.



7.2 - LIFE SCIENCES

ARM PROSTHETIC



Terranovan medical science is advanced enough in both hemispheres that doctors can almost totally heal third degree burns in a matter of weeks, sometimes even as few as three or four. It is also possible to recover from nearly fatal wounds in less than a month, although that requires many drugs and constant medical monitoring. A biological entity is now as easily programmable as a computer. Contagious diseases are a problem that can take anywhere between minutes or hours to heal, no more. Epidemics are almost unheard of. Whenever something of this sort occurs, it is eradicated within a few days at most. Problems arise only when the disease kills too quickly for a research team to react, as was the case with the St-Vincent Plague or the epidemic in the Montcalm Oasis.

While they almost always provide a solution to any given medical problem, it is usually prohibited to perform a genetic operation on a patient without a special legal authorization. Such authorizations are always long in coming and, almost invariably, outrageously expensive to obtain. Human society still remembers the abuses and horrors of the past, and has placed many safeguards to make sure they will not happen again.

In general, genetic corrections are easy to perform (relatively speaking, of course). Actual modifications to the gene map, of the type that drastically change the body layout or chemistry of the patient, are much harder, involving the splicing of entirely new coded sequences within the genetic material of every cell in the body. Important genetic augmentations are detectable for up to 10 years after they have been performed. Augmentations become increasingly difficult with age as the gene map stabilizes over time. It is a very messy business to genetically alter a six year-old, and it becomes nearly impossible to successfully do it without severe secondary effects (cancers, for example) once past puberty.

Genetic manipulation can be used to grow missing body parts. This takes some time even in a properly equipped hospital and may not be available to all patients. In general, the younger the patient is the better the chance of success. If regeneration is not possible, the patient will be forced to rely on prosthetics. A tissue sample is first taken and then modified to take it back to a more primitive, undifferentiated cell type. The cells are then encouraged to grow into whatever type of tissue is required for the operation. When it reaches the desired physical age, it is taken out of the vat and carefully transplanted to the patient's body.

7.2.1 - Prosthetics

Cybernetic limbs (also called "cybs") do exist, but those who wear them are too often viewed with a mix of pity and mild disgust. Although they are easily implanted and can very discreetly replace any biological equivalent, they represent a social stigma that is very annoying for most cyborgs. Prosthetics look artificial upon inspection, but can pass unnoticed under normal scrutiny, especially if the subject is wearing clothes. Implants not designed to pass as human limbs (chrome-plated, exposed mechanisms, etc.) generally cost less than fully concealable ones.

Arms and legs are the most common, but not the only, prosthetic replacements available. Advances in computer and material technology have allowed the creation of artificial limbs that replicate nearly all functions of natural ones. Some limbs can even be designed to augment the physical performance of the wearer, though the body remains limited by its natural muscles and skeletal structure. Arm and leg replacements are often roomy enough to conceal some small items such as a watch, mini-radio, or even weaponry.

Eyes can be replaced with cybernetics and even augmented in many ways, each more expensive than the next. Fully artificial eyes (which require complete replacement) include a system that projects data directly onto the wearer's field of vision. They also commonly include automatic shutoff to protect against blinding flashes of light. Ears are more easily modifiable than eyes, and correspondingly cost less. Radio reception ears are very popular among the general public.

Other cyber replacements are more specialized. The cyber-spine was first developed for people suffering from crippling back injuries. It consists of a cybernetic spinal cord, reinforced vertebrae and augmented synthetic back muscles. Because of their bulk, cyber-spines cannot be hidden. Other implants include flesh pockets and duraskin armor. Flesh pockets are just that - supple, sealable containment units hidden within a person's flesh. Duraskin is the ultimate in personal civilian armor: a subcutaneous layer of fine duraplast ballistic fiber that absorbs both kinetic and electromagnetic energy. Duraskin does not grow or shrink with the body, nor does it repair itself.

Maintenance: Of the utmost importance for implanted prosthetics is regular care, since they do not benefit from the body's natural healing capacity. They must be checked regularly for power levels and micro-fractures. In addition to the purely mechanical maintenance, each cyb must be checked at least once a cycle to make sure no infection occurs and the bio-interface must be carefully monitored for biological trauma. Cybs are powered by one or more small super-conducting batteries that are located within an easy-to-reach compartment. These batteries can be recharged by practically any energy source — it is easy to jury-rig an adapter, given time and a few pieces of assorted hardware.



MILITARY SCIENCE AND TACTICS - 7.3

The first centuries of the third millennium brought forth incredible advances in all of the major scientific fields. Computers were faster, material sturdier, weapons deadlier. However, the numerous armed conflicts of the third and fourth millenniums demonstrated that although high tech equipment often turned the tide of war, victory lay with the side that could afford to exhaust its enemy's capacity to fight and hold onto conquered territories. This caused a general stabilization of the level of technology used in wars, with new developments made horizontally, in already known fields instead of emerging new ones.

If one side could afford to field ten tanks for the price of one of their enemy's design, it did not matter if the tanks were slightly inferior: they would overwhelm the enemy by sheer numbers as long as they were reasonably well designed and, most of all, well used. Another consideration was the ease of building cheap weapons able to defeat multi-million dollar vehicles in one shot, such as the infamous infantry hand-held "tank-killer" missile launchers.

With the advent of interplanetary conflicts, logistics became a supply officer's nightmare. More than once, military forces had to use whatever was available to them instead of the advanced tools and equipment designed and produced in faraway locations.

One last important factor in the stabilization of the technology of war was a vehicle's ease of maintenance. A point was reached where a multi-million dollar weapon could fail because of a grain of dust in one critical circuit. Designs gradually reverted to simplified, modular forms that could withstand a lot of punishment, required minimal maintenance and could be used continuously without breaking down all the time.

Weapon Technology ◆

Vehicle-mounted weaponry remains as predominantly projectile systems. Not only are they efficient and simple to build and maintain, they can take an enormous amount of punishment before breaking down thanks to the advanced materials used in construction. High tech weapons such as lasers, electromagnetic railguns and particle accelerators are not considered advanced anymore, but the denomination has stuck. These weapons are rarely carried by ground units because their large energy and maintenance requirements prevent their efficient use by field units. Space-borne units are the primary users of such systems — advanced weaponry being far more effective in space. Modern weapons can use a variety of sophisticated ammunition ranging from guided shells to self-propelled rockets. They are also capable of firing simpler ammunition to facilitate resupply in the field.

Defensive Technology ◆

Over the centuries, a variety of material has been used to protect a soldier and his equipment from enemy fire. With the power of today's weapons, nothing less than an advanced composite layered armor material will do. Composite armor, however, while very advanced, is also costly and hard to repair. That is why many noncombatant vehicles such as supply trucks are armored with simple rolled armor-grade molecular steel, which, while not as strong, is far easier to manufacture and repair.

Most vehicles are unarmored; any weapon hit will most likely directly affect their structure and cause damage. The next step is armor-grade steel, a high quality steel alloy rolled and tempered for maximum resistance. This is the basic material used in weapon penetration tests. Front-line combat units are most likely to be equipped with the best armor composite material. Modern vehicular armor is only a few centimeters thick and is very light considering the protection it can offer.

Ground Warfare ●

The vehicles used by Terranovans range from extremely primitive internal combustion buggies for farm transport to slick computer-driven polymer-skinned interceptors. Despite the ready availability of highly advanced vehicle types such as walkers (both Gears and striders), it is often simpler (and cheaper) to rely on conventional vehicles for more mundane tasks. Certain functions are also simply better fulfilled by systems that have been known and used for millennia, such as the armored tread system of battle tanks.

Aerial Warfare ◆

Aircraft are relatively uncommon on Terra Nova, simply because the weather is unpredictable and dangerous. Short flights between polar locations are fine, but voyages across the Badlands pit aircraft against strong heat-generated convection winds, not to mention the occasional tempest which is sure to bring down a plane. Ground and sub-orbital travel is safer and more efficient. Choppers and hoppers (vectored thrust aerodynes) are used for close support and anti-vehicular duties.

Naval Warfare ◆

Naval warfare is practically nonexistent on Terra Nova. All water bodies are small and landlocked, which means that boats are practically useless for attacking the enemy. Both the CNCS and the AST maintain a small fleet of naval hovercraft, but they exist mostly for civil patrol duty.

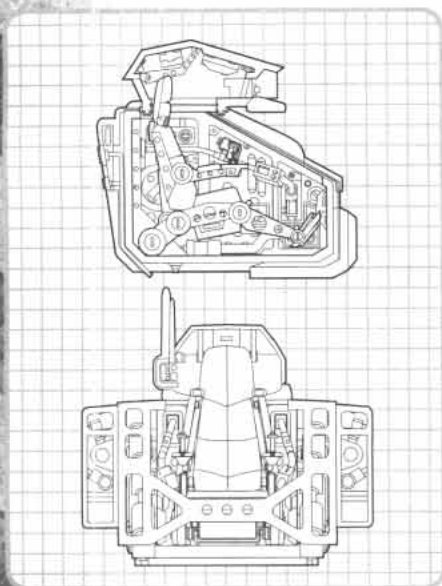


7.3.1 - Heavy Gears

Heavy Gears are one of the most significant advances in the field of military technology in the past millennium. Tacticians point out, however, that Gears still depend on support from infantry, heavy armor, artillery and air support - they are not invincible super-weapons.

The Gear is actually a compromise between an infantryman's flexibility and an armored vehicle's resilience and firepower. It is, in effect, a one-man IFV (Infantry Fighting Vehicle) which protects the soldier and allows him to carry far more payload and armor than an ordinary soldier. Mass-produced, Gears are cheap enough to form a major part of the modern army.

◆ Cockpit and Sensors



All Gears can carry one man in a cockpit located in the torso. Because of the space required by the machine's internal mechanisms, Gear cockpits are renowned for their cramped conditions, some even putting limitations on the size of the pilot. A sturdy seat occupies the center of the chest cavity. The space under and behind the seat is used for electronic systems, which leaves no room for an ejection mechanism.

Since Gears are supposed to be inexpensive and easy to maintain, most designs have only a minimal sensor package. The primary sensor system is a small cluster of various digital cameras, often placed together in what could pass as the Gear's head. Most models use only one main camera, relying on laser rangefinders and "dumb" stereoscopic cameras for range and depth measurements.

Early Gear designs had holographic screens and HUD to display battle information. Newer models use Virtual Reality technology instead. With special laser-crystal screens mounted inside a slightly enlarged helmet, the VR system relays information treated by the CPU and its visual sub-processor to the pilot. For all intents and purposes, the trooper can see as if the cockpit were open to the outside. Relevant tactical and battle readouts are superimposed over the landscape by order of priority.

The "brain" of the Gear is the Central Processing Unit or CPU for short. It is a small, semi-transparent cube (15 cm³) filled with an intricate molecule-sized neural network. This network is so complex it cannot be repaired if damaged and must be replaced by a new unit. It is encased in a special shockproof polymer or composite case which is normally installed under the pilot seat. It can be easily removed by reaching under the seat and releasing the connections and is always the first piece of equipment salvaged when a Gear is destroyed or damaged beyond repair.

◆ Power

The core of the V-engine that all Gears use is a support axle made out of high-strength alloy steel. It is truly only a bent bar of metal and is the strongest part of the engine. Two combustion chambers are slipped over this support axle. These chambers, thanks to their peculiar internal shape, serve as piston housing, distributor cap, lubrication system, and cooling fan - all in one. The engine configuration thus provides two drive shafts, each delivering equal horsepower. The end result is a fairly compact engine which is rugged, easy to manufacture, and easy to repair. The V-engine's ability to run on a variety of fuels (as long as the fuel employed is gaseous or liquid and is reasonably combustible) and its small number of moving parts make it perfectly suited for Gears.

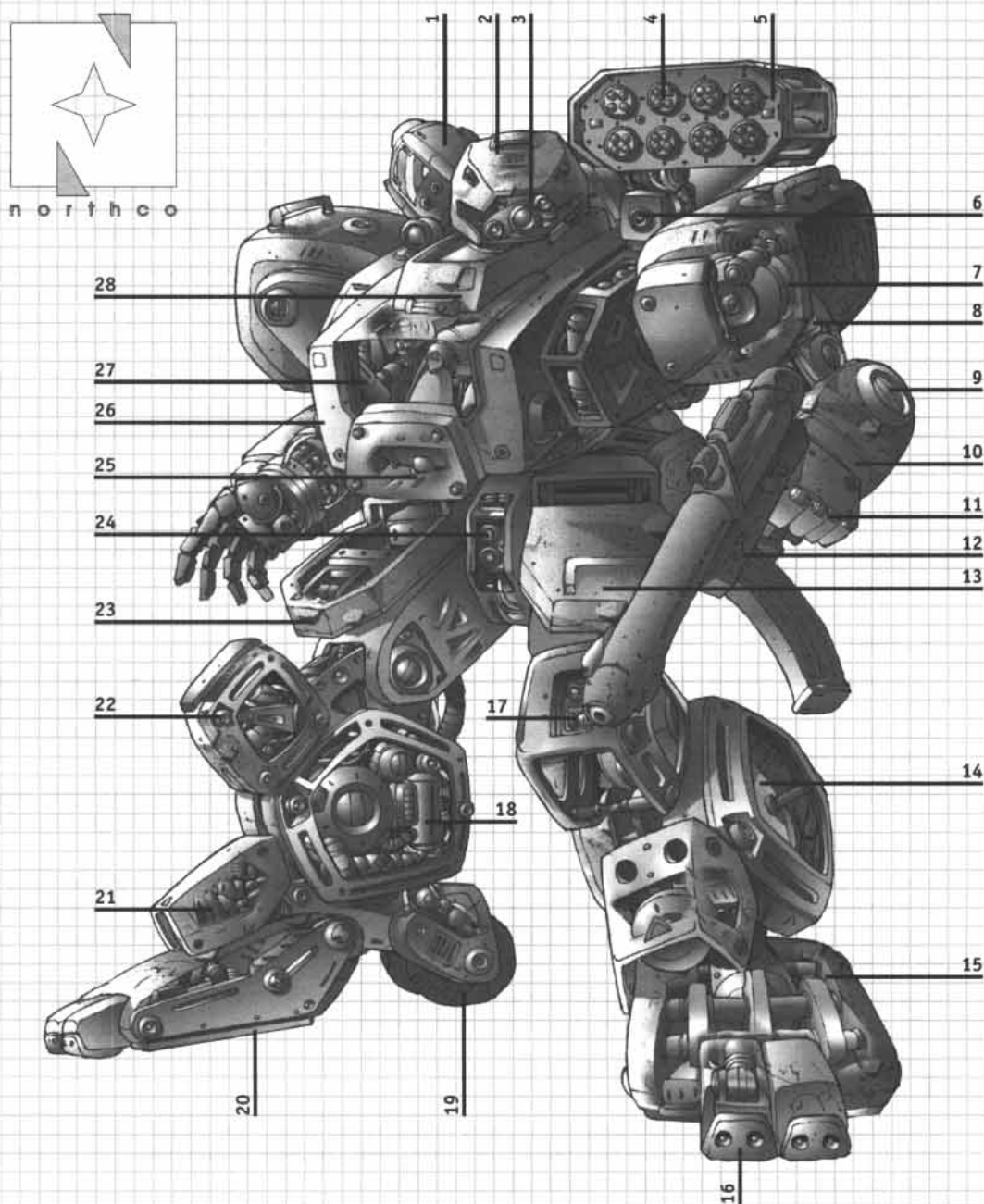
Transmission is a catch-all term covering the various pistons and motors that move the machine around. All Gears use a combination of hydraulic and electrical power to move their limbs. Hydraulic systems can generate linear movement through the use of pistons and torsion movement through a modified circular piston called a rotor.

The Secondary Movement System, or SMS for short, usually takes the form of wheels or treads placed under the feet of the machine. Because of the low ground clearance of the wheels, the SMS is only useful on flat, hard ground like packed sand or concrete.

◆ Weapons and Armor

Its humanoid shape, complete with grasping manipulators, makes the Gear a very versatile tool which can support a variety of offensive systems. Nonetheless, it is an accepted practice to standardize a Gear's armament for ease of maintenance. The typical Gear armament consists of one main weapon - rapid-firing, self-loading projectile weapons are preferred. All Gears possess hard points on various parts of their body to accept additional equipment and armament. This often takes the form of either support items (smoke launchers, ECM generators, etc.) or a limited use, hard hitting weapon for a one-shot-kill capacity such as an unguided rocket pack. This equipment can be simply bolted on, with control and power wiring being routed either through the armor or alongside it.

The average Gear carries several centimeters of the same composite armor as all other war vehicles in the 62nd Century. Unfortunately, their humanoid shape, so versatile and maneuverable, here plays against them. Because the limbs of the Gear must have flexibility, mobile armor plates are unavoidable. Some clearance is also necessary, leaving weak points which can be exploited by a skilled gunner.

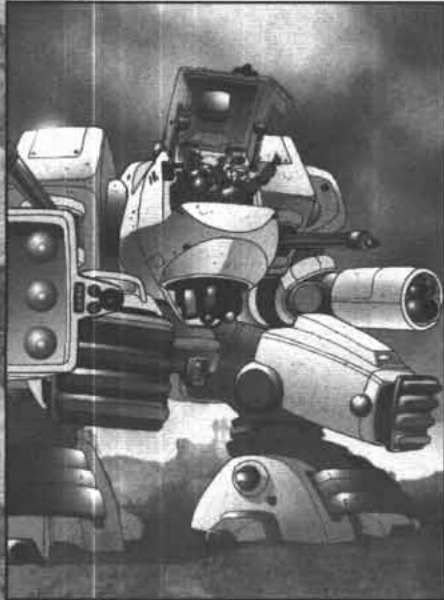


JAGUAR INTERNAL STRUCTURE AND SYSTEMS

- | | | | |
|--------------------------------|----------------------------------|----------------------------------|-----------------------------------|
| 1 Generator/Pump Housing | 8 . Lower Arm Rotation Assembly | 15 Foot Structural Member | 22 . Knee Block Structural Frame |
| 2 Head Mainframe | 9 Elbow Mechanism Housing | 16 Supp. and Balance Mechanisms | 23 Forward Hip Armor Frame |
| 3 Sensor Plate | 10 Forearm Shock Absorbers | 17 . Short Range Forward Scanner | 24 Lower Forward Scanners |
| 4 Rocket Cluster | 11 Digit Rotor | 18 Pressure Fluid Tanks | 25 Cockpit Foot Plate |
| 5 RP-111 Pepperbox II Launcher | 12 .. MR 25 Machinecannon Rifle | 19 SMS Wheel Assembly | 26 Torso Mainframe |
| 6 Modular Hardpoint | 13 Upper Leg Rotation Assembly | 20 ... Shock-Absorbing Footplate | 27 Torso Suspension Actuator |
| 7 Arm Elevation Rotor | 14 Booster Pumps and Heat Sink | 21 . Short Range Ground Scanner | 28 Upper Hatch Assembly |



7.3.2 - Striders



"Strider" is the catch-all term used to designate non-humanoid weapon platforms that use legs for locomotion. While related to them both in form and technology, striders are more specialized units than Gears and lack their versatility. They can carry a greater payload since they are usually bigger, but this has the unfortunate side-effect of making them easier to spot. Their size also precludes any kind of advanced maneuvering.

Striders have up to six legs and are equipped with large foot plates. A few smaller models have only two legs, but the enlarged feet are retained, often with articulated claws. Arms and manipulators are rarely used, and weapons are generally mounted on hull hard points and turrets.

Striders come into their own on rough terrain because their walker systems allow them to go where many traditional tanks and armored vehicles cannot. This allows the military to bring artillery support into mountains and amphibious striders are used in jungles and swamps. Some striders, like the Southern Naga, feature a secondary wheeled movement system, but this is a rare feature.

Smaller striders have helicopter-type cockpits, with the crewmen placed one behind the other. Larger models are closer to tanks with a central crew compartment and several hatches for access. Otherwise, the rest of the equipment is very similar to that found in the cockpit of Gears. Often, large screens are used instead of the expensive VR helmet apparatus.

As might be expected, the sensor system is slightly more sophisticated, with better radar and long-range communication capabilities available than for the average Gear. Striders are sometimes used as battle coordinators or artillery vehicles, and the electronics carried varies with the design and the intended mission profile.

◆ Power

A larger version of the V-engine used in Gears has been developed for bigger vehicles, and it is used for striders. Sometimes, several V-engines are hooked together to provide increased power and redundancy. Diesel engines are also a viable alternative, as are high capacity batteries (though this greatly limits the deployment range). Some striders use gas turbines to drive turbo-alternators that provide energy to the various pumps and drive systems distributed throughout the strider's frame.

Secondary engines are often used in the lower body or limbs to provide additional power to the booster pumps located there. These secondary engines are generally electrical and powered by banks of superconducting batteries which are recharged from the vehicle's main engine during lulls in the fighting.

Striders use the same general transmission system as their smaller walker brethren. The internal layout of the actuators is slightly different because the ranges of movement are not quite the same. The moment arms are slightly longer and multi-jointed articulations are often a necessity. The structure itself is thicker and more massive in order to handle the stress caused by the weight of the machine and the significant impact of each footstep.

Actuators are larger and more powerful versions of the ones used in construction machinery. They are a clever compromise between raw power and operating speed, providing just the right mix for optimal movement.

◆ Weapons and Armor

Because they are inherently more stable platforms than Gears, striders are able to carry heavier weapons and armor. Striders are commonly used as artillery carriers in densely wooded or broken regions where a tracked or wheeled carrier would quickly bog down. Long range missiles, mortars and other ballistic weapons jut from hard points.

Antipersonnel weaponry is a must on any strider. Their bulk and slow speed make them ideal targets for marauding infantry units. Likewise, most of their weapons are long-range in order to avoid close range confrontations with other units. Assault striders are an exception to this: these specialized, close range fighting units feature awesome armor and short range weapons.



Ground Vehicles - 7.3.3

Conventional ground vehicles, either tracked, wheeled, or hover, are still widely used in the 62nd century. They are cheaper, sturdier and easier to maintain than the complex walker mechanisms. Unfortunately, while they are superior on open terrain, they fare poorly on broken or difficult ground. This has led to a specialization of sorts: conventional vehicles are widely used for assault, transport and support duty while the walkers are used either as powerful, highly mobile infantry units (Gears), or broken terrain transports (striders).

Most vehicles do not feature the sophisticated VR setup of Gears because they do not need it. Either the crew has the means to look directly outside or they have a complete computer generated HUD to help them operate the vehicle. Most tanks have a holographic display which is actually easier to use and less cumbersome than the Gear-mounted equipment. Sensory information is acquired using small sensor pods mounted on the turret or main body. In general, even civilian designs are equipped with a minimal sensor suite for safety purposes (night driving, for example).

Unless the vehicle is open-topped, the combat chamber of all Terranovan vehicles is airtight to prevent the intrusion of harmful gases and other airborne particles. Most vehicles make do with a basic overpressure system, not bothering to add full life support.



Power ◆

Vehicles are powered by a variety of means depending on their function. Common power sources include diesel, gas turbine, V-engine and electric motors. Most civilian vehicles are powered by electric motors (in large cities) or simple fuel engines (in the countryside) while military ones rely most often on advanced ceramic gas turbines and V-engines similar to those mounted on Gears and striders.

Hybrid setups are also in use. Two or more different types are mounted in the vehicle in order to gain the advantages of both. For example, a gas turbine may be used to generate the electricity required by the motors that actually drive the wheels. This allows the turbine to run at the most efficient regime at all times for the best possible fuel consumption, while the electrical banks can be recharged for a variety of means. The end result is a vehicle that can run on almost any power source or fuel available.

The great majority of fighting vehicles on Terra Nova are mounted on all-terrain wheels or treads. Though an extensive system of roads exists, Terra Nova is still very much an untamed planet, and off-road capabilities are not a luxury. In addition, many tracked vehicles are also capable of running on their road wheels alone, though at reduced levels of effectiveness.

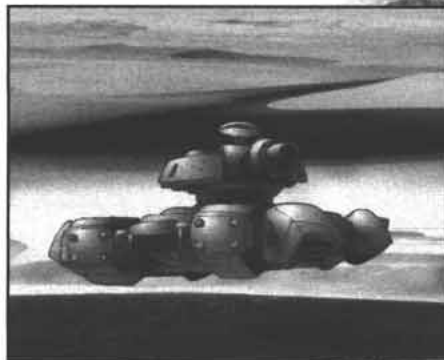
Weapons and Armor ◆

Vehicles can carry a large variety of offensive and defensive systems. The systems used depend on the vehicle's origin and intended role. A scout car will boast powerful sensors but very little in the way of weaponry, while a MBT (Main Battle Tank) will almost always have a large caliber gun or missile launcher. The weapon complement is often (but not always) based around a single large weapon system (the "primary") and back-up armament for unexpected situations. Most front-line combat units also carry some type of light laser armament (or other high accuracy weapon) for anti-aircraft defense, reducing the reliance on dedicated AA assets and the importance of air superiority.

Ground vehicles generally rely more on armor than any other type of defense. Armor configurations may vary from simple plates of steel bolted onto the sides to a layered composite shell with ablative panels. Only a few vehicles carry active defensive measures, such as anti-missile systems.

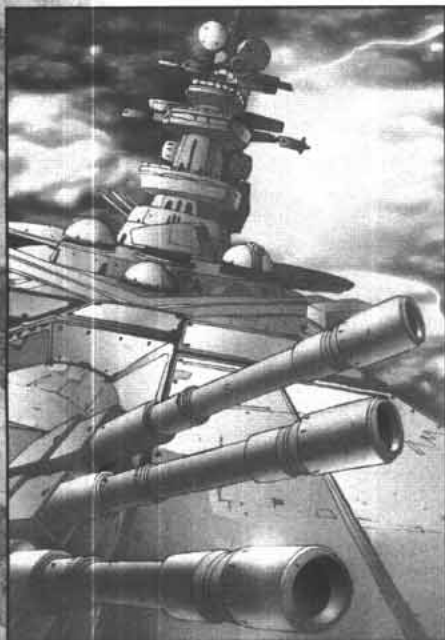
Hovertanks ◆

The hovertank was Earth's answer to the unknown conditions they would face on the colony planets. A standard tank chassis is mounted on powerful turbofans, similar to those used in VTOL vehicles. The thrust produced is channeled through articulated nozzles, allowing a maneuverability not found on normal ground effect vehicles. Although the engines are powerful enough to physically lift the tank, the machine usually rides on a cushion of air created underneath its body by ground effect, using the extra power only to "jump" obstacles. Highly mobile and powerfully armed, they proved a dangerous adversary to the Terranovan defenders.





7.3.4 - Landships



Terranovan landships are quite a sight to behold. They are best described as land-going battleships, bristling with weapons. Using a combination of magnetic repulsion and ground effect technologies, these behemoths glide above the sandy surface of the Badlands, patrolling them as they would oceans. Whereas rapid troop movements and raids are normally made via sub-orbital transports, landships provide not only long range transport capabilities but a support base right at the front line for more extended operations.

Landships are extremely costly to build and each league can field only a limited number of ships. Moreover, their maintenance costs, sheer bulk and slow speed prevent them from being used in any military operation but border defense and full frontal war. During a conflict landships are deployed in fleets. These group together one or more capital ships (carriers or heavy cruisers) along with a variety of escort vessels (destroyers, corvettes, escort carriers, etc.). These fleets are a sight to behold and can usually punch through almost any defense or break up any force.

Landships do not have cockpits but rather have bridges. The internal layout is very similar to the naval surface vessels of Earth's past, with navigation, sensor, weapon and command crew stations all grouped together in an armored conning tower. Many also feature an observation deck equipped with long range sensors and telescopes. It is usually located high in the conning tower, just underneath the tree-like structure of the main antenna array.

Each crew station is equipped with a holographic array and customizable control panels for maximum operational efficiency. With the proper command code authorization, one crew station can take over any of the others for improved redundancy. The commanding officer sits on a raised chair overlooking the bridge. From this position, he can override any of the crew stations or transfer key functions to other stations.

◆ Power

Most large landships are built around one or more fusion generators, as their magnetic repulsion coils and immense turbines require an enormous amount of power to move them about. While they require a lot of maintenance, fusion plants more than make up for it in raw power for speed and energy weaponry.

Smaller landships, however, sometimes must rely on conventional engines as their size may preclude installing a bulky, complex fusion plant. Corvettes gulp down large amounts of fuel just to stay aloft, and cannot reach the same operational altitude as larger fusion-powered vessels. This greatly reduces their operating range as they are often tied to a fixed supply base.

Landships have large hoverfans and ground effect vortex generators hidden under their armored hull. These only provide extra power for motion and suspension however, as most of the lifting is accomplished by "repulsion" arrays (nicknamed "skis" by the crew) which use the planet's magnetic properties to raise the vessel off the ground. These repulsors, which are largely based on the particle accelerators and field generators of the Tannhauser FTL drive, are heavily shielded and computer-controlled to prevent them from interfering with the ship's internal systems and crew. Huge turbines and air ducts serve as directional thrusters and are used to steer the ship.

◆ Weapons and Armor

Most of a landship's armament is made up of large projectile weapons and missile racks. Weapons capable of indirect fire are preferred as they allow the landship to support its ground units without itself coming under fire. Only the smaller corvettes, which typically go into the thick of the fighting, are equipped with powerful direct fire armament such as railguns and particle accelerators. Almost all landship weapons are mounted in armored turrets to ensure a maximum field of fire.

Landships are massively armored, especially along their lower hull. This is done to protect the fans and lift generators underneath. The destruction of these systems would not be critical to the function of the rest of the ship, but it would completely immobilize it - not a good thing in modern warfare.

7.3.5 - Aircraft

The advent of powerful yet practical energy weapons, such as the battlefield laser, brought an effective end to the concept of "air superiority." If a target could be seen, it could be hit at the speed of light, and no aircraft could carry enough armor to be able to survive long enough to be effective. Although stealth systems alleviated the problem somewhat, the concept of air superiority rapidly declined over the centuries, to the point where it would be called simply "air support." Most military flyers are now slow yet agile vehicles, well hidden from enemy sensors by flying low to the ground or using complex stealth devices.



Aircraft crew generally have the means to look directly outside or they have a complete computer generated HUD to help them operate the vehicle. Most combat aircraft have a holographic display that superimposes the flight information on the pilot's field of vision. Sensory information is acquired using small sensor pods mounted on the wings and main body.

Power and Transmission ♦

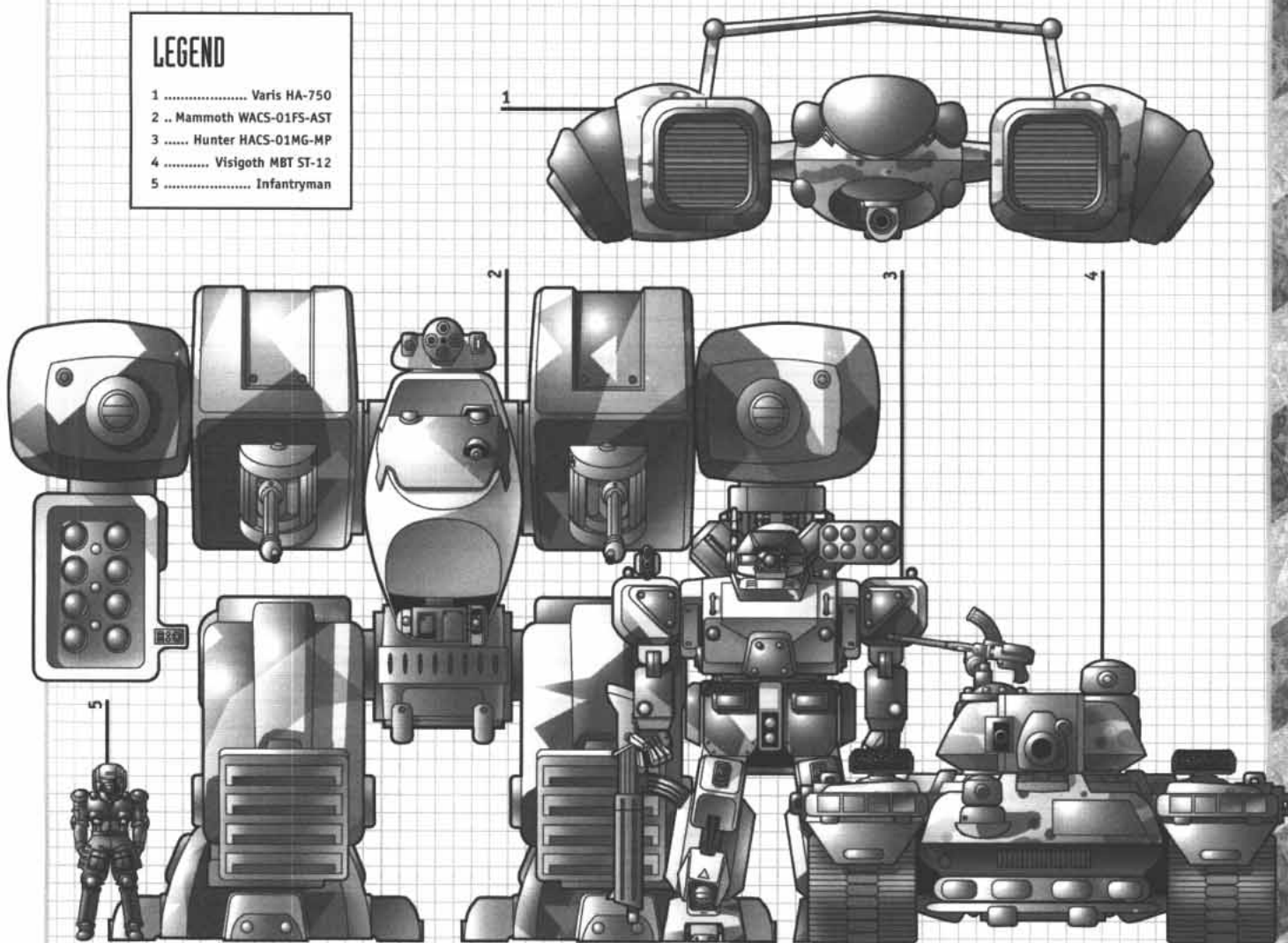
Aircraft are powered by a variety of means depending on their type and intended function. The high efficiency ceramic turbines and jet engines used by military flyers burn a potent fuel generated by complex chemical synthesis. These sophisticated engines are also capable of burning more conventional fuel such as petroleum derivatives, though at reduced efficiency and with smoke emissions. Some rare civilian aircraft use electric power to drive large propellers.

Weapons and Armor ♦

Aircraft can carry a large variety of offensive and defensive systems, the nature of which depends entirely on the vehicle's origin and intended role. Most military flyers carry a complement of versatile missiles that can be used both against ground and air targets. Many aircraft also have centerline-mounted rapid-fire cannons or lasers as backup weaponry, and additional direct fire weapons can also be mounted in modular pods. Aircraft rarely rely on armor for protection, though reinforced composite plates are often added to ground support flyers, because it adds too much excess mass. Speed, maneuverability and stealth are used to keep aircraft safe.

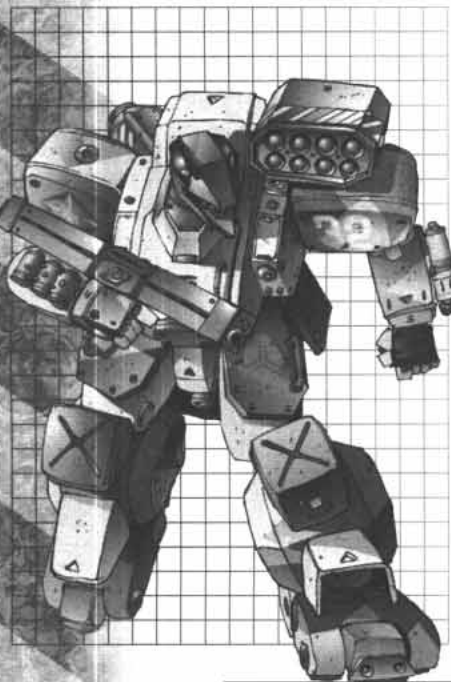
LEGEND

- 1 Varis HA-750
- 2 .. Mammoth WACS-01FS-AST
- 3 Hunter HACS-01MG-MP
- 4 Visigoth MBT ST-12
- 5 Infantryman





HACS-01LG-SCT CHEETAH



The Cheetah scout Gear was the first machine to announce the technological superiority of the North in the early part of the twentieth century. Designed to surpass the speed and maneuverability of previous scout and reconnaissance Gears such as the Bobcat and Ferret, the Cheetah used cutting edge technology on a frame similar to the Northco Hunter. The new machine's almost fully humanoid design allowed it to be used in a variety of specialized combat roles, including assaults that were previously off limits to the combat-shy Bobcat and Ferret. The Cheetah is nonetheless lightly armored, but it relies on outstanding speed and superb maneuverability to give it a defensive edge. Speed is not always an appropriate defense, however, and the scout Gear is still often deployed with heavier Gears when undertaking combat missions. Attempts to increase armor strength have thus far been largely unsuccessful. The Gear is equipped with a variety of hardpoints including a series of waist-level attachments for deployable pack-guns to supplement any shoulder-mounted weaponry. The standard armament consists of a single pack gun, a RP-109 Pepperbox missile pod, grenades and a vibroknife.

The attempted invasion of Terra Nova by the Colonial Expeditionary Force in TN 1913 provided the Cheetah with ample opportunity to prove its worth in battle. Although few combat vehicles could match the combination of speed and firepower presented by the CEF's deadly hover tanks, the Cheetah was able to hold its own. Combat-capable scout units gave many Northern forces a critical edge when facing the initial drive of the Earth forces into the United Mercantile Federation and the border territories of the Western Frontier Protectorate. As the command of all Northern forces was centralized, the Cheetah came into much wider distribution and many units were transferred to the Mercantile and Western theaters. The war also saw the development of a many variants. Since the end of the war, the Cheetah has secured its place as the premier scout unit among almost all Northern forces, but is most widely used by the Northern Guard forces stationed in the Badlands. The Guard's elite 7th Gear Regiment — the Cat's Paws — use a great number of Cheetahs and swear by its strengths. The Paws' prestige ensures that Cheetah orders remain high.

Silcore Stat block

Size: 6 (Tall, 4.1 m), Width: 3.3 meters, Standard operational weight: 5230 kg, Cost: 468,750 marks								
*Defensive Threat Value (DTV): Movement: Walk 6/11 (65 kph) Ground 8/15 (91.6 kph), Maneuver: +2. Armor: 10/20/30								
*Miscellaneous Threat Value (MTV): Crew: Living 1, Deployment Range: 600 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/25 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 3); Sensors (+2/5 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Light Rocket Pod/24	F	-1	x12	1	+3	Indirect Fire	24
4	Hand Grenade	F	-1	x15	0	0	Anti-Infantry	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held	-
1	Target Designator	F	0	x0	2		Target Designator	Unlimited

OGL Stat Block

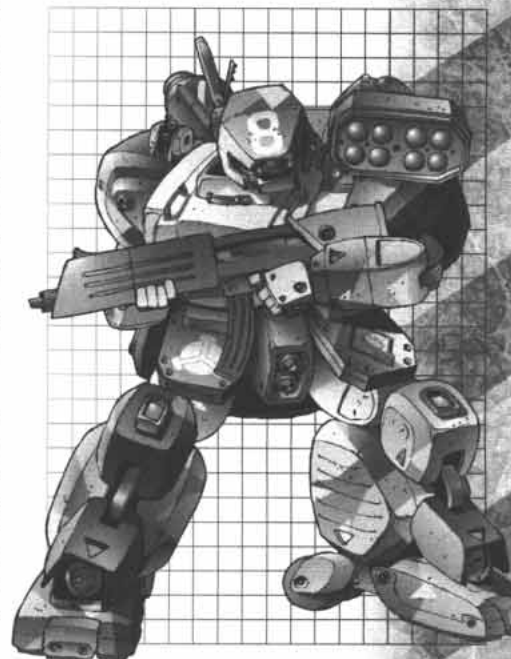
Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 40, Occupancy: 1 operator, no cargo, Armor Hardness: 10, Defense: 9. Strength: 35 (+12)						
Speed: Land 135 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: +1						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						



HACS-01MG-MP HUNTER

The Hunter was the first exclusively military walker machine on Terra Nova and remains among the most commonly seen Gear designs in active military service. Its greatest strength has always been its versatility and simplicity of design. Created when there were no scout/recon or fire-support Gears, the Hunter had to manage all by itself or in conjunction with more traditional armored or infantry forces. Although a great challenge to create, the Hunter was designed to be relatively easy to maintain and upgrade, allowing it to remain in service for decades without being refit. The simplicity of design has also meant a proliferation of specialized variants designed to excel at specific combat tasks. The standard Hunter (actually the Mark II, introduced in TN 1852) remain in wide usage, however, even in the face of more advanced machines. The standard armament of the Hunter reflects its generalized military duty. A Riley M222 autocannon rifle and a RP-109 Pepperbox act as the primary weapons, providing a good combination of firepower, range and limited indirect fire capabilities. A Mark IV anti-personnel grenade launcher provides additional defense against infantry, while several Gear-scale M-2A hand grenades and a vibroknife allow the Hunter to enter close combat.

The Hunter has seen more action than any other Northern combat Gear. First deployed during border conflicts between the expansionist United Mercantile Federation and the other major Northern leagues, the Hunter encountered its Southern counterpart (the Jäger) during the Merchant War of TN 1686 to 1688. The devastating battles of St. Vincent's War were also fought by the Hunter and the wide-scale warfare saw the machine begin to spread into the Badlands. The Gear was modernized and renamed the Hunter Mark II in the TN 1850s during another period of intense North-South conflict. The hard times of the War of the Alliance proved the endurance of the Hunter, because expensive spare parts and complex repair procedures limited the availability and service of more sophisticated machines. Northco is currently examining the possibility of creating a Hunter Mark III.



☐ Silcore Stat block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard Operational Weight: 6627 kg, Cost: 221,590 marks								
*Defensive Threat Value (DTV): Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: 0, Armor: 15/30/45								
*Miscellaneous Threat Value (MTV): Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+0/10 km); Feature: Easy to Modify; Hostile Environment Protection (Desert); Sensors (+0/2km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	Indirect Fire	24
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held	-

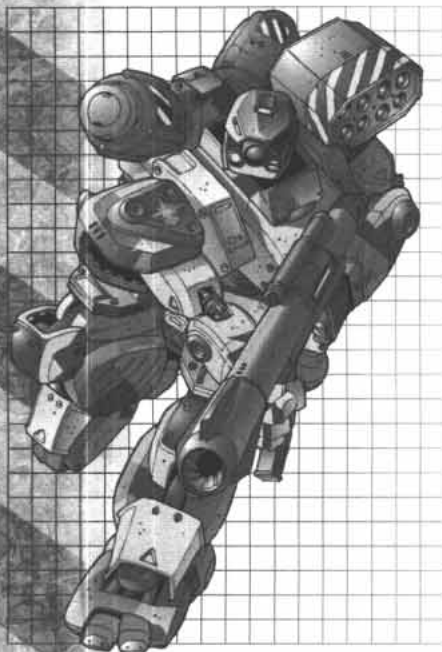
☐ OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 9, Strength: 40 (+15)							
Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1							
Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km)							
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	(104)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	157
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo	(88)
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	(18)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.



HACS-02MG-MPS JAGUAR



The most advanced commando/general purpose Gear in the Northern armed forces, the Jaguar was developed as a possible successor of the Hunter. The armament of the new Gear was kept very similar to that of the Hunter, although the main direct fire weapon became the heavier Riley MR25 machinecannon rifle. A new second-generation IHADS control interface and a more precise targeting system allowed a generalized improvement in fire-control. Actuator systems were improved as well using a new and more powerful actuator design. A more powerful communications array also allowed the Jaguar to function under mild ECM jamming and to be used as a command unit. The Jaguar also benefited from the introduction of a new S-V1110 V-Engine that could produce 620 horsepower and allowed it to outpace any Gear in its class. New armor materials, still using the durasheet composite standard to Northern Gears but reinforced with steel alloy sub-plates and chassis struts made the Jaguar more resistant to damage from shock and weapon fire. The reinforced chassis of the Jaguar also made possible a built-in airdropping capability for every production model. To ensure that each Jaguar can survive multiple drops with ease, its legs are reinforced. The only real drawback of the Jaguar design is the interface for the new IHADS system: bulkier than the old Hunter-inspired system, it leaves little headroom for the pilot.

The Jaguar entered full production just in time to take part in the fight against the Earth invasion. They first swelled the ranks of the Northern armies and, once a rapid agreement had been reached, were sent south to answer the need for high-technology commando Gears in Southern forces. The Jaguar saw action across the planet as a commando, a trooper, a command unit, an anti-armor unit and a makeshift airdroppable fire-support Gear. It also (unfortunately for its pilots) jump-started Southern Gear development and inspired the deadly Black Mamba. The Jaguar has yet to replace the Hunter because of its higher cost and increased complexity, but with every cycle it enters service in more and more units and some consider it only a matter of time before it becomes the lead Gear of all Northern forces.

Silcore Stat block ☐

Size: (Tall, 4.6 m), Width: 3.4 meters, Standard Operational Weight: 7123 kg, Cost: 471,750 marks								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (53 kph) Ground 7/13 (81 kph), Maneuver: +1, Armor: 16/32/48								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 550 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/15 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Sensors (+0/3 km)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
1	Light Rocket Pod/32	F	0	x12	1	+4	Indirect Fire	32
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block ☐

Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 46, Occupancy: 1 operator, no cargo, Armor Hardness: 16, Defense: 15, Strength: 41							
Speed: Land 122 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0							
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)							
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	(130)
71mm Rocket Pack**	8d8	A	48m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	180
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo	(88)
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	(18)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.							



HACS-02HG-MPS Grizzly

The Grizzly heavy fire support Gear has been a mainstay of the Northern armies since its introduction in the TN 1870s. The basic armament of the Grizzly is based on that of the older Bear, featuring a Riley M225 heavy autocannon supplemented by twin GH-8 rocket pods. The Grizzly also carries a TD-76 mortar unit, capable of lobbing guided high-explosive shells up to two kilometers. This long-range guided weaponry makes the Grizzly extremely dangerous when paired with a forward observing unit using a laser designator — such as a Cheetah or Ferret scout/recon Gears. The Grizzly's S-V2200Z engine performs well, but the Gear remains slow and lumbering compared to other units. To provide point defense, the Grizzly was equipped with a GU-10 gatling machinegun. The Grizzly is also usually deployed with lighter machines as defensive escorts. The standard tactical deployment remains in mixed companies, using squadrons of Grizzlies in secondary positions, with strike squadrons moving forward and including at least one forward observing unit to relay coordinates and laser targeting data to the Grizzlies. The successful use of the Grizzly has led to the progressive decommissioning of the Bear.

The Grizzly has proved its worth repeatedly over the sixty cycles of its existence. An expensive machine to produce, the Grizzly only slowly replaced the Bear. It first saw action in a Northern Guard campaign to suppress a particularly vicious Wounded Knee smuggling ring in the TN 1880s and was responsible for a stunning number of kills. The Grizzly was also involved in a fair number of skirmishes with Southern MILICIA troops in the Badlands. The true test, however, was the War of the Alliance. Faced with the fast armor of Colonial Expeditionary Force hovertanks, the Grizzly proved effective in combat, especially when deployed with forward observing units to “tag” hovertanks with laser designators. Since the war, the Grizzly has continued to serve with distinction across the Northern hemisphere. The TN 1920s saw an especially wide distribution of Grizzlies as the Northern Guard replaced most of its Bears with it.



Silcore Stat block

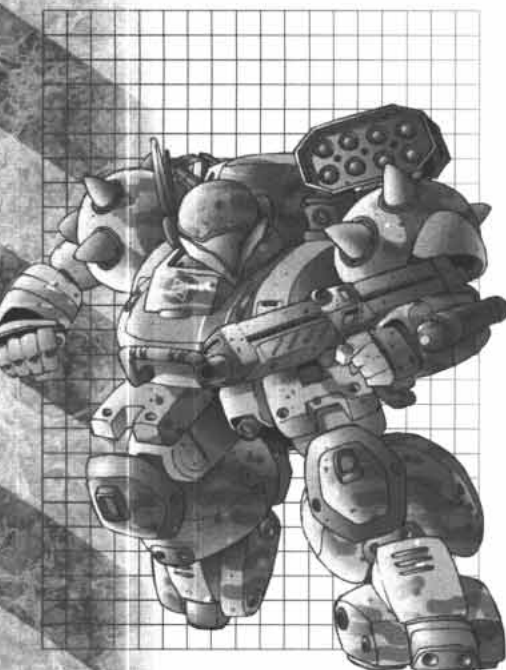
Size: (Tall, 5.1 m), Width: 3.8 meters, Standard Operational Weight: 9210 kg, Cost: 634,286 marks								
*Defensive Threat Value (DTV): Movement: Walk 3/6 (38 kph) Ground 6/11 (65 kph), Maneuver: -1, Armor: 18/36/54								
*Miscellaneous Threat Value (MTV): Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Armor Quality: Reinforced (Rating 2, Front); Communications (+0/10 km); Feature: High Towing Capacity (Double); Hostile Environment Protection (Desert); Sensors (+0/2 km); Negative Feature: Large Sensor Profile (Rating 1)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	0	x12	3	+1	Hand-Held	30
2	Medium Rocket Pod/18	F	-1	x18	2	+3	Indirect Fire	18 each
1	Heavy Machinegun	FF	0	x4	1	+3	Anti-Infantry	300
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30
1	Heavy Guided Mortar	F	-1	X20	5	0	Guided, Minimum Range (5)	12
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 48, Occupancy: 1 operator, no cargo, Armor Hardness: 18, Defense: 9, Strength: 45 (+17)							
Speed: Land 99 kph, Tactical Speed: Land 43 m/turn, Initiative: -2, Maneuver: -2							
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km)							
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
30mm Autocannon*	6d12	A	120m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	
71mm Rocket Pack**	8d8	A	48m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	
Hvy Guided Mortar**	3d20	SS	80m	60	Blast, Extra Ammo, Indirect	Arc of Fire (Fr)	
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo	
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.							



ORCS-OIL/SC IGUANA



The basic scout and reconnaissance Gear of the Southern armies, the Iguana was designed to replace the older Basilisk trooper Gears that had been pressed into these duties in the past. Unlike the Northern Cheetah, which features light armor and high maneuverability, the Iguana had to be effective as a light general-purpose trooper as well as a scout model. The Iguana manages to couple speed and armor as few other machines have been able to do. While the Iguana can achieve a running speed of 52 kph, a rolling one of over 84 kph and an impressive degree of maneuverability, it nonetheless carries almost as much armored protection as the Jäger trooper Gear. The Iguana also features a top-of-the-line Obelisk MERIT 1000 electronics package, designed especially for the model. The Obelisk package provides long-range, precision sensor and communications equipment, supplemented by a battlefield electronic counter-measures (ECM) suite. The Iguana's main direct fire weapon is a simple MPGU-22 pack gun, supplemented by a Vogel-7 rocket pod and a simple vibroknife. The Iguana's weapons load is lighter than the Basilisk's or the Jäger's, but maintains a close approximation of their firepower. In line with its duties as a forward observer unit, the Iguana is also equipped with an arm-mounted Elite-15 laser target designator, allowing it to lead guided munitions to their targets.

Since its introduction in TN 1879, the Iguana has been a very successful design. Appreciated by its pilots for its combination of speed and armored protection, the "Iggy" can be found in all but the most disfavored of front-line units. The Iguana is so popular that Territorial Arms, in order to meet requirements, has subcontracted out much of the production to Skavara Heavy Industries. Over its career, the Iguana has proven itself an adept light trooper/commando machine as well, and is in use by elite forces in this function. Indeed, the speed of the machine, combined with its offensive and defensive capabilities, make it almost ideal for close-quarters rapid strike operations against lightly armored targets. The Iguana has also spawned a family of variants, many of which build on its strength as a commando unit.

Silcore Stat block

Size: (Tall, 4.1 m), Width: 3.4 meters, Standard operational weight: 5100 kg, Cost: 389,333 dinars									
*Defensive Threat Value (DTV); Movement: Walk 5/9 (52 kph) Ground 7/14 (84.2 kph), Maneuver: +1, Armor: 14/28/42									
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 700 km, Reaction Mass: n/a									
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 6, can punch); Communications (+2/30 km); Hostile Environment Protection (Desert); Information Warfare Device: ECM (Rating 2); Reinforced System: Backups; Sensors (+1/4 km)									
*Offensive Threat Value (OTV)									
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo	
1	Deployable Pack Gun	F	-1	x8	2	+2	Hand-Held	30	
1	Light Rocket Pod/24	F	-1	x12	1	+3	Indirect Fire	24	
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held	-	
1	Target Designator	F	0	x0	2		Target Designator	Unlimited	

OGI Stat Block

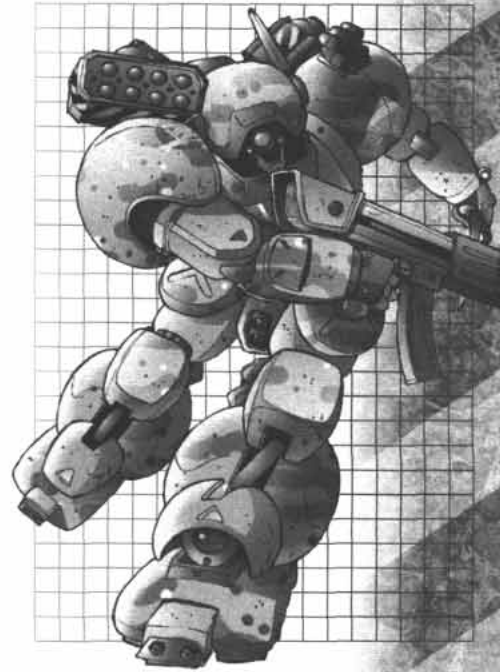
Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 44, Occupancy: 1 operator, no cargo, Armor Hardness: 14, Defense: 9, Strength: 35 (+12)						
Speed: Land 126 kph, Tactical Speed: Land 225 m, Initiative: 0, Maneuver: 0						
Special Abilities: ECM (Comm +3, Radar +3), Laser Designator (RI: 150m), GPS, NBC Filter, High Rez Radar (4 km), Tactical Radio, Infrared (3km)						
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						



OACS-01M/SU Jäger

The oldest and most basic of the Gears fielded by Southern forces, the Jäger started its existence as a shameless copy of the United Mercantile Federation's Hunter. Over the years, the two "cousins" have remained signposts of military competition between the poles and are locked in an arms race of their own. Indeed, with every minor adjustment made to the Hunter, Southern engineers are ordered to make a matching change in the Jäger, and vice versa. The most evident example of this came in the TN 1850s when the Jäger was overhauled into its "Alpha" configuration, leading to a similar redesign of the Hunter, which was dubbed the Mark II. The Jäger's weaponry is a nearly identical match to that of the Northern Hunter. The main armament is a PR-25 autocannon supplemented by a Vogel-6 rocket pod. An HLB-16 grenade launcher provides anti-infantry defense, while hand grenades and an HHVB-3 vibroknife provide close-combat punch. The internal systems of the Jäger were originally designed by the engineers of the Republican Army's Anthropomorphic Battle Vehicle Center and were purchased outright by Territorial Arms in TN 1703. The standard sensor package developed for the Alpha refit (and still in use) is a TA-StarSight integrated omnicamera system featuring automatic target tracking, layered light amplification and thermographics as well as picture-in-picture zoom and identification overlay.

The Jäger has seen action in the Southern War that subjugated the vassal-states of the AST, in the Merchant war against the UMF, in St.-Vincent's War against the CNCS and in any number of border conflicts and Badlands skirmishes. It has faced competition from newer machines over its two-and-a-half centuries of existence, but none of the machines that have been designed to supplant it have been able to match its simplicity and ease of production, guaranteeing that the Jäger will outlast most of its so-called replacements. The durability of the Jäger was proven during the dark cycles of the War of the Alliance when Southern production facilities were crippled by orbital bombing. It proved far more efficient to use the remaining factories to produce large numbers of Jägers.



Silcore Stat block

Size: 6 (Tall, 4.3 m), Width: 3.0 meters, Standard operational weight: 6637 kg, Cost: 221,667 dinars

*Defensive Threat Value (DTV): Movement: Walk 4/7 (41 kph) Ground 6/12 (74 kph), Maneuver: 0, Armor: 15/30/45

*Miscellaneous Threat Value (MTV): Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a

Perks and Flaws: Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+0/10 km); Feature: Easy to Modify; Hostile Environment Protection (Desert); Sensors (+0/2km)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Light Autocannon	F	0	x8	2	+2	Hand-Held	60
1	Light Rocket Pod/24	F	-1	x12	1	+3	Indirect Fire	24
1	Antipersonnel Grenade Launcher	FF	-1	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	-1	x15	0	0	Anti-Infantry	-
1	Vibroblade	F	0	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 4.3 m), Hit Points: 45, Occupancy: 1 operator, no cargo, Armor Hardness: 15, Defense: 9, Strength: 40 (+15)

Speed: Land 108 kph, Tactical Speed: Land 180 m, Initiative: -1, Maneuver: -1

Special Abilities: GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (2km)

Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)

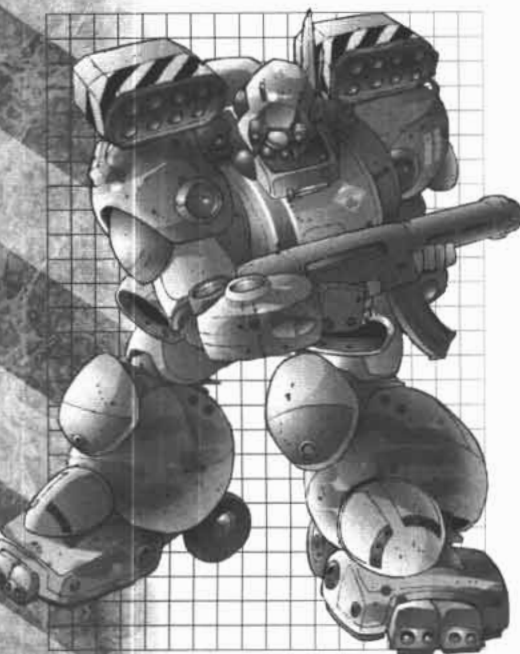
Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
20mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	(104)
52mm Rocket Pack**	7d8	A	40m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	157
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo	(88)
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	(18)

NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.



ORCS-05M/SU BLACK MAMBA



The current cutting edge in Southern Gear design, the Black Mamba is a relatively recent model that has nonetheless had a serious impact on the Terranovan military scene. Contracted to surpass the Northco Jaguar, the designers at Territorial Arms were not satisfied with copying their Northern counterparts and produced a machine that could stand on its own. Using lessons learned from the older Desert Viper and Sidewinder Gears, TA developed a whole new concept. The design incorporates a carbon composite in the Mamba's internal frame to reduce weight and increase flexibility, making paratrooper operations possible. The reduced weight also enables the Gear to achieve high speed and improved maneuverability. To maintain dense armor on most of the machine, the designers reduced the plating on the WV-930TC V-engine and the thickness of the armor on the rear of the Mamba's legs. An advanced Obelisk Electronics sensor suite and communications package, a newly updated virtual reality control system and an automated piloting computer complete the basic package of the Black Mamba. Offensive power comes in the form of a PR-55 autocannon and a Vogel-8 rocket pod, while forward and rear mounted GL-01 grenade launchers assure anti-infantry cover. Three HG-C4 hand grenades provide close range punch, along with a VU-11 vibromachete, which can also cut through dense jungle vegetation.

The first Black Mambas came off the Territorial Arms factory in TN 1911. Damage to the assembly lines cut production during the early cycles of the War of the Alliance, but since then distribution has followed standard Southern policy with the lion's share of the new models going to the Southern Republican Army, a lesser number to the MILICIA and very few to the peacekeeping/local defense forces of the Republic's vassal states. The units that have received it, however, have given the Black Mamba rave reviews. A truly advanced machine, it has proven suitable for a wide variety of mission profiles, most especially commando operations. Despite complaints about the reduced rear armor, only a few variants have incorporated makeshift solutions to the problem.

Silcore Stat block

Size: 6 (Tall, 4.6 m), Width: 3.5 meters, Standard operational weight: 6230 kg, Cost: 503,250 dinars								
*Defensive Threat Value (DTV); Movement: Walk 5/9 (55.4 kph) Ground 7/14 (84 kph), Maneuver: +1, Armor: 17/34/51								
*Miscellaneous Threat Value (MTV); Crew: Living 1, Deployment Range: 500 km, Reaction Mass: n/a								
Perks and Flaws: Accessory: Autopilot; Arms: 2 x Manipulator Arm (Rating 6, can punch); Communications (+1/12 km); Feature: Airdroppable; Hostile Environment Protection (Desert); Sensors (+1/3 km); Weakness: Weak Facing (Rear)								
*Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	+1	x10	3	+1	Hand-Held	40
1	Light Rocket Pod/32	F	0	x12	1	+4	Indirect Fire	32
1	Antipersonnel Grenade Launcher	FF	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
1	Antipersonnel Grenade Launcher	FRr	0	x3	1	0	Anti-Infantry, Area Effect 0, Indirect Fire	6
3	Hand Grenade	F	0	x15	0	0	Anti-Infantry	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held	

OGI Stat Block

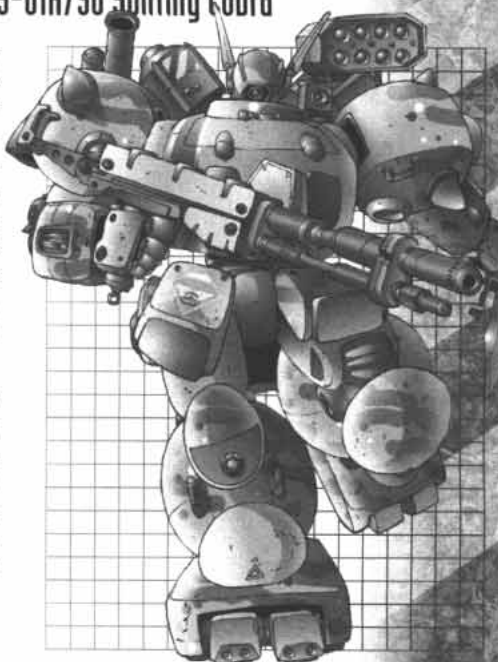
Type: Giant Robot, Size: Large (Tall, 4.6 m), Hit Points: 47, Occupancy: 1 operator, no cargo, Armor Hardness: 17, Defense: 15, Strength: 41						
Speed: Land 126 kph, Tactical Speed: Land 203 m, Initiative: -1, Maneuver: 0						
Special Abilities: GPS, NBC Filter, Radar (3 km), Long Range Radio (Secure), Tactical Radio (Secure), Infrared (2 km), Parachute, Targeting System (+1, all weapons)						
Exotic Abilities: Limited A.I. (Dex3/Wis1/Cha1), sMecha Defects: Optimized Armor (Front) Noisy, Reduced Endurance (16 hours at combat speed), Start Up Time (1 minute)						
Weapons:						
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions
30mm Autocannon*	5d12	A	100m	60	Automatic, Extra Ammo	Arc of Fire (Fr)
71mm Rocket Pack**	8d8	A	48m	32	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.						



OACS-01H/SU Spitting Cobra

The Spitting Cobra is the heaviest mass-produced Gear chassis currently in service with the Southern MILICIA and Republican Army. Designed to fill the operational role of a heavy weapons platform, the Spit (as its crews invariably call it) is designed to wield devastating medium to long-range firepower on the modern battlefield. The Spitting Cobra's main fire-support weapon is a massive SCRP-98 back-mounted rocket pod. More precise is the secondary fire-support weapon, a shoulder-mounted Vogel-H series guided mortar. Although less powerful than the SCRP-98 rockets, the Vogel-H fires guided munitions, allowing the Spitting Cobra to make full use of laser-designator data provided by forward observers such as infantry or scout Gears. Short to medium-range firepower is provided by weapons more typical of a general purpose Gear: a MR60 autocannon and a shoulder-mounted FSRP-36 rocket pod. Close defense capabilities are provided by a MGU-77 minigun fixed to the Cobra's upper torso, allowing the Gear to fend off marauding infantry. Territorial Arms built the Spit with pilot safety in mind: it features a heavily armored cockpit, allowing the Gear to shrug off many attacks.

The Spitting Cobra has performed very well since its introduction in the TN 1880s, and by the time of the War of the Alliance, many of the units facing the initial Colonial Expeditionary Force assaults on the South could field Cobras. As the superiority of the CEF's combination of speed and armor became obvious, many commanders pressed Cobras into assault and anti-armor units, roles in which they performed well, but that resulted in heavy losses in the early days of the war. The Spitting Cobra became a valuable commodity after these initial losses and the crippling of Southern production facilities, but was nevertheless involved in many critical wartime battles. In the postwar period, the Spit has continued to perform well and has inspired a series of useful variants.



Silcore Stat block

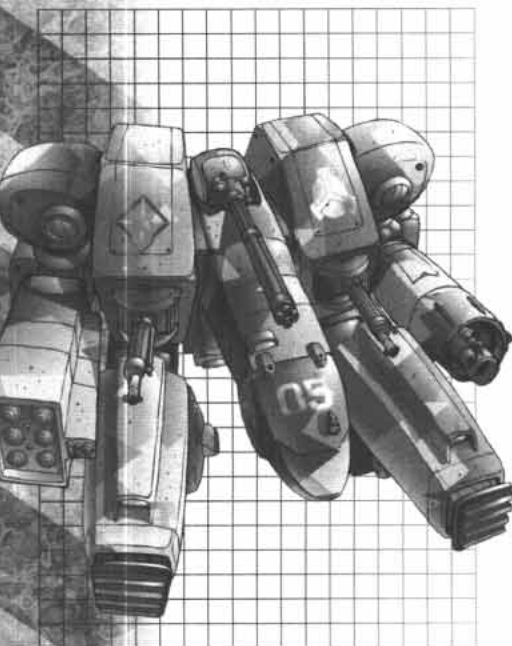
Size: (Tall, 5.0 m), Width: 4.0 meters, Standard operational weight: 8990 kg, Cost: 525,857 dinars								
* Defensive Threat Value (DTV): Movement: Walk 3/6 (35 kph) Ground 5/10 (62 kph), Maneuver: -1, Armor: 21/42/63								
* Miscellaneous Threat Value (MTV): Crew: Living 1, Deployment Range: 400 km, Reaction Mass: n/a								
Perks and Flaws: Arms: 2 x Manipulator Arms (Rating 7, can punch); Communications (+0/10 km); Hostile Environment Protection (Desert); Reinforced System: Crew; Sensors (+0/2 km)								
* Offensive Threat Value (OTV)								
Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Heavy Autocannon	F	0	x12	3	+1	Hand-Held	30
1	Medium Rocket Pod/18	F	-1	x18	2	+3	Indirect Fire	18
1	Heavy Rocket Pod/48	F	-1	x20	3	+4	Indirect Fire	48
1	Light Machinegun	FF	0	x3	1	+4	Anti-Infantry	400
1	Light Guided Mortar	F	-1	x15	3	0	Guided, Minimum Range (3)	10
6	Hand Grenade	F	0	x15	0	0	Anti-Infantry	-
1	Vibroblade	F	+1	x8	0	0	Armor-Piercing, Hand-Held	-

OGL Stat Block

Type: Giant Robot, Size: Large (Tall, 5.0 m), Hit Points: 51, Occupancy: 1 operator, no cargo, Armor Hardness: 21, Defense: 9, Strength: 45 (+17)							
Speed: Land 126 kph, Tactical Speed: Land 43 m/turn, Initiative: -2, Maneuver: -2							
Special Abilities: Chobham Armor, GPS, NBC Filter, Radar (2 km), Tactical Radio (Secure), Infrared (1 km)							
Exotic Abilities: None, Mecha Defects: Noisy, Reduced Endurance (14 hours at combat speed), Start Up Time (1 minute)							
Weapons:							
Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
30mm Autocannon*	6d12	A	120m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	
71mm Rocket Pack**	8d8	A	48m	24	Automatic, Blast, Indirect	Arc of Fire (Fr), Short Range	
Lt. Guided Mortar**							
Heavy Rocket Pack**							
Hand Grenades**	8d10	SS	12m	3	3x Blast	Arc of Fire (Fr), 3x Less Ammo	
Vibroknife***	4d6	SS	n/a	n/a	Muscle Powered	Arc of Fire (Fr), Melee (Large weapon)	
NOTE: *Ballistic Weapon; **Blast Weapons; ***Slashing Weapon. All weapons are Hardpoint-mounted, the A/C is handheld.							



WACS-OIFS-AST Mammoth



The Mammoth is the most common strider unit used by the forces of the CNCS. There are two crewmen (one pilot and one system operator/gunner) who sit in a tandem configuration similar to the layout of a helicopter gunship. The Mammoth is sturdy and well armored, featuring heavy durasheet plates supplemented by additional ceramite layers designed to redirect shaped-charge ammunition and to burn off or deflect laser-fire. The armored casing of the crew compartment is broken only by very small vision slits (and even they are usually protected by reinforced shutters) forcing the crew to depend on the vehicle's AFLIC sensor pod for information. The weapon systems of the Mammoth are based on a mixed heavy-assault and fire-support mission profile. The primary fire-support weaponry is a Fireball-II guided missile launcher located in the right battle arm. The launcher carries a load of eight anti-tank missiles and features a side-mounted laser targeting device. This combination allows the Mammoth to paint its own targets for the Fireball missiles or to accept such information from a friendly forward observer. The left arm houses a devastating SB-90 Assault Gun with a 20-shot drum magazine. Light anti-armor capability is assured by a turreted GU-20 autocannon, while close defense and anti-infantry needs are met by a pair of KJ-16 miniguns capable of filling the air in front of the Mammoth with a sheet of small-caliber fire. Ammunition for both of these weapon systems is stored within an armored compartment located at the rear of the vehicle.

The Mammoth began as a Norlight design and was used by the Norlight Armed Forces almost exclusively until TN 1855. At that time, the Northern Guard decided to adopt the new weapons system after a NAF task force successfully suppressed a bandit army being raised outside Timmins. Since then the Mammoth has been a mainstay of almost all Northern Guard armored regiments. Like all Terranovan combat vehicles, the Mammoth was pressed into service during the War of the Alliance. The strider proved itself effective against hovetank columns when used in conjunction with fast moving scout units using target designators, or when it could take advantage of terrain. When fighting the fast-moving CEF hovetanks on open ground, however, the lumbering Mammoths fared poorly because they were consistently outmaneuvered by their enemies.

Silcore Stat block

Size: (Tall, 6.8 m), Width: 9.2 meters, Standard Operational Weight: 21,880 kg, Cost: 3,666,667 marks

*Defensive Threat Value (DTV): Movement: Walk 3/5 (31 kph), Maneuver: -2, Armor: 25/50/75

*Miscellaneous Threat Value (MTV): Crew: Living 2, Deployment Range: 320 km, Reaction Mass: n/a

Perks and Flaws: Accessory: Life Support (Limited); Arms: 2 x Battle Arms (Rating 9, can punch); Armor Qualities: HEAT Resistant, Reinforced (Rating 2, Front); Communications (+0/12 km); Feature: Off-Road Ability; Hostile Environment Protection (Desert); Reinforced Systems: Ammo/Fuel, Backups; Sensors (+1/3 km); Negative Features: Large Sensor Profile (Rating 1); Sensor Dependent

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	T	0	x10	3	+1	-	200
1	Antitank Missile Launcher	F	+1	x25	3	0	Guided	8
2	Light Machinegun	FF	0	x3	1	+4	Anti-Infantry	600 each
1	Snub Cannon	F	-1	x28	1	0	-	20
1	Target Designator	F	0	x0	1		Target Designator	Unlimited

OGI Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.5 m), Hit Points: 90 (MP: 140), Occupancy: 2 operators, no cargo (MP: 20), Armor Hardness: 25 (MP: 125), Defense: 8

Strength: 30 (+10) (MP: 60), Speed: Land 46 kph (MP: 175), Tactical Speed: Land 76 m, Initiative: -3 (MP: -5), Maneuver: -2 (MP: 0)

Special Abilities: Chobham Armor (MP: 23), Laser Designator (RI 150, MP: 4) GPS (MP: 2), NBC Filter (MP: 4), High Rez Radar (3 km, MP: 12), Tactical Radio (Secure, MP: 2), Long Range Radio (Secure, MP: 4), Infrared (2 km, MP: 6)

Exotic Abilities: None, Mecha Defects: No Hands (MP: -30), Noisy (MP: -5), Reduced Endurance (14 hours at combat speed, MP: -20), Start Up Time (1 minute, MP: -2)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	—	(104)
90mm Snub Cannon*	5d20	SS	75m	20	—	Arc of Fire (Fr), Short Range	(52)
Guided Missile Pod**	10d10	S	150m	8	Semiauto, Blast, Indirect, Guided (SARH, LG)	Arc of Fire (Fr), 2x Less Ammo	256
Heavy Machineguns	3d12	A	40m	200	Automatic, 2x Extra Ammo	Arc of Fire (Fr)	(52)

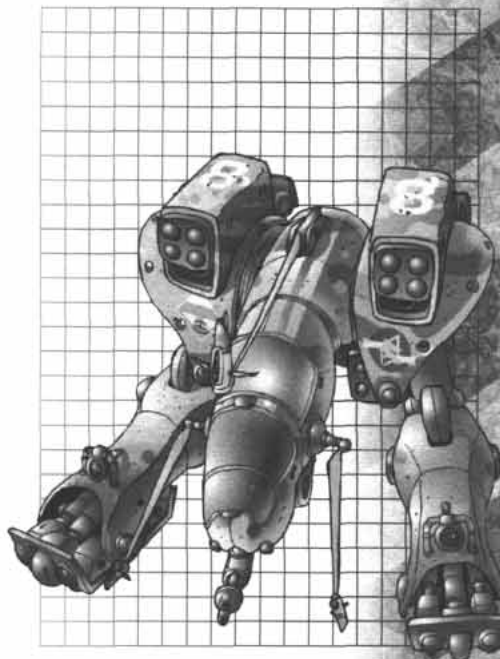
NOTE: *Ballistic Weapon; **Blast Weapons.



OWCS-OTAS Naga

The Naga is a high firepower, rapid intervention unit designed to exploit breakthroughs in the enemy line and lend medium range heavy support to friendly units in trouble. The Naga is fast enough and carries enough armor to get to the hot zone in time to relieve beleaguered friendlies, and its powerful anti-tank missiles ensure that at least eight of the enemy vehicles will likely not survive the battle. The Naga is crewed by two persons, with the pilot/commander in the back and the gunner/system operator in the front, just above the autocannon mounts. The higher position of the pilot gives him a better view of his surroundings. The Naga is surprisingly maneuverable for a walker of its size. Like a smaller Gear, it can use foot and leg-mounted wheels to move about faster than it can walk. Its legs have been designed to fold backward underneath the main chassis, turning the unit into a slightly squatter "urban tank." Three tiny arms bear sensor pods, allowing the Naga to look over corners and walls without exposing itself to return attacks. Its weapon systems are centered around the Pilon guided missile launchers placed on each shoulder. These can receive targetting information from friendly designators. A single chin-mounted, twin-barrel rotating autocannon, belt-fed from a large, armored drum mounted underneath the torso, is available for use against soft and lightly armored targets.

The Naga is the main strider unit of the Republican forces, and is the basis for many current specialized vehicles. It is not very strongly armored for its size, and as such is rarely seen locked in close combat. The most common Naga tactic is to team it up with a squad of Gears, at least one of which can designate for the strider's anti-tank missiles. The strider then relies on its mobility and sensor booms to escape the attention of enemy units while using its missiles to eliminate as many opponents as possible. Once its missile bins run dry, the Naga speeds to base for resupplying. The Naga is currently in service in all Southern forces, though each army has its own specific variants featuring locally-produced components, but similar performance.



☐ Silcore Stat block

Size: (Tall, 6.4 m), Width: 4.7 meters (5.2 w/sensors), Standard operational weight: 15,340 kg, Cost: 1,233,750 dinars

*Defensive Threat Value (DTV): Movement: Walk 4/7 (42 kph) Ground 6/12 (72 kph), Maneuver: -2, Armor: 23/46/69

*Miscellaneous Threat Value (MTV): Crew: Living 2, Deployment Range: 400 km, Reaction Mass: n/a

Perks and Flaws: Arms: 3 x Tool Arms (Rating 1); Armor Quality: HEAT Resistant; Communications (+0/12 km); Hostile Environment Protection (Desert); Sensors (+0/4 km); Negative Feature: Large Sensor Profile (Rating 1)

*Offensive Threat Value (OTV)

Quantity	Name	Arc	ACC	DM	BR	ROF	Perks & Flaws	Ammo
1	Medium Autocannon	F	0	x10	3	+1	-	200
2	Light Field Guns	F	0	x22	5	0	Indirect Fire, Recoil	12 each
1	Target Designator	F	0	x0	1		Target Designator	Unlimited

☐ OGL Stat Block

Type: Giant Robot, Size: Huge (Tall, 6.5 m), Hit Points: 65 (MP: 90), Occupancy: 2 operators, no cargo (MP: 20), Armor Hardness: 23 (MP: 115), Defense: 8

Strength: 30 (+10) (MP: 60), Speed: Land 108 kph (MP: 161), Tactical Speed: Land 180 m, Initiative: -2 (MP: 0), Maneuver: -2 (MP: 0)

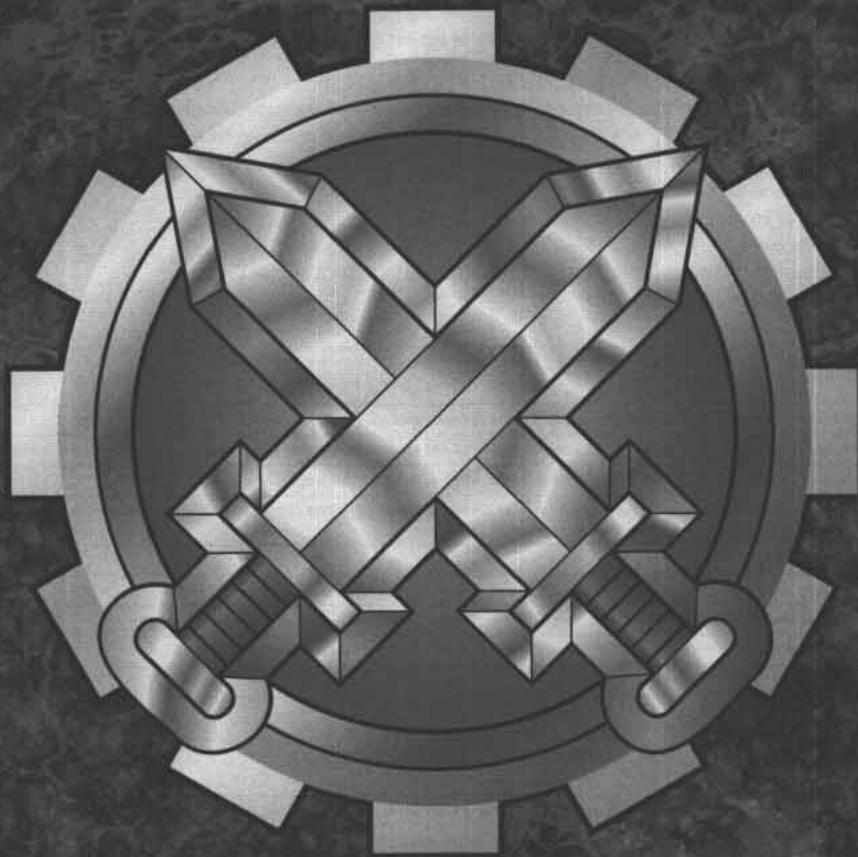
Special Abilities: Chobham Armor (MP: 23), Laser Designator (RI 150, MP: 4) GPS (MP: 2), NBC Filter (MP: 4), Radar (4 km, MP: 8), Tactical Radio (Secure, MP: 2), Long Range Radio (Secure, MP: 4), Infrared (2 km, MP: 6)

Exotic Abilities: None, Mecha Defects: No Arms (MP: -30), Noisy (MP: -5), Reduced Endurance (14 hours, MP: -20), Start Up Time (1 minute, MP: -2)

Weapons:

Name	Dam.	ROF	RI	Ammo	Qualities	Restrictions	MP Cost
25mm Autocannon*	4d12	A	80m	60	Automatic, Extra Ammo	Arc of Fire (Fr)	(69)
105mm Field Gun*	8d12	SS	640m	12	2x Extra Range	Arc of Fire (Fr), Less Ammo	104
105mm Field Gun*	8d12	SS	640m	12	2x Extra Range	Arc of Fire (Fr), Less Ammo	(104)

NOTE: *Ballistic Weapons.



Chapter 8: Duelists and Dueling

At the front of every Gear regiment stands a single pilot, bearing on his shoulders the history and reputation of his unit. This is the duelist, and in his person are reflected all the contradiction of Terra Nova. At once a champion and diplomat for his regiment, he feels the tide of history pushing toward war, but understands more than most the price that will be paid. Death is part of his duty and he knows that it is rarely a pretty thing. Living by a code of honor, he has come to respect those he must now hate, and sheds a private tear for the bonds of trust that will be the first casualties of war.

Outside of the military, others also take the mantle of duelist. They represent their cities in regulated sporting duels or their gangs in bloody underground fights, but they too can sense the tide of battle on the horizon. They too understand the difference between a battle of honor and the indiscriminate carnage of the battlefield.



DUELING IN THE WORLD OF HEAVY GEAR - 8.1

The Interpolar War has come and gone. The North and South fought countless battles, and maps have been redrawn. From the sidelines, war is an impersonal monster, laying waste to whatever happens to be in its way. On the front, however, nothing is more personal. Men and women live from minute to minute by the skill, the luck and even the grace of their comrades and their enemies, individual people who had been strangers mere moments before. Just as during the War of the Alliance, Heavy Gears played a major role during the Interpolar War, and it seems likely they will continue to play major roles in the wars still to come. At the front of every Gear regiment stands a single pilot who bears on his shoulders the history and reputation of his unit. This is the Duelist, for whom the personal nature of war is the strongest, and in his person are reflected all the contradictions of Terra Nova.

Champions and diplomats for their regiments, Duelists know better than most that the divisions between North and South exist along with a shared heritage of honor, struggle and survival. They were the first onto the battlefield when war returned to the Terranovan landscape, and they felt most acutely the shattering of the trust built after the War of the Alliance. They know it will happen again.

Outside of the military, others also take the mantle of Duelist. They represent their cities in regulated sporting duels or their gangs in bloody underground fights, but they too can sense the tide of battle still on the horizon. They too understand the difference between a battle of honor and the indiscriminate carnage of the battlefield.

In the eyes of average Terranovans, Duelists are the heroes of legend. They are the pilots who can work miracles with their Gears, who win the critical battles that are remembered for generations, the knights who defend honor to the death. This media image is a heavy burden for those who bear it. Expected to match the exploits of heroes and trideo stars, Duelists must balance their own survival with their duty. Risking their lives on the battlefield over small points of honor or for a handful of dinars, the pilots must always be careful not to provoke a situation they are not ready to handle.

Duelists lead a lonely life, having to separate themselves from their fellows because of their duties. Military pilots are expected to lead perfect lives, to think always of the regiment first and forget about any personal considerations. Professional sports Duelists are constantly surrounded by packs of scandal-conscious reporters and dazzled fans, rarely finding time to establish any real friendships. Underground pilots live on the edge, regularly risking their lives for the entertainment of wealthy gamblers and bloodthirsty crowds. The scarcity of meaningful human contact makes what friendships a Duelist does establish very strong. The pilots, ingrained with traditions of honor and respect, are uncommonly loyal, ready and willing to stand by their companions in the direst of situations. When these obligations — as a friend and as a Duelist — come into conflict, the results are rarely pleasant. The pilot must choose between becoming a pariah and letting a friend suffer.



Beyond Terra Nova ◆

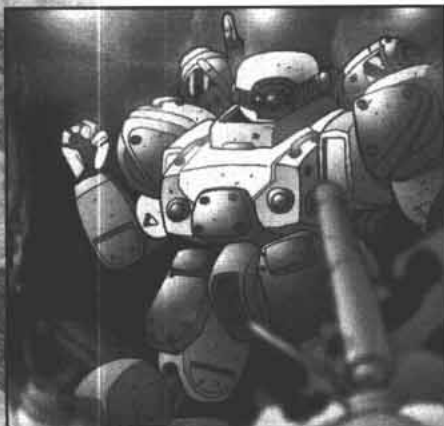
Terra Nova is not unique in its societies of Duelists, although its traditions are certainly the strongest. Caprice, too, maintains groups of elite warriors who are capable of pushing their machines past the theoretical limits of their performance to win the adulation of the masses. One important factor in Caprician dueling that distinguishes it from Terranovan dueling is the Right of Consent. The Right makes legal any activity to which all participants have agreed. Therefore nearly every Caprician Mount duel has the intensity and visceral excitement of a Terranovan gladiatorial duel, and personal injury — even death — to the pilots often results. The personal consequences of these duels imbue Caprician Duelists with an intense aura rarely seen amongst their Terranovan counterparts.

Three dueling “circles” exist on Caprice, roughly paralleling Terra Nova’s own. The corporate security forces (“corp-serfs”) have Duelists amongst their ranks, although their traditions are nowhere nearly as formal and strong as those of Terra Nova’s military Duelists. The corporations of Caprice, which occupy a role similar in nature to that of Terra Nova’s political leagues, maintain Duelist sporting teams to foster corporate spirit. Finally, both worlds have blood sport gladiatorial dueling, and it is far more widespread on Caprice than on Terra Nova. It is not inconceivable that other colonized worlds of the Interstellar Gate Web have incorporated dueling into their culture as well.





8.2 - THE BASICS OF DUELING

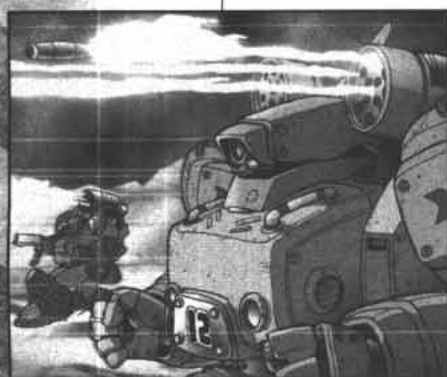


On the surface of things, a duel between Heavy Gears may appear simple: two Gears meet on the battlefield and fight until one falls down. While combats of a nature this simple do occur, they can hardly be called duels. Dueling is a long proud tradition on Terra Nova that refers to a certain type of personal combat — and a few specific types of group combat. Only those who understand and respect the protocols established over the centuries can properly be called Duelists.

Virtually every aspect of a duel is regulated by the protocols. Allowable machines, weapons, victory conditions, terrain and duration are strictly controlled and any deviation from the agreed setup once a duel has begun is considered not only an automatic defeat, but also a critical loss of honor. Each type of dueling, be it military, sporting or gladiatorial, has different traditions, but certain rules remain consistent. Most importantly, duels may end only when the proper victory conditions have been met or by mutual consent of the Duelists. In military circles soldiers occasionally tell stories of Duelists who refused to leave the field as one regiment was forced to retreat under artillery fire. Just as those not on the battlefield cannot stop a duel, they also are never allowed to interfere. Medical support, reloading weapons, or distracting an enemy are all forbidden unless agreed upon to begin with.

8.2.1 - Typical Duel Types

Beyond the concept of truly single combat, a Gear duel may take an infinite variety of forms. In military and private circles, the Duelists themselves choose battle conditions, whereas professional and gladiatorial duels are normally organized according to league rules and the whim of their backers. There are, however, several standard combinations of conditions that make up the majority of one-on-one Gear duels fought on Terra Nova. Two examples are described below.



Skirmish Match ☐

Participants:	two (or two teams)
Time:	10 minutes
Weapons Load:	standard
Victory Conditions:	set number of hits (usually five)
Terrain:	varied

The most archetypal of all duels, a skirmish match pits two pilots against each other on a delimited battlefield. The Gears start at opposing sides of the battlefield and try to land five weapon strikes against each other. These hits need not do any damage, so faster machines bearing light arms are often at an advantage. Some Duelists handicap such machines, setting their victory conditions at seven or eight hits, but both combatants must agree to this handicap for the duel to occur. Skirmishes are most often used to resolve minor conflicts or determine bragging rights, with minimal risk of serious damage to pilots or equipment.



Stalker-Prey Duels ☐

Participants:	two (multiple stalkers are possible)
Time:	20 minutes
Weapons Load:	one armed, another unarmed
Victory Conditions:	damaging the opponent, or surviving undamaged
Terrain:	complex and broken (forests, jungles, etc.)

Stalker-Prey duels are unusual in that the combatants do not share the same victory conditions. One Gear (the stalker) must find and damage the other (the prey) while the other must avoid detection and damage. Traditionally this duel type is used when a light scout Gear faces a heavier fire-support machine. In this way, both machines demonstrate their strengths. Prey vehicles may gain extra bragging rights by pestering their stalkers during the duel.



Military Duels - 8.2.2

Military duels involve combat between the representatives of two Gear regiments. These battles are highly structured and involve the defense of the units' honor and prestige. Most take place between otherwise friendly forces for the entertainment of the troops, with stakes consisting of simple bragging rights. Duels over minor points of pride — such as which regiment has the bravest commander — are also quite common and rarely lead to fatalities.

Some military duels are fought for much more important stakes, however. In military standoffs over strategically minor points, enemy Duelists may do battle to avoid large-scale confrontations. The loser's forces are honor-bound to withdraw in these cases, and few regiments would risk the disgrace of not doing so. These duels are significantly more dangerous than casual sparring matches and often lead to serious injury and even death. Accusations of cowardice, treason or dishonorable behavior can also lead to deadly duels between pilots of the same league. Most armies officially discourage such battles, but the tradition of regimental honor leads most commanders to overlook the regulations in this case. For most pilots and commanders, a duel is the only way to resolve serious accusations leveled against the unit as a whole.

Regimental duels form the model for all other types and are considered the most "pure." In matters of honor, even non-military pilots will follow the military rules of engagement, confident that doing so will ensure a clear victory that will settle the dispute. These rules have been established over the life of the military Heavy Gear and are taken very seriously across Terra Nova. Each regiment nominates a Duelist and expects him to follow military protocol to the letter, embodying his unit's honor and defending it to the death.

Regimental dueling usually takes the form of one of the standard duel types, but great care is taken to ensure the battle is a contest of skill rather than brute force. Weapon loads are often quite light — especially in friendly duels — since the military can ill afford to sacrifice its best pilots and machines in a time of war. Military duels remain closed to those outside of the armed forces and often to all those outside the regiments involved as well. These battles are matters of honor rather than entertainment.

While military Duelists practice most of the basic duel types, they have also developed a few combat styles that are all their own. These emphasize skill and discipline over firepower, and honor above all else. These unique types of duel are not very popular in the more media-conscious arenas of professional sport and gladiatorial dueling because they tend not to be crowd-pleasing. Gladiatorial organizers often think of regimental Duelists as haughty and self-absorbed as a result, but true dueling enthusiasts understand that honor always comes before the pleasure of the audience.

Knowing When to Fight ◆

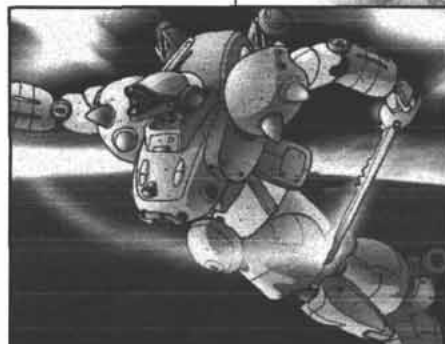
Unlike the predetermined battles of the sport and underground worlds, regimental duels are fought only under certain conditions. While these combats are often staged as friendly competitions between forces stationed together or to entertain the troops, the honor of the regiments involved is always at stake and challenges are thus highly ritualized.

The only people entitled to issue a challenge to another regiment or to accept such a challenge are the Duelist, the regimental commander and the regimental NCO. When the challenge is made, the stakes must also be clearly stated, indicating what the consequences of the battle will be. If no such consequences are stated the duel is assumed to be fought for bragging rights only. The challenged party then has the right to set a single battle condition (the victory conditions, the terrain, the duration, or appropriate weapons). The challenger and challenged then each set the other conditions one at a time until the duel is clearly defined. Both parties must then agree to the duel for it to go forward.

□ Rapier Duel

Participants:	two
Time:	unlimited
Weapons Load:	vibrorapier and shield
Victory Conditions:	death
Terrain:	open terrain

The classic Southern battle of honor, the rapier duel pits two high-performance machines armed with vibrorapiers and shields against each other. Adapted from the human fencing duels practiced in the Southern Republic, these duels are only called on life and death matters; surrender and the granting of quarter are the rarest of events. These are entirely private affairs, attended only by the Duelists, the regimental commanders and chief NCOs. Those who have seen these battles tell tales of speed and grace rarely associated with heavy battle machines like Gears.





8.2.3 - Sporting Duels



Professional sport duels are the legitimate cousins of regimental combats. Taking advantage of the popularity of dueling, most leagues — and several smaller groups — have established professional dueling circuits in which highly paid civilian pilots compete. These battles are not fought for honor in the same sense as regimental duels are, but each city-state and league takes great pride in its professional Duelists and their performance is often seen as a reflection on the community as a whole. A city-state with a championship team gains tremendous prestige and will often attract businesses and tourists as never before, simply because of the massive media coverage that comes with a winning team. Many city governments sink significant parts of their public revenues into local teams, building massive arenas, practice fields and maintenance facilities to attract the top pilots.

Massive crowds of rabid fans and intense media scrutiny are commonplace at the most prestigious of professional duels. During a league's championship tournament it becomes nearly impossible to escape the match, as game footage, commentary, analysis and retrospectives fill most trideo broadcasts and billboards plaster the streets. Public security forces in cities with winning teams have learned to dread this time of year; a crowd of jubilant fans of a victorious team or their angry defeated counterparts can easily turn into a rioting mob.

Unlike military duels, professional sport duels are often team affairs. Whole squadrons of Gears confront each other in a large arenas, often using simulated "sporting" weapons to score points. One-on-one duels are still possible in professional circuits, but nothing is quite so spectacular as two dozen war machines darting around a complex playing field. Impressive arenas accommodate these games are often one of the major landmarks in a city-state.

◆ Combat Conditions

With rare exceptions, professional dueling is not a deadly sport and Gears prepared for this purpose feature ample protection for the pilots. Weapon loads are often reduced to nominal levels, or replaced with harmless "scoring guns" — a modification of a laser target designator. Even in the safest of circuits, however, pilots have been known to perish due to mechanical failure or the dangers of close combat. Norlight duel champion Ethan Hartz was killed in TN 1902 when the cockpit safety cage of his Tiger Gear crumpled after a bad fall. The Hartz Trophy is now awarded to the best Duelist in the NLC, as voted upon by professional sport writers.

Professional Duelists partake in a wide variety of battles, each designed to be more challenging and more entertaining than the last. The traditional duel formats are still followed, although within the confines of the large sporting arenas that house the professional duels. Unlike military Duelists, professionals are grouped into teams. Very rarely will the whole team be on the field for a single match; rather, each member will specialize in certain types of games. As the season progresses, the wins and losses of each member count toward the team's standing. Some circuits feature solo-circuits that allow lone Duelists to compete, but team play is usually the most popular form. As such, a variety of unique "team duels" have developed across the professional circuits.

Team Skirmish □□



Participants:	two teams of five
Time:	three 10-minute rounds
Weapons Load:	sporting weapons
Victory Conditions:	disabling of the opponents
Terrain:	varied

Not so much a duel as a mock battlefield encounter, team skirmishes pit two opposing squadrons against one another. The use of terrain, fire support and teamwork make the game popular with military enthusiasts who enjoy the "realism" it brings to the otherwise wild world of professional dueling. In fact, the team skirmish is taken directly from the war game training exercises of the military, and team champions are quite often military reserve pilots. Although most team games are of the "engage and destroy" variety, other objectives are possible and several arenas provide mock forts to defend and capture.



Gladiatorial Duels - 8.2.4

In the darkest corner of the dueling world lies the underground gladiatorial duel. Banking on the mystique of military duels and the popularity of professional sport Gear battles, criminal kingpins and opportunistic promoters across the Badlands and the poles establish illegal arenas where anything goes. Immensely popular in the huge fringe out of sight of polar law, underground dueling pits pilots against each other in dangerous and often deadly combats for the pleasure of gamblers and combat fans and for the profit of underworld organizers.

Like professional dueling, gladiatorial combat is often quite distant in form from the traditional battles of the military, but the sense of pride and deadly dangers tie the two traditions together. Obviously rigged duels are commonplace in the ruthless world of the underground, but the top circuits keep it to a well-regulated minimum. The kingpins make most of their money off of gambling, and high-stakes gamblers quickly learn to avoid circuits in which they stand no chance of winning big. Gladiatorial Duelists of the highest order also rarely stand for extensive duel fixing. These men and women consider themselves to be part of the same tradition as their military counterparts and value their honor on the battlefield. It is mainly because of this common attitude that even the most brutal of underground arena fights can still claim the status of duel.

The modicum of honesty in the major arenas attracts large numbers of fans, who come to the Badlands or other areas to see Gear combat at its most visceral. While most organizers understand the value of keeping their best pilots alive, rare is the illegal arena that has not seen its fair share of spilled blood. Unlike sport dueling, underground weapons are live and audience members can and do get hurt by ricochets and wild fire. The few truly large underground arenas — such as the Web Arena in Khayr ad-Din — take precautions to avoid fatalities, but occasional accidents are unavoidable. The most important of these arenas are located in the Badlands, where polar legal codes are meaningless, but smaller dueling circuits exist at both poles, often deep in the countryside, sometimes just under the noses of law enforcement authorities.



Battle Conditions ◆

Very little can be taken for granted in the world of gladiatorial dueling. Kingpins and match organizers usually set the battle conditions, forming a series of recognized games, but the tension of the military challenge is also prized. As such, individual Duelists are also given the opportunity to set conditions when challenging each other, especially in the case of long-standing rivalries that are likely to attract large audiences.

Death is an ever-present possibility in underground duels. The sporting weapons used in professional circuits are completely absent and the reduced armaments often featured in military circuits are used only to increase skill and tension. It is an unfortunate fact that audiences enjoy blood and firepower, and many young pilots have sacrificed their lives to sate the crowd's desire for extreme entertainment.

Almost all gladiatorial duels happen in tight arenas, ensuring both proximity to the on-site audience and quick and dirty battles. It is not uncommon for uneven gladiatorial duels to be timed in the seconds, rather than minutes. The best arenas also feature nasty surprises for the participants, such as camouflaged smoke machines, ECM generators and weapon pods. The most observant duel watchers have come to realize that it is these systems that are used for subtle battle manipulation by organizers. The hidden obstacles will favor one pilot over another on the controller's whim. Duelists themselves seem to put up with this manipulation as long as it is done subtly to increase entertainment value, rather than to ensure a result on the battlefield.

Games of Blood ◆

Kingpins of underground dueling rings are more than willing to use any and all types of combat that provide betting opportunities and plenty of entertainment value. Most of the military and professional battle types find their place in the gladiatorial arena, but always with nastier additions. Ram-plates, chassis reinforcements, spike guns and huge vibroaxes, amplify the classic close-combat duel. Similarly, a team skirmish variant is often played in which each Gear is armed only with a heavy grenade launcher. Some exotic and outrageously violent games, however, have been developed to deal particularly with the needs of the underground circuits.



8.3 - KHAYR AD-DIN: CITY OF DUELISTS



A trash-heap; a den of iniquity; a bad place to die; a golden opportunity — all of these terms have been used to describe Khayr ad-Din, the criminal haven and informal city-state of the Western Desert. Although it may seem to be but a glorified shantytown, the city is in fact the center of many different webs stretching across the Badlands and into the poles. Trade centers here, as the gamma maglev line provides easy access to the North and South, while a major caravan route brings in other goods as well. In Khayr ad-Din no trade is either black or white, and the smuggling and black market networks of the city stretch far and wide.

The inhabitants of the “city of trash” range from the destitute to the wealthy. Mendicant children run through the legs of mercenaries and prostitutes, while wealthy gamblers frolic with media stars behind security walls. Of all those who call Khayr ad-Din their home, however, it is the Duelists who attract the most attention. Backed by the media savvy of the city’s overlord, these pilots find their battles projected across Terra Nova, and their losses and victories are the subject of huge wagers. But even they live on the edge, brought into the underground in search of honor in a world gone wrong.

This section provides a detailed look at the city of Khayr ad-Din. The city can be used as a setting for an underworld campaign, but it can also be an interesting change of pace for those more used to the refined worlds of the poles. Many people are attracted to the danger of the city; fewer survive it.

8.3.1 - History

The city that would become Khayr ad-Din started its existence in TN 515 as the Monroe Settlement, built to serve as a supply station along the new gamma maglev line for the mining settlements in the Western Desert. As trade and development in the Badlands grew during the colonial period, so did Monroe; when the last ships left for Earth in TN 1455, it was one of the only desert communities to remain vibrant, because of its position on the maglev line.

All this changed in TN 1520 when the Great Tempest wracked the Badlands. Whipping across the equator, this apocalyptic storm swept through the Great White Desert (west of Khayr ad-Din) in the Autumn, picking up tons of corrosive white sand ash. By the time it hit Monroe, most of the population had been wise enough to flee to the shelter at the poles, allowing them to avoid the sight of their homes being destroyed. Over the course of the season, the deadly storm eroded 250 kilometers of the maglev line and left only a few corroded ruins in Monroe.

It took until the emergence of the leagues at the poles for the gamma maglev to be rebuilt. By this time, urban centers such as Port Oasis, Marabou and Fort James were beginning to experience trash disposal problems and the decision was made to create a massive garbage dump along the new stretch of track. Some historians have suggested that this decision may have had less to do with the economics of trash than with a desire to bury any and all evidence of Terra Nova’s destructive power.

Despite the tons of refuse and rusted machinery that began to bury the ruins of Monroe, the reopened maglev station gained in importance. The development of the polar leagues had sparked an expansion in the number and size of Badlands communities and the station became very important for the region. Traders began flocking to the community. The conditions of a trash heap caused most to stay only briefly, however. Only the desperate and the destitute made the community their home, scavenging for discarded supplies, trading with locals and polar citizens and setting up petty criminal organizations. The new community came to be known as Khayr ad-Din.

By the time of the War of the Alliance, Khayr ad-Din was firmly established as the underground heart of the Badlands. Small mercenary units plied their trade, dueling rings competed for traders’ dinars, and a series of rival criminal godfathers extracted a profit from it all. During the war, Khayr ad-Din was spared occupation or any major battles, but was cut off from the North by the colonial occupation of the Westridge Mountain area along the gamma maglev line. Trains still ran to the Southern Republic, but few troops entered the area until the last seasons of the War because they were busy defending the league borders. Like Westphalia to the southwest, Khayr ad-Din was largely neutral ground.

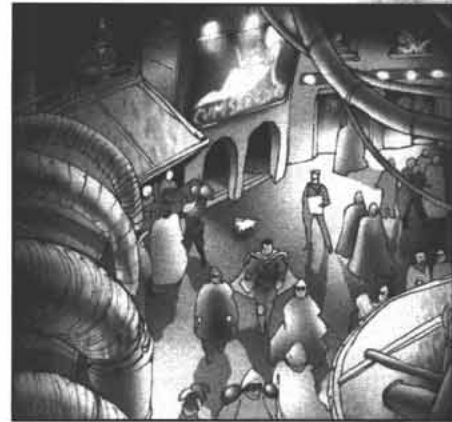
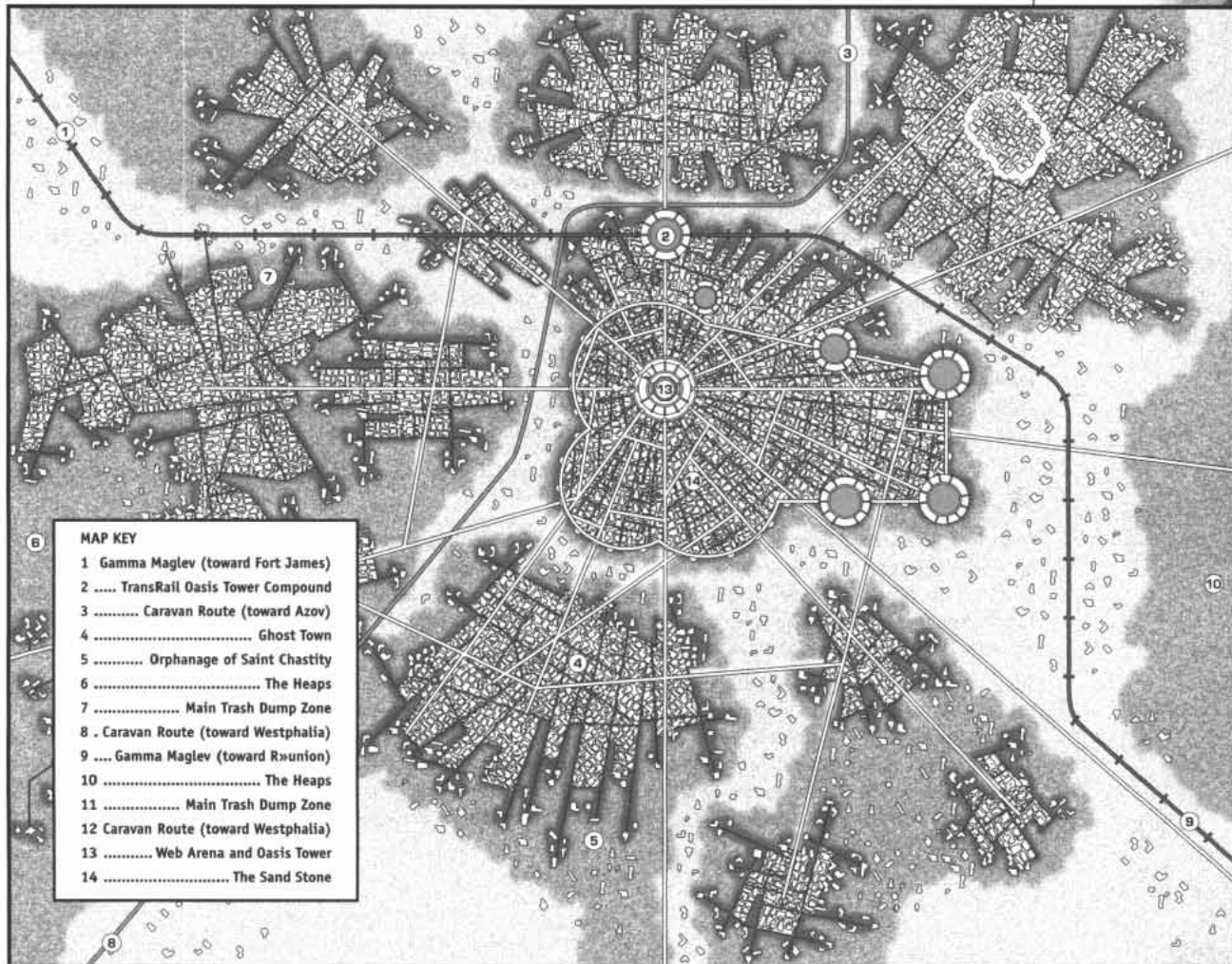
In the cycles since, Khayr ad-Din has undergone a transformation. In TN 1919, the powerful crime lord known as the Priest was assassinated and replaced by one of his lieutenants, Saddik “the Spider” Jahmoon. The Spider grew even more powerful than his predecessor, building a veritable empire in Khayr ad-Din. His position was threatened during the early 1930s when a rival, Mother Superior, sought to usurp the Spider to gain revenge for his assassination of the Priest. Taking advantage of the Spider’s emotional turmoil over the departure of Katryne Sanz, his lover, Mother Superior nearly toppled the kingpin. The events of the Interpolar War — including Sanz’ return and her formation of the Khayr ad-Din Army — have helped to reawaken the Spider from his depression and assure his dominance of the city.



City Overview - 8.3.2

It would be ludicrous to attempt to create a completely detailed map of the trash heap that is Khayr ad-Din. There are no formal streets, no urban planning and no accurate records. The city is a labyrinth of shanty-homes, underworld villas and hectares of trash fields. It can, however, be divided into a series of sectors, each with its own particular characteristics.

The "neighborhoods" of Khayr ad-Din are the product of the differential impact of the few resources the city can count as its own. The Terranovan TransRail station at the city's heart has developed into a well manicured armed camp in response to the sea of "undesirables" who clamor outside its gates. Most other housing and construction has been completely improvised and haphazard, consisting of shanties or simple ferroconcrete homes built among the ruins of Monroe or the sea of trash created by polar garbage dumping. The Core remains the best-organized neighborhood because of its proximity to the TNTR compound and the trade route to Westphalia, but also thanks to the construction of the Web Arena in the TN 1920s. The Pit is the Core's poor cousin, a shantytown that collapsed under its own weight in TN 1851. Ghost Town is the only part of the Monroe ruins that has not been swallowed by the sea of detritus. This expanse of waste is known as the Heaps. It girdles the city and is inhabited by a virtual army of human scavengers known as "trashers."

 Khayr-Ad-Din Map



8.3.3 - TransRail Compound

At the geographic center of the vague disc of Khayr ad-Din stands the reason for its existence: the Terranovan TransRail compound. It is here that goods and passengers from North and South disembark and here that Khayr ad-Din finds its great access to the poles. The Compound is also the major stop-off point for the trading caravans arriving from Westphalia or Azov.

A bastion of order in the lawless city, the compound is run like an armed camp. Featuring representatives from TNTR and both polar confederations, as well as accommodations for traders and travelers, the enclave is surrounded by a three-meter wall that conceals much of the ugliness that lurks beyond. Like most TNTR operations, the Khayr ad-Din compound is all business. While a few entertainment centers are provided for TransRail employees, most are forced to venture into the Core or the Pit in search of a good time.

In other maglev stations, TransRail officials have to play a delicate diplomatic game. They are the representatives of a critical resource monopoly that has ties to both confederations. In these times of increased tension, TNTR has come under increasing pressure to choose sides and threats of nationalization are being made with increasing frequency in both the North and the South. In Khayr ad-Din, however, TNTR calls the shots. There are no laws or regulations to obey, beyond those of the conglomerate. While the representatives of the polar governments are given their due, it is TNTR bureau director Basyl Paleologus who is in charge.

The compound as a whole is split between the two principal occupations of the station: trade and garbage. Trade and civilian transport are arranged through a series of trade and tourism offices. Garbage is transported to the station in specialized cargo cars that are then transferred to a slow maglev train at Khayr ad-Din. This latter train runs along minor tracks parallel to the main line and dumps the detritus along the two dump zones to the west and southeast of the compound. TransRail makes a handsome profit out of this operation, especially as it expends no resources in processing the waste — a task taken care of by the independent “trashers” who inhabit the Heaps.

8.3.4 - The Core

If the TransRail compound is the geographic heart of Khayr ad-Din, then the Core is its soul. Located to the south of the TransRail station, its winding streets and ferroconcrete block buildings shelter the most important underworld activities of the city. Countless bars, saloons and brothels dot the landscape, attracting local mercenaries and thieves as well as polar tourists and caravan traders. Many small shops ply their wares here as well, most purchasing the recuperated material of the Heaps from the local trashers. These goods are then sold to other shops, directly to traders or reprocessed in-house. Spare parts for vehicles, water filtration stations or other key desert equipment are particularly valued.

Those accustomed to the polished streets of the polar capitals have a hard time believing it, but the Core is the most “high class” neighborhood of Khayr ad-Din. Although almost all its streets are unpaved and no sewer or utilities systems have been installed, conditions are generally good. Waste processing and power are managed on a building-by-building basis, and the Spider makes sure that the area is not flooded with trashers or wretches. Those who do not fit into the economy of the Core, such as drinkers, shop owners or even street rats, are forced to live elsewhere. As such, the hopeless and desperate qualities of the rest of Khayr ad-Din are mostly absent from the Core, where dueling enthusiasts, Duelists themselves, tourists and traders all bring energy and capital into the city-state.

◆ The Sand Stone

It is said that one cannot take two steps in the Core without running into a bar or tavern. Very few of these establishments, however, can boast the reputation of the Sand Stone. Located south of the Web Arena, the Stone caters to the dueling circuit, especially the Duelists themselves. Providing the pilots with an exclusive section of the bar and guaranteeing very special service, Marice Fryzel is able to attract many of the top Duelists to her establishment. Many customers come to the Stone just to catch a glimpse of the stars, and she often has to turn people away at the door.

The Sand Stone consists of several different interconnected establishments. The upper floor of the three-story establishment features the exclusive Duelists’ bar. Relaxed and relatively private, it features fine alcohols and drugs along with special “hosts” and “hostesses,” while still maintaining the relaxed feel of a desert bar. Recognized Duelists and VIPs can get in with little trouble, while others must either come with them or know someone. Fryzel allows a few unconnected people in at random every night, picking those who are less likely to cause a scene. Open rooms take up the rest of the Stone, each with its own character. A hard drinking desert bar is located in the basement, a more general tavern on the ground floor, and a dance bar on the second floor. In these different locales, rumors and gossip fly like sand on the wind.



The Web Arena ◆

The most recognizable site in the city is undoubtedly the Web Arena. The massive ferroconcrete arena was constructed from TN 1919 to TN 1923 by Saddik “the Spider” Jahmoon to create a permanent home for the dueling circuit he was in the process of forming. The Spider had a vision of capitalizing on the media attention given to the Heavy Gear after the War of the Alliance, and the large number of skilled pilots reentering civilian life, to create a world-class dueling circuit. By bringing together the small-scale and informal circuits that already existed in Khayr ad-Din and elsewhere in the Badlands, he knew he could assemble enough interest to launch his project; but a grand-scale home for the circuit — on par with professional sport arenas — was necessary.

At first the Spider planned his arena as a live venue alone, concentrating on being able to attract wealthy polar gamblers. When the Satellite News Service went on-line as the first commercial Hermes 72 network, however, he knew a new market was opening up. As Hermes 72 networks began popping up across the planet, the Spider approached the SportStar network situated in Lyonesse and OrbiViz out of Ashanti. Both small stations signed mutually beneficial contracts to cover matches at Khayr ad-Din. Most Terranovans with access to a Hermes 72 dish can now choose to see live coverage from the Web Arena.

The Arena itself is a massive structure. The playing field is a 150-meter diameter octagon, the intersecting lines of its floor slabs creating the pattern for which it is named. Rows of seating surround the high wall of the arena, with room for roughly 10,000 people in standing room galleries, another 10,000 in simple seating, and about 500 in a variety of loges. It is the loges that provide the most income, as their luxury accommodations and direct banking links attract wealthy gamblers from Westphalia and the poles. Standing and sitting tickets are sold much more cheaply, allowing the Spider to keep the citizens of Khayr ad-Din entertained and to create the atmosphere of a roaring crowd. Standing tickets sell for 5 marks/dinar, seats for 10, and six-person loges can be reserved for 1000. These prices can and do increase for critical matches, rising to up to 500% of their normal value. Scalping does happen, but the population of Khayr ad-Din is only so big; a truly sold-out Arena is rare enough that enthusiasts can get in at the last minute most nights.

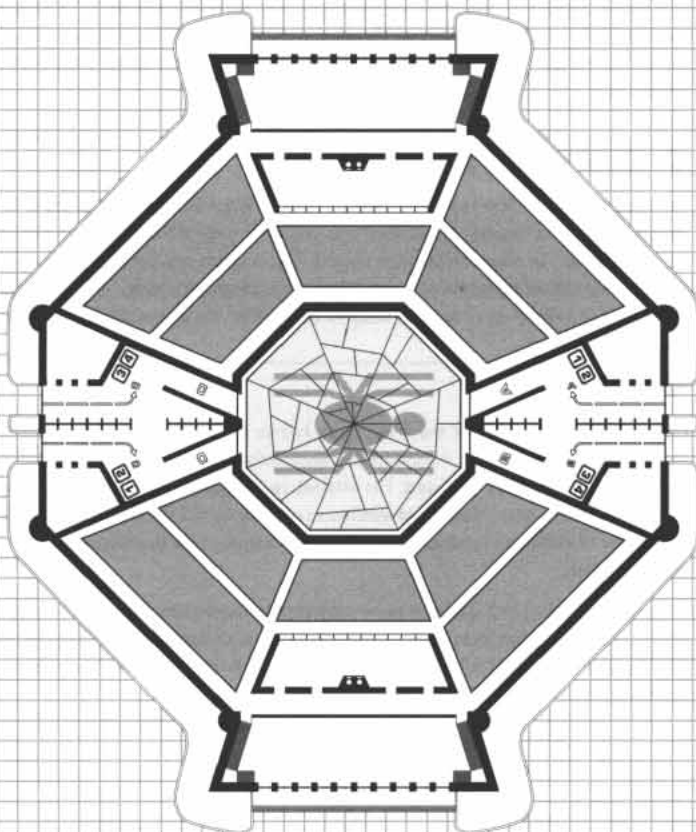
□ The Web Arena

DIAGRAM KEY

- 1 Arena exterior
- 2 Public Entrance
- 3 Reception and Entertainment Hall
- 4 Trideo Satellite Broadcast Booth.
- 5 Standard Seating
- 6 Standing Audience
- 7 Dressing Room and Maintenance
- 8 Vehicle Bay
- 9 Gladiator Entrance
- 10 Access To Combat Arena
- 11 Combat Arena
- 12 Heavy Reinforced Wall
- 13 Gambling Loges

THE WEB ARENA

The pride and joy of Khayr ad-Din, the Web Arena sits in the center of an open oasis tower. Extravagant lodges and inexpensive standing-room seats combine to fill the arena with screaming fans and wealthy gamblers, making it the place to be seen in the city. Duelists themselves appreciate the availability of emergency medical services and the fame that results from live trideo coverage. The Arena is named after the web-like pattern of its combat field and the appellation of its patron, Saddik the Spider.





8.3.5 - The Pit

The area northeast of the Core, beyond the stretch of the gamma maglev line and straddling the Azov caravan route, represents what Khayr ad-Din was before the rise of Saddik the Spider. Known as the Pit, this area is a jumble of shanty houses and improvised buildings that hide those not resourceful or desperate enough to live in the Heaps, but still not connected enough to move to the Core. The Pit is also the center of mercenary activity and drug refinement and production for Khayr ad-Din. While both industries bring plenty of money to the Spider, they do not mesh entirely well with his dueling circuit. Mercenaries need quiet, out-of-the-way places to make their deals, and drug production facilities must remain hidden to stay competitive.

The Pit gets its name from the fact that in TN 1851 the piles of trash upon which the western half of the area was built gave way and subsided, dropping it straight down by up to fifteen meters. Tangled and worn, the western Pit resembles a bizarre crater. The Pit (and the rest of Khayr ad-Din) still sits on a thick layer of ancient trash, and the subsiding has exposed layers in which toxic chemicals flow between rusted carcasses. Some ambitious trashers have set up processing plants for these poisonous run-offs, but most just stay away from these "dead-zones." The Toxics street gang has taken to ingesting small amounts of the ooze, claiming it gives an incredible high. Several members have died, while others display bizarre skin lesions or the symptoms of severe brain damage.

The Pit is the area where the Spider's control most actively eroded away during his depression. His rival, Mother Superior, set up several outposts of her fanatical Priesthood in the area and many of the drug plants were under dispute. A war brewed up among the blockhouses and lean-tos of the crater and the locals suffered heavy casualties. With the Priesthood routed and the Spider's control of the city firmly reestablished, the Pit has finally returned to "normal."

8.3.6 - Ghost Town

Located to the south of the Core, away from the gamma maglev line, Ghost Town is that part of the Monroe ruins that has escaped being buried by trash or destroyed by time. The old, eroded buildings stand vigil, sheltering countless wretches and orphans. Criminal activity is largely thought to be of a very small scale in this sad part of a sad town, but appearances can be deceiving. It was from Ghost Town that Mother Superior — the Spider's major rival — ran her Priesthood. Recruiting the hundreds of street urchins that infest the area, she had established a powerful hold on the grassroots of Khayr ad-Din. Although the Priesthood is now gone, in Ghost Town it is still difficult to escape its quasi-religious power, and rumors persist that the organization is regrouping and waiting for the right time to strike again.

◆ The Orphanage of Saint Chastity

The center of Mother Superior's grip on the streets of Khayr ad-Din was a series of interconnected ruins, all refurbished, known as the Orphanage of Saint Chastity. These structures sheltered many of the street urchins of the city under the care of Mother Superior and her various acolytes. In return for services ranging from begging and petty theft to spying and drug distribution, the children were given food, shelter and an education of a sort. While the orphans are a tough lot, most could not escape the cult of personality that was the Priesthood and ended up as devoted acolytes themselves. Those who did escape usually ended up in the Heaps fending for themselves.

◆ Coven House

Coven House is the home of the street gang known as the Heretics, whose original membership fled the "tender mercies" of the Orphanage of Saint Chastity. Among Mother Superior's most bitter enemies, the Heretics provided the Spider with crucial intelligence during his purge of the Priesthood. The original Coven House was located in the Heaps, but during the Interpolar War, the Heretics moved their home to an abandoned warehouse complex across the street from the Orphanage. From there, they have kept a watchful eye on the Priesthood's headquarters for nearly a decade. Like the original, the new Coven House is a tangled labyrinthine hive of rooms and huts.

Many of the Heretics of today were never subjected to the Orphanage's cruelty. As runaways and orphans, however, living alone on the streets for most of their lives, they have hardly been much better off. The gang recruits disaffected children wherever it finds them in the City of Trash, which, sadly, is virtually anywhere one cares to look. The Heretics' current leader is Lilith, an enigmatic girl of 20 cycles who is one of the few who remembers the Orphanage at all.



The Heaps - 8.3.7

To the east and west of the strip centered on the Core lie the high-infinite trash heaps of Khayr ad-Din. For over 350 cycles, the major metropolises of both poles have been dumping tons of detritus on the region, creating a massive sea of garbage that stretches for several kilometers along the gamma maglev line. This trash is neither processed nor sorted by the poles or TNTR before being dumped beside the tracks. The independent trashers take on these duties.

The trashers of Khayr ad-Din are the human scavengers who make a living by rifling through the tons of polar detritus piled about the city. They call the Heaps their home, coming out to barter their goods with merchants and caravan traders. Many spend money in the bars, brothels and drug dens of the Core and Pit, but their activities are largely outside the control of the local gang-lords. Rather, profit comes from extracting money from the merchants they deal with.

Trashers come in two general categories. The most numerous and the most desperate are those who scavenge by hand or with minimal tools. They scratch out a living by picking out the reusable and recyclable material from a mountain of garbage and bringing it to trade in the city. They can be seen swarming over mountains of freshly dumped or moved trash like army skags swarming over a mound of food. The more successful trashers employ equipment ranging from magnetometers and echolocation guns to bulldozers and Groundhog Gears to go after the most valuable detritus. Scraps of machinery, destroyed computer parts, quantities of precious metal and chemicals can all be found and extracted if one has the proper equipment. These trashers often operate out of makeshift compounds of their own, where they refurbish the equipment they discover in order to sell it at a higher price. Entire piecemeal Gears have been known to emerge from the Heaps in this manner.



The Powers that Be- 8.3.8

Between TN 1919 and 1934, Khayr ad-Din was the domain of two powerful criminal organizations: the Spider's Web and the Priesthood. Hundreds of smaller outfits — gangs, rackets and brothels — had carved out their own minor empires, but virtually all paid protection money or tribute to one of the big two, and many paid to both. In 1934, Saddik "the Spider" Jahmoon, recently returned from a period of depression in which he all but lost control of his organization, initiated a bloody campaign against the Priesthood. By 1935, the latter group had been driven from the city and the Spider was in almost complete control, where he has remained for a decade.

Recent events — the Interpolar War, the formation of the Black Talon and contact with the Liberati on Caprice — have brought change to both the Spider and his Web. He has been forced to think of Khayr ad-Din not as his private, isolated duchy in the middle of nowhere but as a city of rapidly increasing importance in events stretching beyond even the Helios system. He is indeed the city's master (even its *de facto* mayor as some would have it), and his focus is shifting from its underbelly to its place in the larger scheme of things.

A power void exists there in the twisted streets and alleys of the City of Trash, where the Spider's attention has lapsed, and those hundreds of smaller organizations that no longer feel pressure to pay him for protection are filling it. None is powerful enough yet to challenge him directly, but without a real police force and without a system of law to give such a thing any legitimacy, it is only a matter of time before another major power struggle erupts and tears the city apart.

It may lack a police force, but the city is not without an army. The Khayr ad-Din Army serves as its protector, and it keeps foreign armies well away from its borders. The closest foreign army remains the Northern Guard 67th Heavy Gear regiment, which was stationed just west of the city prior to the Interpolar War. Now located several dozens of kilometers farther west along the gamma maglev line, the 67th harbors a strong dislike of the KADA, with which it clashed several times during the war. KADA Duelists soundly defeated each of the three Duelists the 67th brought forth over the course of the conflict, gravely tarnishing the 67th's reputation and honor.

Unfortunately, while it can keep a large military force at bay and deal easily with its Duelists, the Khayr ad-Din Army lacks a competent special forces unit to respond to small-scale enemy insurgents. As a result, several covert foreign military agents and teams operate within the city, sent there by powers that fear what the city might become or that bear old grudges. Even the CEF has a handful of spies and assassins working in the city.



8.3.9 - The Spider's Web



Saddik "the Spider" Jahmoon, recognized overlord of Khayr ad-Din, came to power because of his ability to seize an opportunity. His assassination of the Priest, one of Khayr ad-Din's top kingpins, in TN 1919 set the stage for a dynamic reorganization of the outlaw city. A master at weaving intricate plots — hence his arachnid moniker — Saddik drew together many of the isolated criminal organizations into a wealthy empire. Petty thieves, small drug houses and regional rovers all were brought into the fold and given assistance and connections in return for substantial protection money. At first many local street criminals resented the Spider's presence, but as his Web Arena became more and more successful and it became evident that his were the coattails of choice upon which to ride, few complained when they were drawn into his profitable web.

In the decades since his rise to power, the Spider has extended that web into much of the Western Desert. He maintains connections with the smuggler rings of Wounded Knee and the gambling lords of Westphalia. His largest success has certainly been the Web Arena and Khayr ad-Din dueling circuit. Bringing in top underground Duelists to fight for prize money and standing in his circuit, he has attracted the attention of gamblers and fans at both poles. Two different networks, each paying huge sums to the Spider, pick up the Hermes 72 feed from the arena.

The Spider's position was severely threatened in 1931 when Saddik withdrew from power. In 1930, former Northern Guard Gear trainer Katryne Sanz fought in the Web Arena and became an instant star. She and Saddik discovered a mutual attraction and became lovers. When she left Khayr ad-Din in 1931 to become the Northern Guard's top trainer, Saddik sank into a deep depression.

In his weakened condition, the Spider surrendered more and more of the control of his organization to his cadre of lieutenants. The lieutenants' personal quests for power almost ripped the organization apart from within, while on the outside, the psychotic Mother Superior sought to destroy Saddik and everything he had built. During this time, he found refuge in the arms of Lash, his top Duelist, but it was a hollow relationship that they ended mutually shortly thereafter. She did spark him into occasional activity during those dark cycles, however, and it was probably Lash's presence that saved him from complete collapse.

Everything changed in 1933 when Katryne Sanz returned to Khayr ad-Din. Although she kept her distance, her mere presence in the city was enough to reawaken the Spider. He spent the next few cycles regaining control of his organization and reasserting himself as the city's master, driving Mother Superior and the Priesthood to ground. In 1936, Katryne approached him directly for the first time since she had arrived in the city. She outlined the danger she saw on the horizon and laid out her plans to keep the city safe from the coming war. Her plan required his support, however, especially as a financial backer to fund the project. Having already foreseen a similar problem, he cautiously pledged his support for the Khayr ad-Din Army.

◆ Organization

The Spider's organization is shaped — appropriately enough — like a web. Five lieutenants oversee different affairs, reporting to the Spider who sits at the center. Each lieutenant runs his or her own department, but also oversees another's. Hence no part of the Spider's network is completely isolated. The Spider used just such isolation to create his own power-base within the Priest's organization and fears others will do the same thing to him.

Although he would have liked to purge his lieutenants when he regained control of his organization, the Spider recognized that to do so would be to waste time and resources — something he could hardly afford while concentrating on the Priesthood. Thus, Andraya Vokolov, Hektor Tran, Feliz Esteban, Ranna Zurfino and Xavier Kross are all still in power — and thankful for the Spider's attention towards Mother Superior.

◆ Current Concerns

With the war over and the KADA converting to reserve status, the Spider is turning his attentions to other matters. His first goal is to track down the Priesthood and destroy it once and for all. Once he has achieved that goal, he believes he will be able to retire and turn his organization over to one of his lieutenants, but he fears that such a move would splinter the operation. He must choose his successor very carefully. The only other desire in his life is to win back the heart of Katryne Sanz, and he is at a loss for how to proceed.



Mother Superior and the Priesthood - 8.3.10

The Priesthood is the legacy of the Spider's murder of the Priest. Mother Superior was once a lieutenant of the crime lord and for 26 cycles has sought vengeance for Saddik Jahmoon's crime. She operated from the shadows for most of this time, establishing an insidious hold on the streets of the city. Her principal weapon was the Orphanage of Saint Chastity in Ghost Town (see 8.3.6 Ghost Town, p. XX). By taking in the many homeless street urchins of the City of Trash, Mother Superior was able to instill in them a fanatical belief in her depraved cult.

The principal belief espoused by Mother Superior was that the Priest was somehow divine. Explanations were never terribly clear, but they tended to involve an assertion of his divinity being sexual in nature. She sometimes called him the "consort of the universe." Mother Superior, in turn, presented herself as the successor to his mantle of divinity and sexual enlightenment.

The key to enlightenment, according to this tenet, was two-fold. The first key was obedience to the pontiff, in this case Mother Superior. The second key was the achievement of a supposedly "religious" frame of existence. This higher consciousness was achieved by following a careful regimen of drugs, sex and other experiences that were overseen by the Mother Superior.

The Priesthood's criminal activities were all seen as part of the faith. The control of Khayr ad-Din was a holy mission to create a blessed enclave where Mother Superior's will could reign supreme. The drug and prostitution businesses were seen as part of the tenets of the faith, and all other criminal activities were understood to victimize only those who had refused to accept the Priesthood.

Saddik the Spider maintained a special place in the Priesthood's theology. As the murderer of the first universal consort, he was seen as having committed the gravest possible sin. As such he was more than simply a wretched man; he was the personification of evil in the physical world. As a consequence, all images of the devil and hell in the Priesthood featured arachnid imagery. Mother Superior believed that an ill-timed assassination of the Spider would do her organization much harm, and she restrained all would-be holy warriors. She decided that before loosing an onslaught of attackers upon Jahmoon, she should attain an iron lock on Khayr ad-Din. It is a decision she has come to regret in recent cycles.

The right time to strike was when Jahmoon was in the midst of his depression over the departure of Katryne Sanz from Khayr ad-Din. Mother Superior stayed her hand for too long, however, and when Sanz returned and Jahmoon came out of his decline, one of his first actions was to strike at her and the Priesthood. Although she had chipped away at his power base, her depraved, fanatical followers were no match for a determined Spider, and her organization crumbled around her.



Organization ◆

At its peak, Mother Superior's criminal network was organized like a church or a cult. She sat at its top as the "benevolent" pontiff from whom all truth came. Below her stood a variety of priests, fathers, bishops, mothers, sisters, abbots and abbesses named with very little care to the actual hierarchical position of these titles. Indeed, the re-christening of gang-members had much less to do with their specific functions than the affection their Mother felt for them. Many members of the Priesthood did not share their leader's religious fervor upon joining, but her powerful personality and the ample supply of drugs she supplied often led to their conversion. More powerful, however, was the hold the Priesthood had over the children of Khayr ad-Din. Through the Orphanage of Saint Chastity in Ghost Town and several other "halfway houses" scattered about the trash-heaps, Mother influenced a whole generation.

Her organization is largely gone now, her followers slain or driven from the city by the Spider's people. All that remains are a handful of her closest followers, Mother Superior herself, and a limitless supply of anger.

Current Concerns ◆

Mother Superior and the surviving members of the Priesthood fled to the desert during Jahmoon's purge. From there, she slowly bides her time, waiting for the right opportunity to strike back. Rage doesn't even begin to describe how she feels whenever she thinks of Jahmoon. She has already begun the long process of re-establishing herself in the City of Trash, and when she finally corners the Spider, she intends to make him suffer.



8.3.11 - Jarlson Freelance



Over a dozen different mercenary outfits operate out of Khayr ad-Din. Despite the media stereotypes of mercenary armies, none is particularly large. It is well understood that the polar armed forces would not tolerate any force large enough to threaten them or their outposts. Most outfits count their soldiers in the dozen, supported only by a handful of vehicles. The largest group of mercenaries is Jarlson Freelance.

Certainly not powerful enough to be of any great concern to a real army, Jarlson is nonetheless the right size to defend independent communities and oasis towers against rover bandits. The outfit takes most of its contracts from such communities, but has also been known to participate in border raids to the North and to both attack and defend convoys. Jarlson troops are also under a constant retainer from the Spider to serve as the unofficial Khayr ad-Din militia in case of attacks. It was in this capacity that Jarlson Freelance joined the Khayr ad-Din Army in TN 1936.

The initial corps of Jarlson Freelance came to Khayr ad-Din after the War of the Alliance and was composed of the remnants of Colonel Adrian Jarlson's unit in the Peace River Army. Jarlson had been a mercenary before the War and came to the City of Trash to continue in this vein. At first, his outfit was but one of many featuring a few Gears and surplus war supplies, but Jarlson's leadership and the contacts he made in the PRA helped him to establish a better reputation. Jarlson also recognized the rise of the Spider and obtained his patronage.

Other than Jarlson himself, the mercenary unit is commanded by a small cadre of captains who all served with the colonel in the Peace River Army. The most senior of these captains is Marta Goirot, currently in charge of hiring and training mercenaries for Jarlson Freelance. Captain Goirot served for many cycles as the unit's top field commander but was promoted to her current position by the Colonel in TN 1928. Although she trusts the Colonel's judgment and appreciates the opportunity to shape the future of the unit, she is still most comfortable behind the controls of her Sidewinder Heavy Gear and commonly wears her pilot's uniform. Captain Goirot is thus far unaware that Colonel Jarlson is considering retiring and hopes to leave her in charge of the outfit when he does.

Captain Goirot gained many contacts among the rovers and smugglers of the Western Desert and Karaq Wastes during her service in the Peace River Army and has used these to her advantage when recruiting pilots and soldiers. She has a distinct preference for troops with some military training — since it ensures a certain amount of discipline — but has also hired self-trained rovers and marshal's deputies. A significant number of Jarlson troops are also former MILICIA members, and Captain Goirot has proved very skillful at taking advantage of the secondary status awarded to the MILICIA.

The diverse composition of Jarlson's forces has led to some problems, however. In any given situation there may be a pilot or soldier who has a personal reason to dislike the mission profile, be it former marshals raiding a homestead, rovers turned against their own kind or MILICIA veterans raiding a Southern border station.

◆ Organization

Adrian Jarlson serves as overall commander and director of his outfit. Three field commanders and an administrative staff assist him. The outfit is based in a compound to the north of the Pit area of Khayr ad-Din, which is well defended, featuring antipersonnel gun emplacements and heavy ferroconcrete walls, but most contracts are made at local bar called the Hammer. The mercenaries themselves are divided between veterans of the War of the Alliance and former rovers or local militia members. Adrian Jarlson's greatest skill is perhaps group dynamics and he has managed to create efficient five-man squads out of his rough and tumble troops.

◆ Current Concerns

Jarlson was once caught in the middle of the gang war between the Spider and Mother Superior, and while he isn't particularly fond of the Spider, he is certainly much happier with him back in charge and the psychotic Mother Superior driven out of the city. The Interpolar War was an interesting diversion for Jarlson Freelance and the unit needed no strong persuasion to defend their home, but the moment the war ended, Jarlson Freelance detached itself from the Khayr ad-Din Army and got back down to the business of being soldiers for hire.



Khayr ad-Din Army - 8.3.12

Katryne Sanz formed the Khayr ad-Din Army in 1936 after realizing the coming Interpolar War would exact a terrible toll from her new home in the City of Duelists. During a planetary conflict, Terra Nova's massive transit system, the maglevs, would become a crucial strategic resource, providing a convenient means to supply the armies on the front. Communities along the three lines, such as Kahyr ad-Din, would be smothered as the polar powers struggled for control of these routes, no matter how neutral the communities might be. The only way to survive would be to take an active role in the defense of the system.

To accomplish this goal, Sanz needed allies, and she found them in the unlikelyst of places. Saddik the Spider Jahmoon's shady organization supplied her with the capital and resources necessary to maintain the militia, and her former lover's public support for the effort swayed popular opinion sharply in her favor. Adrian Jarlson's Freelancers provided a kernel of organized military effort and helped to shape the structure of the Army. She formed an alliance with the New Coalition and — by extension — Colonel Charles Arthur and the Arthurian Korps to aid in defending the communities along the Badlands segment of the Gamma Maglev. The support of TNTR's Basyl Paleologus legitimized her efforts. Together, these groups kept the Badlands segment of gamma maglev open and secure during the Interpolar War while simultaneously driving back Colonel Proust's New Human Republic during the White War. Through their efforts, these Badlands communities came through the conflicts relatively unscathed.

Although the Interpolar War that forced its creation is over, the Khayr ad-Din Army is still an active force in the Western Desert. Hostile factions remain at work there, after all, including bands of rovers and the occasional straggling remnant of the New Human Republic's army. The KADA has been acutely successful in tracking down and eliminating these threats, sending most rover gangs into hiding or wiping them out entirely. New gangs are always cropping up, however, especially as the polar powers' throttle back their massive war industries, leaving numerous embittered soldiers without employment.

The success of the Khayr ad-Din Army in its efforts to defend the Badlands has given most of Terra Nova pause to reconsider their perceptions of the people of Khayr ad-Din. Before the war, they seemed little more than petty criminals. Now that they've proven themselves a force to be reckoned with, many politicians are calling for serious, concerted efforts to bring their nations' wayward deserters to justice — while just as many seek full pardons for the honorable warriors that were forced to take extraordinary measures during extraordinary times. The Westphalia Cabinet actively seeks to recruit as many of the Duelists as it can for its Black Talon operation. Many of the Duelists themselves, having found a great source of pride and honor in "going legit," have made noises about trying to clean up the City of Trash and keep it on the maps as a shining example of Badlands spirit rather than the stained blemish it once was. Meanwhile, on faraway Caprice, tales of the KADA's continued victories only reinforce the widespread Liberati belief that Terra Nova is crawling with rugged and powerful Duelists.



Organization ◆

More a ragtag militia than a traditional army, the KADA consists of roughly three segments: the Duelists, the experienced mercenary groups and the freelance, volunteer irregulars from the City of Trash and its surrounding communities. The Duelists tend to operate alone or in small groups while the mercenaries and volunteers operate more along the lines of conventional forces. During the Interpolar War and the White War, Katryne Sanz and Adrian Jarlson served as co-commanders of the Army, with Jarlson directing the majority of the operations and Sanz working chiefly with the Duelist contingent. In future times of crisis, it is likely that their successors will serve in the same capacity.

Current Concerns ◆

The local economies of Khayr ad-Din and its neighbors cannot support adequately a standing militia and, like the polar armies they fought, the KADA is slowly disbanding, its soldiers shifting to reserve status. This trend began with the detachment of Jarlson Freelance from the Army immediately following the war, returning to its customary occupation as soldiers-for-hire. Much of the Duelist contingent of the Army remains, however, and it seems as though they will remain ever-vigilant defenders of Khayr ad-Din and its surroundings, despite the best efforts of promoters to lure them back to the arenas. Katryne Sanz still sits at the head of the Army, but she is known to be grooming several of her former students — as well some of her former enemies — for eventual command of the force. Should it ever be needed again, the KADA is prepared to return to full, active duty.



8.4 - TACTICAL DUELING AND MACROMOVES



Duelists are far above the run-of-the-mill Gear pilots. A well-trained Duelist has the knowledge and experience to take his machine to the very edge and extract every last drop of power from its frame. Seeing a skilled Duelist in action has often been compared to witnessing the performance of a particularly lethal mechanical dancer.

The Dueling Skill allows pilots to perform Dueling Macromoves that hereafter will be referred to simply as Macromoves. All Macromoves are essentially an attempt to gain a tactical advantage over an opponent and most are thus directed at specific opponents. A pilot can perform a number of Macromoves per round equal to his Gear's nominal number of Actions. Pilots can defend against an unlimited number of Macromoves, performed against them by other pilots, without penalty. Pilots without the Dueling Skill defend against a Macromove as if Unskilled and may not themselves perform any Macromoves.

Attempting to use a Macromove does not itself cost an Action, although failure to perform a Macromove successfully may entail the loss of an Action or other penalty as noted. There are seven general Macromoves: Combo, Combo Break, Armor Piercing Attack, Called Shot, Area Effect Fire, Pushing the Envelope, and Duelist's Luck.

Adapting Macromoves to Open Gaming Rules systems is fairly straightforward. In most cases, the Duelist must make a successful Dueling skill check against the listed Difficulty Class (DC). A Duelist may perform one Macromove per round; it is a free action. He may perform any number of Combo Break Macromoves per round, however.

◆ Combo and Combo Break

(Complexity 1) A Combo Macromove represents multiple consecutive attacks that flow into one another; a Combo Break is the skilled attempt to interrupt the Combo. The two pilots make an Opposed Dueling Skill test, with the attacker performing the Combo and the defender performing the Combo Break. If the attacker achieves an MoS of 2 or more he gains one additional free Action against the defender. If the attacker fails to achieve an MoS of 1 or more then he loses one Action and the defender has successfully anticipated and blocked/defended against the attack. Whatever the result, the attacker is at -1 to all subsequent Piloting and Dueling skill rolls this round. For the purposes of Skill Specialization, Combo and Combo Break are considered separate specializations.

OGL — Combo and Combo Break: (DC 15) The two pilots make an opposed Dueling skill check, each of which must also beat the base DC. If the attacker beats the defender, he gains one additional attack against the target at his most recent base attack bonus. If he fails to beat the base DC, however, he loses all remaining attacks for the round.

◆ Armor Piercing Attack

(Complexity 4) The two pilots make an Opposed Dueling Skill test. If the attacker achieves an MoS of 2 or more his next attack against the defender is considered to be Armor Piercing. If the weapon being used is already Armor Piercing, the defender only uses one quarter of his normal armor value for determining the damage level. If the weapon is Armor Crushing, the armor is halved and the attack removes the normal amount of armor (1 point for Light Damage and 2 points for Heavy damage). If the attacker fails to achieve an MoS of 2 or more then he suffers no other penalty than a wasted Macromove. The Macromove attempt must be made prior to the attack.

OGL — Armor Penetrating Attack: (DC 30) If the attacker succeeds, his next attack against the target is considered to be Armor Penetrating. If the weapon being used is already Armor Penetrating, it is considered to have an additional level of the Armor Penetrating quality. The Macromove attempt must be made prior to the attack.

◆ Called Shot

(Complexity 4) The two pilots make an Opposed Dueling Skill test. If the attacker achieves an MoS of 1 or more then he may select freely the system to be damaged by his next attack (Fire Control, Structure, Crew, Movement or Auxiliary Systems but //not// Roll Twice) against the defender without penalty. If the attacker fails to achieve an MoS of 1 or more then he suffers no other penalty than a wasted Macromove. The Macromove attempt must be made prior to an attack and the attack must be at Point Blank or Short Range. For the purposes of Skill Specialization, each system is considered a separate specialization.

OGL — Called Shot: (DC 25) If the attacker succeeds, he may freely select a specific system to damage. The Macromove attempt must be made prior to an attack and the attack must be at point blank or short range.

**Area Effect Fire** ◆

(Complexity 2) The Area Effect Fire Macromove uses massed fire to try to knock an opponent down; it requires an ROF-capable weapon to use. Successful use of Area Effect Fire effectively makes the weapon an Area Effect weapon, with all of the results an Area Effect weapon would have. The two pilots make an Opposed Dueling Skill Test and for every two full ROF points spent the attacking pilot gains a +1 to this roll. If the attacker achieves an MoS of 1 his next attack is considered to have AE=0 at half Damage if using an ROF weapon. If he achieves an MoS of 2 his next attack is considered to have AE=0 at full Damage if using an ROF weapon. If he achieves an MoS of 3 or more his next attack is considered to have AE=1 at full Damage if using an ROF weapon. If he fails to achieve an MoS of 1 then he suffers no other penalty than a wasted Macromove and expended ammunition. The Macromove attempt must be made prior to an attack and the attack must be at Point Blank or Short Range using ROF +1 or more; it uses the same amount of ammo that a regular ROF attack would use.

OGL — Area Effect Fire: (DC 20) If the attacker succeeds, his weapon is treated as though it has the Automatic quality twice for a Saturation Auto-fire attack. The Macromove attempt must be made prior to an attack, the attack must be at point blank or short range and the weapon must have the Automatic quality. The attack uses ammo as though for a standard Area Auto-fire attack.

Pushing the Envelope ◆

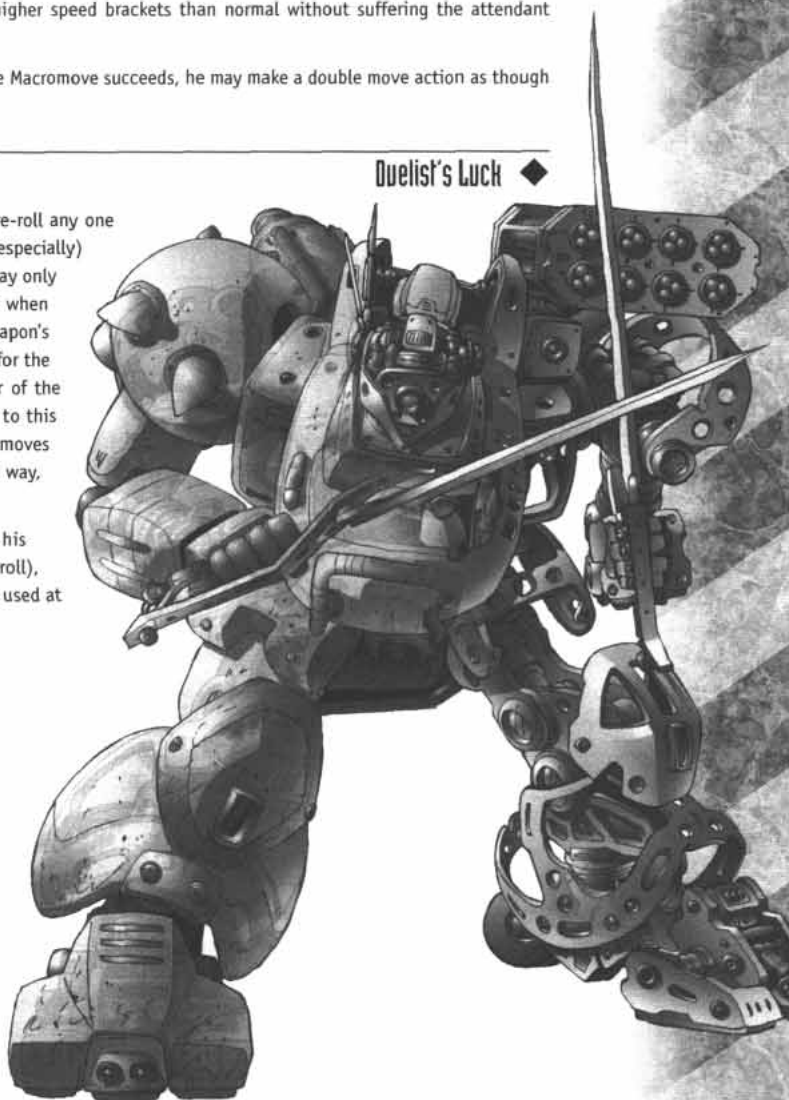
(Complexity 3) A pilot may, before moving, try to “push the envelope” of performance on his machine. The pilot makes a Dueling Skill test against a threshold of 5. With an MoS of 1 or more the pilot may this turn temporarily increase his vehicle's Combat Speed (but not Top Speed) by +1 per MoS, up to (but not to exceed) the Gear's normal Top Speed in that movement mode. If a Pilot trying to Push the Envelope fails to achieve an MoS of 1 or more then he suffers no other penalty than a wasted Macromove. On a Fumble result, the Gear shifts into Top Speed (with all attendant movement restrictions and attack penalties), costing one Action. The net result of using this Macromove is that a proficient Duelist can edge his Gear into higher speed brackets than normal without suffering the attendant penalties to Gunnery and control.

OGL — Pushing the Envelope: (DC 20) If the pilot performing the Macromove succeeds, he may make a double move action as though it were a single move action.

Duelist's Luck ◆

(Complexity 1) A Pilot may at any time use his Dueling Skill to re-roll any one Attack or Defense roll (but not Macromove rolls), including (and especially) Fumbles, but //must// take the result of the re-roll. This ability may only be used when attacking or defending at Point Blank Range, or when attacking with or defending against a ranged weapon within that weapon's Short Range. All modifiers from the previous roll are used, except for the Attribute modifier, which is replaced with the Attribute modifier of the Duelist skill. Furthermore, the Complexity modifier is not applied to this roll. This Macromove represents the Duelist reading his opponent's moves and making that last split-second adjustment to move out of the way, to aim a shot better or even to land a physical blow.

OGL — Duelist's Luck: (DC —) A pilot may at any time use his Dueling skill to re-roll any one attack roll (but not a Macromove roll), but he *must* take the result of the re-roll. This ability may only be used at point blank or short range.



PICTURE

This image shows a full page of blank graph paper. The grid consists of small squares formed by thin black lines. There are approximately 20 columns and 25 rows of squares. A thicker vertical line runs down the left side, creating a margin. A horizontal line near the top also creates a header space. The rest of the page is filled with the standard grid pattern.

NAME: _____

PROFESSION:

RANK:

NATIONALITY:

UNIT:

AGI	APP	BLD	CRE	FIT
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INF	KNO	PER	PSY	WIL
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STR	HEA	STA	UD	AD
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[illegible]

INJURY	SCORE	ARMOR	PENALTY	#
--------	-------	-------	---------	---

FLESH WOUND			-1	
-------------	--	--	----	--

DEEP WOUND			-2	
------------	--	--	----	--

INSTANT DEATH			DEAD	
---------------	--	--	------	--

NAME _____

CPLX

LVL

+/-

--	--

NAME _____

CPLX	
------	--

LVL

+	-
---	---

WEAPONS

NAME _____

ACC

DAM

RANGE

AMMO

ROF

EQUIPMENT

SYSTEM SHOCK





A

PERSONAL DATA

Name: _____

Race:

Occupation:

XP:

Vitality:

Wounds:

Defense:

Initiative:

Action Dice:

Base Speed:

Inspiration:

Education:

ABILITY

ABILITY	SCORE	MODIFIER
STR		
DEX		
CON		
INT		
CHA		

ATTACHS

Unarmed:

Melee:

Ranged:

SAVES

Fortune:

Reflex:

Will:

SKILLS

[illegible]

WEAPON

Name				Bonus	Dam	Error	Threat
Range	Weight	Type	Size	Special Properties			

WEAPON

Name				Bonus	Dam	Error	Threat
Range	Weight	Type	Size	Special Properties			

EQUIPMENT

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HEAVY GEAR

HEAVY GEAR TIMELINE



HEAVY GEAR TIMELINE

The Heavy Gear saga is an ever-evolving story told through the various game sourcebooks and the dedicated Storyline books. To help Gamemasters plan out the future events of their game sessions, we provide here a timeline of the most significant moments that will occur in the next ten years or so of the Heavy Gear story. This will also allow use of sourcebooks placed further along the timeline, such as the various colony books.

1 Autumn 1935: Second Follower Thor Hutchison is assassinated by Norlight Colonel Neel Garner Fulan. Garner Fulan is killed by Hutchison's bodyguards.

17 Autumn 1935: Sister Melissa Noble, Neel Garner Fulan's lover, is arrested for her role in the assassination of Thor Hutchison. She is subject to intense questioning which reveals a possible Southern role in the plot.

27 Autumn 1935: The SRID discovers that Farzad Hemami, Lord Chancellor of the Alliance, is in fact a spy for the very league he should be overseeing, passing Southern secrets to the Alliance. Enraged by the revelation of Hemami's treachery and aware that the Twin Falcon program could be exposed Republican Prime-Minister deRouen decides to unleash the secret bio-weapon on the Alliance.

37 Autumn 1935: The Humanist city-state of Thebes is quarantined after the first outbreak of "Theban Blight," the effect of the Twin Falcon bio-weapon.

05 Winter 1936: The Humanist capital of Perth joins Thebes under quarantine, and fears of a plague that can't be contained begin to spread among the Terranovan medical community.

17 Spring 1936: Theban Blight reaches its peak with a devastating outbreak in the enclosed Humanist city-state of Gardena. The dead number 250,000 after the deep Bluewater District is flooded.

19 Spring 1936: The Southern Republic officially annexes the Humanist Alliance under the pretense of restoring order and dealing with the Theban Blight.

33 Spring 1936: The Republican Army captures White Rock, the last bastion of the Humanist Alliance Protection Force, although HAPF Archon Navar and many protectors escape.

Early Summer 1936: In the wake of the Theban Blight and the Republican annexation of the Humanist Alliance, protectors led by HAPF Archon Mykael Navar flee to the Free Emirates and ally themselves with the rebel Emirs.

05 Summer 1936: The Perth quarantine is lifted by Republican authorities and maglev service is reestablished.

15 Summer 1936: NorGuard and MILICIA forces fight a battle around the Eastern Desert oasis tower of Rahnguard. A Southern attack during the Northern holy day of the Miracle of the Waters becomes a *casus belli* in Valeria.

18 Summer 1936: The CNCS declares war against the Southern Republic. Grand-Marshal Edden-Smythe assumes her wartime powers and troops begin moving south almost immediately.

19 Summer 1936: All three maglev lines are cut by Northern and Southern powers alike. The "White War" along the western fringe of the Great White Desert hits full force as the Desert Wolves, New Human Republic, Arthurian Korps and Khayr ad-Din Army all become involved in the region.

Late Summer 1936: The NorGuard drive South is a two-pronged affair involving an Eastern and a Mekong Task Force. The Eastern Task Force enters and establishes supply lines in the Free Emirates. Supported by the local rebel Emirs, they prepare to move west toward the Southern Republic. At the same time, the Mekong Task Force faces heavy opposition in the Dominion. Peacekeeper units whom the Northerners expected to be allies are revealed as dogged enemies. After several days of heavy fighting and serious losses, the Task Force must withdraw to the desert fringe.

27 Autumn 1936: After a full season of slow advances, the Northern Guard's Eastern Task Force captures the Humanist city-state of Raleigh and the surrounding territory. The city-state welcomes the Northerners and negotiates an alliance with the Free Emirates.

37 Autumn 1936: ESE Patriarch Oliver Masao orders his forces into an assault on Okavango and calls for the death of Emir Rafael Bhravo.

40 Autumn 1936: The Northern landship Vigilance leads a devastating attack against Aquitaine in the Southern Republic, which strikes an important blow against Republican morale.

10 Winter 1937: Consul Victor deBourgogne, commander-in-chief of the Republican Army and a long-time ally of Prime-Minister deRouen, agrees to join Louise deRouen's Order of the Falcon and work against the Prime-Minister.

16 Winter 1937: Emir Rafael Bhravo and his followers repel the combined Patriarchal/MILICIA assault on Okavango after three weeks of heavy battle. They are aided by Northern forces and Humanist expatriates.

17 Winter 1937: Fort Henry and the local weapon testing range suffer under heavy cruise missile attack. Casualties are numerous, and raids by opportunistic rovers quickly become a problem in the city and along the frontier.



HEAVY GEAR TIMELINE

A

05 Spring 1937: Astrophysicist Gawa•ne Di Smit joins Lang Regina's circle of allies after an introduction by the Northern Guard Space Service chief, General Cristobal Santiago. Lang and Cristobal become committed to Di Smit's search for undiscovered Tannhauser micro-gates.

33 Spring 1937: North and South fight a battle around and in Jan Mayen, destroying the community. Col. Proust and Sebastopol arrive to rescue Derek and Tara, the hybrid children. After a battle, each leaves with one twin.

22 Autumn 1937: UMF Gateship Lhaban Emuros leaves Ares orbit to begin tests of the micro-gate detection system designed by Gawa•ne Di Smit.

12 Winter 1938: During tests of the micro-gate detection system, the crew of UMF Gateship Lhaban Emuros witnesses the opening of one such gate and the arrival of a "Gate-coffin" ship carrying Helene Del Pulciano, a member of the Liberati resistance on Caprice.

20 Winter 1938: Del Pulciano gives warning that Earth is smuggling spies onto Terra Nova through "Gate-coffins" and she requests help in freeing Caprice.

02 Summer 1939: Peace River is destroyed by an anti-matter weapon planted by an unknown party.

9 Summer 1939: Volunteers do their best to dig survivors out of the debris of the Peace River explosion. Emergency crews from every league unite in the rescue efforts.

10 Summer 1939: The rest of the planet is paralyzed for a few days as the people and their governments sort out the aftermath. A full ceasefire is called and all fighting stops along the borders.

11 Summer 1939: Investigators and relief teams from across the globe arrive in Peace River.

18 Summer 1939: Kenichi Tanaka, Lord Chancellor of the Eastern Sun Emirates, discovers evidence that would link the New Earth Commonwealth to the destruction of Peace River. He immediately contacts his Northern allies to share the information.

29 Summer 1939: Lang, Tanaka and their circle of allies decide that the time has come for them to reveal themselves as allies and assume a position of leadership within Terranovan society. For security reasons, it is decided that only Tanaka and Lang will come forward to represent the group to the assembled heads of state.

30 Summer 1939: A memo from Tanaka and Lang puts the wheels in motion for the creation of a covert action/recon team program codenamed Black Talon, intended to be the first line of offense against the Colonial Expeditionary Forces and Earth.

2 Autumn 1939: Lang and Tanaka's secret council officially takes on the name of "Westphalia Cabinet" and offers to act as an advisor, intermediary and mediator between the various Terranovan leagues and factions.

8 Autumn 1939: General Gervase Achernsback, commander of the 1st Black Talon, begins recruiting promising pilots for his outfit. He does not restrain himself to any given league, but seeks the best pilots from every armed force.

12 Autumn 1939: An alliance of leagues and factions is formed under the direction of the Westphalia Cabinet to reorganize the planet's efforts toward more serious space missions and to explore the possibilities of recon expeditions to Caprice and the other colonies. With the ceasefire thoroughly settled, the Cabinet tries to redirect public attention towards the more external threat posed by the CEF.

30 Autumn 1939: Louise deRouen and Lord Jacques Molay discuss the Prime Minister and recent news regarding the Westphalia Cabinet. Louise schemes to counteract the effects of the Cabinet and its leaders.

1 Winter 1939: The 1st Black Talon team is formed around a core of pilots of mixed origins. They begin training immediately at a series of facilities prepared for them throughout the leagues.

12 Winter 1939: The Republican Gateship Illustrious exchanges information with the UMF Gateship Laban Emuro, far from Terra Nova. The two vessels begin looking for more of the smaller Gates. A plan to insert secret agents in the Caprice system is put in place.

25 Winter 1939: The entire aristocracy of the Eastern Sun Emirates is poisoned under orders from Patriarch Oliver Masao, who promptly commits suicide afterward. The only survivors of the massacre are Raphael Bravo, Lysia Masao and Nigel Shirow.

31 Winter 1939: Nigel Shirow and Lysia Masao are crowned Patriarch and Consort of the Eastern Sun Emirates in a lavish ceremony before the cream of Southern society. Emir Raphael Bravo is conspicuous by his absence.

39 Winter 1939: Earth collaborator Garrick Vallis is exposed. Garrick is taken into custody by Lord Protector Kenichi Tanaka's men.

54 Winter 1939: Earth collaborator Garrick Vallis is freed from prison by what appears to be a CEF commando operation. He vanishes, presumably taken off-planet by his rescuers.

1 Spring 1940: The 1st Black Talon take to the field for their first mission on Terra Nova, attacking an isolated New Human Republic firebase in the swamps of the South.

14 Spring 1940: Paxton Acting CEO Milani DuBeau-Slovensky is recruited into the Westphalia Cabinet by Lord Protector Kenichi Tanaka, as a representative for the struggling Paxton Arms Corporation.

38 Spring 1940: A son is born to the GREL trooper known as Roskiman and his mate, the Sand Rider Zaya. While the birth is unprecedented, both mother and child are in excellent health. The family remains with Zaya's clan in the Great White Desert.

HEAVY GEAR TIMELINE



A

56 Spring 1940: The Khayr ad-Din army, along with forces from NuCoal and Port Arthur, drives the remaining New Human Republic forces away from the Great White Desert region. The NHR is subsequently reduced to a shadow of its former glory.

48 Summer 1940: An NEC memo regarding the planned destruction of Peace River is found by a Paxton patrol during field tests of their new Gear designs (the Elite program). The memo is kept secret to avoid divulging the existence of the remaining Paxton Badlands facilities. Salvage crews are sent into the still heavily-irradiated tunnels of the destroyed city-state to ascertain the level of damage.

8 Autumn 1940: The main hidden CEF base on Terra Nova is found by the orbiting ship RSS Montaigne. The information is verified and then discreetly transmitted to the Westphalia Cabinet.

1 Winter 1940: The main CEF base on Terra Nova is taken out by the 1st Black Talon. A large quantity of intelligence data, along with a single anti-matter warhead, is recovered.

51 Winter 1940: The Westphalia Cabinet sends several agents to the Caprice system covertly using small one-man vehicles, mirroring the previous efforts of the CEF. The agents manage to recover vital pieces of information and intelligence, though not all of them survive the operation. The Liberati are recruited as allies.

11 Spring 1941: The 1st Black Talon departs for Caprice aboard the experimental assault shuttle Fury to recon the path of follow-up Talon missions.

15 Spring 1941: The 1st Black Talon send back their first report from the Caprice system. They proceed to make their way to an isolated desert wasteland on Caprice, where they build a firebase. They make contact with the Liberati resistance soon after.

50 Spring 1941: The 1st Black Talon wage a guerilla war to free important Liberati personnel from the CEF prison at Bastille Alpha. Along the way, they acquire important data on the strengths and weaknesses of the CEF garrison on Caprice.

29 Summer 1941: The 1st Black Talon report the loss of the Fury, forcing them to commandeer a spacecraft at the Vegas Spaceport. They are now actively hunted by CEF forces.

37 Summer 1941: The 1st Black Talon send back a message warning the Westphalia Cabinet of a weapon of mass-destruction (Project Brimstone) being assembled in space in the Caprice system. The transmission ends with the Talons announcing their intention to try and destroy the super weapon before heading back.

43 Summer 1941: Intelligence data gathered by the Black Talon confirms that the CEF is reinforcing its planetary garrison, possibly in response to the Talon attack and the destruction of their main base on Terra Nova. The survival of the Black Talon is unconfirmed.

19 Autumn 1941: Emir Raphael Bhavro and his followers force all citizens of Okavango to board the restored Eastern Sun and blast off into space, nearly destroying the city-state of Skavara in the process.

Late Autumn 1941: Space ships from the various leagues are dispatched to follow the trail of the Eastern Sun as it leaves the gravity well of Terra Nova. The Gateship goes into silent running mode and soon evades its pursuers.

27 Autumn 1941: Following the overall success of the 1st Black Talon mission to Caprice, new pilots are recruited for the Talon program to form additional strike teams.

01 Spring 1942: Damien, the leader of the SPFI, is activated by her CEF handler as part of the Golab operation (a rear-guard undercover force left behind by the CEF as they left the planet).

Early Spring 1942: The SPFI greatly increase the number of cells within its ranks in preparation for a complex operation known as the Day of Terror. This operation will consist of a number of coordinated strikes against Republican targets. Though it is unknown to the SPFI at large, the plan is actually aimed at significantly weakening the Republican defensive capabilities in the region to ease future CEF strikes.

05 Spring 1942: The first solid indication that the former Humanist Alliance armed forces are rebuilding in an attempt to reconquer their homeland is uncovered from an intercepted transmission.

16 Spring 1942: An SPFI cell manages to survive an ambush that was supposed to eliminate it. The cell members go rogue and begin to dig into the recent mishaps that have befallen the organization in the hope of finding who is trying to kill them.

17 Spring 1942: The rogue SPFI cell discovers that the killers are indeed part of the SPFI and they are in contact with Damien, the organization's leader.

24 Spring 1942: Former Humanist Alliance forces make a series of daring raids against Republican positions near Gardena and White Rock. They escape with supplies and ammunition.

31 Spring 1942: The Golab Operation group sends an assassin team against the rogue cell. They are saved at the last minute by the intervention of Damien, who has a crisis of conscience. Damien decides to throw her lot in with the Terranovans, turning her back on her CEF past.

01 Summer 1942: After some in-depth behind-the-scenes reworking, Damien puts the "Day of Terror" plan into action. SPFI cells loyal to her are tasked to hit crucial objectives throughout the city-state, using the opportunity to remove as many CEF infiltrators in the process as they can. The local Colonial Expeditionary Force operation is wiped out, though the Republic is not rid of the SPFI.



HEAVY GEAR TIMELINE

A

29 Summer 1942: In response to the 77th Talon raid, the CEF implements a complex battle plan designed to stop the Terranovan incursions in Caprician space by destroying the Terranovans' space transport capacity, from vessels to shipyards. The plan is broken down in an ambitious series of raids and deep space strikes, to be implemented gradually over the following months.

32 Summer 1942: The Gate drive parts brought back by the 77th Talons' Winter 1942 expedition are examined and analyzed at Iandens Astro Development Labs' main orbital facility. The entire operation is supervised from IADL's home base in Marathon, which serves as the mission control center.

03 Winter 1943: A recon patrol from the Oasis tower of Jasmine's Hope clashes with a Republican battle group trying to establish a secret supply dump in the region. In the subsequent battle, the tower is destroyed and all its inhabitants believed killed.

07 Winter 1943: The Battle of Harrid's Ridge, one of the many Black Talon operations on Caprice, takes place. The Terranovans are victorious, eliminating an entire Commonwealth convoy, but not without taking some casualties.

Spring 1943: The first few Oasis towers of the New Peace River settlements open their doors to the Riverans. Paxton reopens a number of small factories and resumes production.

02 Spring 1943: Jophell Taverson, a Liberati sympathizer serving aboard the CEF's Monolith Station, helps engineer the breakout of a captured Talon pilot, Nathan Matthews.

23 Summer 1943: A woman describing herself as a freelance Terranovan agent begins to make contact with Liberati cells across the city. She claims she is not affiliated with the Black Talon program, but is actually sponsored by another Terranovan faction.

09 Winter 1944: A number of small CEF ships emerge in-system from a tiny Gate. They manage to pierce the Terranovan defences and head for low orbit where they release troops. KADA troopers intercept transmissions that lead them to an incoming raider dropship, which immediately releases Battle Frames that attack them.

20 Winter 1944: The attack segment of Operation Icarus, the CEF plan to destroy the Terranovans' space capabilities, begins in full force. The South Lyonesse launch facilities are bombarded by orbiting CEF strike ships. Much of the facilities and the surrounding area are blown to smithereens. A CEF strike force slips through a small Tannhauser Gate and springs a surprise attack on the Terranovan fleet anchored at the Ellis Island Station. The Terranovans manage to drive off the enemy, but not without taking heavy casualties in both men and ships. Some of the enemy ships manage to escape.

09 Spring 1944: Nathan Matthews, the Black Talon pilot now stranded on Caprice, begins teaching a group of Liberati freedom fighters in various Gear combat tactics.

13 Spring 1944: The rebellious Humanist Alliance forces officially declare war on the Southern Republic.

08 Summer 1944: The New Peace River settlement is nearing completion. The Paxton directors turn to the task of rebuilding their power base. Paxton Acting CEO Milani DuBeau-Slovenski works patiently to ensure she will have the tools needed for her revenge.

10 Spring 1945: A commando unit disables the nerve gas nodes built as a safety precaution by the CEF within Gommorrah itself. The action paves the way to future collaboration with the Liberati.

01 Winter 1947: The Westphalia Cabinet receives the first detailed reports on the missions sent to Atlantis and beyond as part of the Talon deep space exploration program. They all agree that these early stages are encouraging enough to warrant additional missions further along the Gate Web.

12 Summer 1948: A fleet of vessels, presumably arriving from Utopia, emerge from a Gate in the Loki system. A local Black Talon surveillance ship manages to send a coded warning home before being destroyed. The newcomers' intentions are otherwise unknown, though they are accompanied by a CEF ship.

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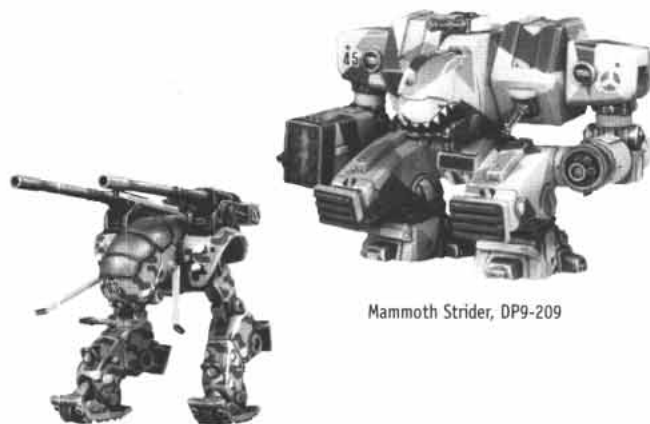
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