

PLANET SOURCEBOOK



FROM DREAM POD 9

★ **JOVIAN**
CHRONICLES





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► DREAM POD 9

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"I shed my blood to save this land, this freezing, wind-blown
patch of sand."

— graffiti on ruins, author unknown

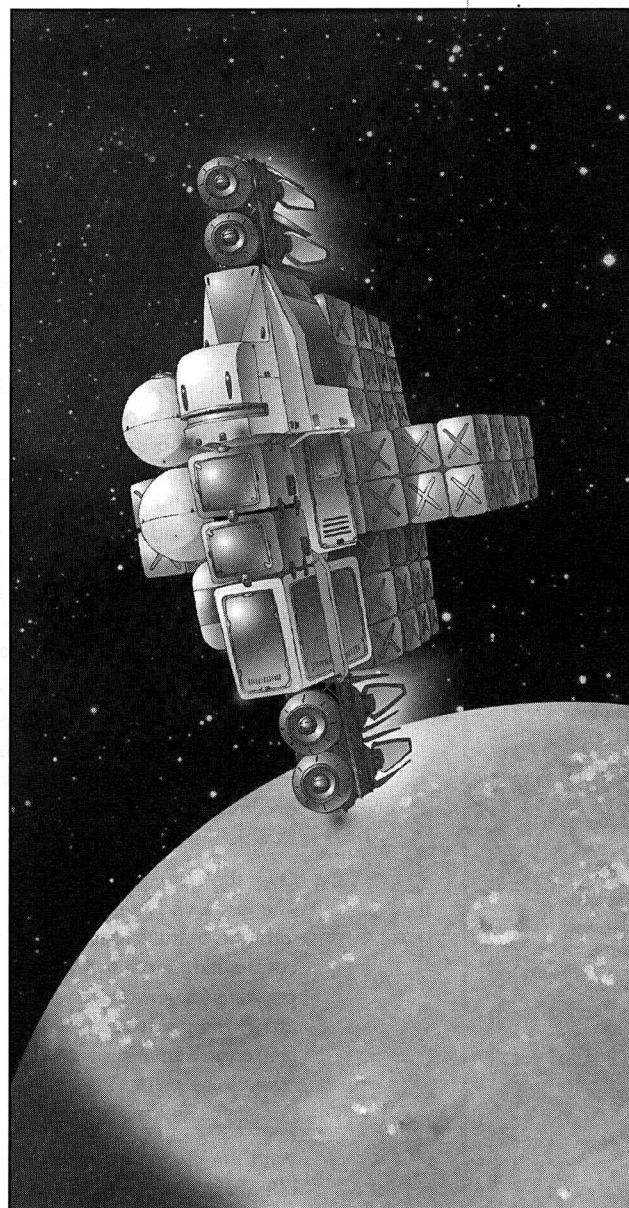
THE BLURRED LINE ◀

In the mid-1800s, a most amazing discovery was announced: there was life on Mars! The evidence was plainly illustrated through the numerous canals crossing the Martian surface, obviously meant to carry water from the last few oasis into the ever-expanding deserts. In fact, this was not just evidence of life, but also intelligence. Unfortunately, it was intelligence of the most malevolent sort. The first invasion from the red planet came in the late nineteenth century, almost completely overrunning England before the aliens were defeated. The Martians returned many times throughout the twentieth and twenty first centuries, each visit bringing widespread destruction and untold suffering as this evil race sought to rescue themselves from their dying world by conquering the lush, green Earth. On every occasion, the creatures were repelled by the courage, ingenuity and sheer determination of the human defenders. However, no defeat has been severe enough to discourage the single-minded Martian attackers, who even now are laboring over the next stage of their malevolent plans...

Assuming, of course, that any of this is true — which it is not.

Mars as a world has been cold, dry and dead for a very long time. Authors of the fantastic have never been the type to let facts stand in the way of a good story, and humanity as a whole never let exploration and discovery tarnish the dreams and hopes it has for the red planet. Of all the worlds ever discovered, Mars was the one where humanity most desired to find life. Although modern expeditions revealed a harsh desert world, evidence suggests it was at one time much more capable of supporting life, and with a few centuries of effort it possibly could again.

Despite the harsh reality of Mars, people were still eager to emigrate — humanity still had dreams for the planet, dreams of colonization and remaking that world into a second Earth. To some, this meant bringing life back to the world, resurrecting it from the wasteland it has become. To others, it meant a new home for their greed and ambition. To the red planet these darker dreamers brought a century and a half of conflict and death. After such a long time, the drive for each of the Martian nations to overcome the other has become so consuming that ultimately there seem to be few differences between the bloodthirsty Martians of classic fiction and the Martians that the human colonists have become.



BOOK CONTENT ▼

The Mars sourcebook is set in December of 2212, a few months before the start of events in **The Chaos Principle** campaign. Due to space considerations, not all the previously published material about Mars has been compiled in this book. Players and Gamemasters will find additional useful information in the **Jovian Chronicles Companion**, the **Spacer's Guide** and the **Space Equipment Handbook**.

Within this particular sourcebook, Chapter 1 chronicles the history of humanity on Mars and also describes local geography and major terrain features. Chapters 2 and 3 deal with the Federation and the Free Republic, respectively, detailing the culture, politics and militaries of both nations. Chapter 4 presents five settings on (and above) Mars, while Chapter 5 provides Gamemasters and Players with information and resources for creating uniquely Martian stories and Characters. Four adventure scenarios have been included to introduce the setting. Chapter 6 contains an overview of Martian technology as well as a selection of new equipment and vehicles found on the planet.

1.2.1
end of section 1.1 the blurred line

► HISTORY

The story of humanity on Mars has more than lived up to the legend of the planet's bloody namesake. As the most habitable colony planet in the Solar System, it is remarkable that despite all the resources and space available, its inhabitants would still find reasons to fight. However, ideology is at the root of most Martian endeavors, and the struggles facing the citizens of both nations are fought on a personal level as intensely as they are fought politically or militarily. When dedicated to a lofty goal, the people of Mars can achieve incredible things — they have already begun to remake the planet in ways previously thought impossible. By the same token, when dedicated to a darker, bloodier purpose, the people of Mars became locked in a cycle of violence that will only end when one side is completely, utterly crushed. In the historical records, destruction has begun to outweigh achievement. Should the trend continue, it would be irrelevant who finally wins the fight because they will be left with too little for even Martian dedication to be able to rebuild.

▼ DREAM: OVERVIEW OF UP TO 2085

It has never been questioned that one day humanity would set foot on Mars. Visits to the red planet were envisioned long before space travel was developed. Imaginary journeys were made by balloon, levitating sailing vessel or some other fanciful means. The realities of both the planet and the difficulty in getting there did little to dissuade exploration efforts. Early probes and remote explorers were highly effective, despite the media of the day's tendency to focus on the failures far more than the successes. Flybys began in the mid-1960s, and probes were touching down planetside by early the next decade. Exploration progressed at a cautious (and more economic) pace, but on May 21st, 2027, the Cabot Mission finally brought humanity to the Martian surface. It was a temporary stay; nonetheless, within 5 years a joint United States-European mission established Burroughs City, a permanent installation housing 85 people. It was a major achievement, but the ultimate vision for Mars was much grander.

The idea of terraforming Mars was forwarded as a serious proposal in the early 1970s. At the time there was no way of knowing if such a plan could even work, but by 2042, initial viability studies had produced some promising results. It was obvious that Mars could never become another Earth, but it could still be changed to something more suitable for human habitat. A plan was developed to take advantage of a naturally occurring warming trend, and in 2060, Martian scientists and their sponsoring interests officially set about to change the face of the world.

Over the same period of time, commercial interest grew in the possible exploitation of Martian resources. The long-lived Ares Corporation was founded in 2038 to investigate the planet's potential. It quickly grew into one of the largest operations on the planet. Other private sector companies followed suit, eventually contributing more to Martian exploration than all the previous national efforts combined. It was corporate pressure (driven by a need for a larger workforce) that eventually opened Mars for general immigration in 2070. The population, already at 2 million, boomed as people left the Earth behind for the romance and challenge of making a new life on another planet.

▼ RED TIDE (2080 — 2085)

With the start of the Fall, people with a different collection of hopes began arriving at the red planet: refugees, seeking to escape persecution in one form or other. Martian companies welcomed the new arrivals into their workforces, despite their general lack of skills and training. As the situation on Earth grew worse, companies and nations began to tighten their grip on their Martian assets. Many also planted professional seditionists to convince settlements to switch allegiances. Some did "jump ship", but mostly all the agents managed to do was frighten the general Martian population into believing that the chaos engulfing Earth was also taking root on Mars. Into this haze of fear and dread came one man who promised to keep everything calm and ordered: Otto Kurtz.

A retired general, Kurtz had been a minor political figure in Europe, known mainly for his affiliation with several radical groups. After emigrating to Mars in 2075 he became a prominent politician and founder of the Martian Democratic Party. Though Kurtz took great pains to distance himself from his earlier associations, his previous experience taught him how to play on the fears of the populace. Kurtz campaigned on a platform consisting of what he called the "FriedensPlan" or Peace Plan: a framework to establish a safe, stable and secure society that would stand in the shadow of no other nation or commercial interest. All he asked from the Martian populace was the freedom to do whatever was necessary to enact his Plan. After four years of drumming up support, the general election in the Spring of 2085 gave him exactly that.

DESPAIR: OVERVIEW OF 2085-2114 ▼

The Martian Democratic Party did not win the election by a significant margin; many were wary of the price of Kurtz' utopian promises. Nevertheless, Prime Minister Kurtz' first act was to pass a resolution seceding from Earth, and on July 28 of 2085, the Martian Federation was officially born. With great enthusiasm, the local police began rounding up and deporting pro-Earth "subversive elements." By summer of the following year, no Terran supporter or representative remained on the planet. The outbreak of war on Earth had a minimal impact on Mars, and convinced much of the Martian populace they had made the right choice. Kurtz, however, used the incidents to justify enacting increasingly restrictive legislation. He created several new Ministries: Peace, Justice, Truth and Liberty. It was assumed that Kurtz was about to saddle Martian citizens with a large bureaucracy, and in a way he was. When communication was finally lost with Earth, Kurtz immediately declared martial law and suspended the democratic process for the "duration of the crisis." His new Ministries' powers were expanded, and in many cases replaced previously established agencies.

This last act, coupled with the breadth and speed of previous government changes, served as a wake-up call to several elements in the Martian population. Unfortunately, by this point it was far too late to do anything to stop the process. Some tried anyway; there were sporadic protests and demonstrations, but the police quickly broke these up. The rest simply packed up and moved to the wilderness, joining the homesteaders and independent terraforming engineers (the "terrafarmers") who already lived beyond the Federation's reach.

THE GREATER GOOD ◇

From the perspective provided by the passage of time, it seems difficult to conceive of how such a totalitarian state as the Martian Federation could have ever come to be, especially considering the high education and intelligence of the average Martian citizen at that time. The simple truth is that to many the Federation was the fulfillment of Kurtz' promise of a safe, stable society in the face of the collapse of the civilization they all had believed indestructible. Restrictive laws and regulations were considered to be a perfectly acceptable part of the nation's birthing process, and to Mars' long-term residents, the legislature was actually much less demanding than the safety regulations of the early Mars settlements. When faced with the alternative — chaos, anarchy, and a long and painful death — many citizens chose to believe the rhetoric and buy into Kurtz' vision, letting him do whatever needed to be done to allow their lives to continue undisturbed. Those actively protesting or resisting were too scattered to put up any effective opposition, and often were driven out of their homes by local residents before the police would ever arrive to make arrests.

THE ELYSIUM WAR (2091-2114) ▼

When it became apparent that a larger number of people were slipping away into the outback, the Ministry of Liberty created the Population Registry. This was much more detailed than the previously existing citizenship records, and included an elaborate system designed to allow the Ministry to track people by requiring them to carry identification devices that could be passively checked almost anywhere within the Federation. Many groups balked at this idea, notably the fiercely independent residents of the Martian wilderness. Bolstered by the arrival of exiled dissidents, the settlements at Elysium Planitia openly revolted, declaring themselves separate from the Federation and no longer subject to its laws.

The Federation sent in its fledgling military to quell the unrest and make an example to any others who might reject their benevolent rule. The operation was overseen directly by Kurtz, who took the rebellion as a personal insult — an attitude encouraged among all Federate citizens. Despite stiff resistance, the incident would have been over in a handful of weeks save for one complication: Kurtz died of a massive heart attack three days into the operation. With the offensive suddenly directionless, the Federation troops were withdrawn.

Kurtz' successor, the much less capable Emile Weil, blamed the homesteaders for the Prime Minister's death, and when the soldiers returned to Elysium, they had orders to do whatever was necessary to end the resistance. The second invasion was a bloodbath, and though many citizens felt the homesteaders got what they deserved, the act drove several other nearby territories to secede as well. Weil found himself facing a rapidly expanding revolt. The new Federal Army was too small and inexperienced to overcome the rebels, though over 20 years of bloody and indecisive conflict passed before the hostilities finally ceased. In the end, all Prime Minister Weil managed to do was unify Federation dissidents into a new, rival nation: the Free Republic. He did achieve one thing — as part of the negotiated ceasefire, the Federation reserved the rights to determine the borders of the Republic. The nation was confined to the Elysium Planitia, an area where the Federation could quickly fortify its borders around its unwelcome neighbor.

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▼ WRATH: OVERVIEW OF 2114-2185



The time between the birth of the Republic and the arrival of the Mercurian Merchant Guild was spent quietly. The Elysium Planitia was rich in mineral wealth, and the Republic was quickly developing an industrial base for its growing population. The Federation, on the other hand, was busy surrounding Elysium with what it called the Thin Red Line: a barrier of fences, trenches and armed patrols. Construction was carried out in full view of the Republic; the Federation was sending yet another message that the Republic existed not so much as a nation but as a gulag. It is difficult to determine whether this message was aimed at the Republic or Federate citizens; Republic saboteurs seemed to have little problem in slipping into the construction camps and wreaking havoc.

The Mercurian Merchant Guild inadvertently upset the fragile peace, touching off over six decades of intermittent war. Most incidents were small, nothing more than the Republic probing the boundaries of its prison, though four out of the five Martian Civil wars were fought during this period. There were some token gestures at negotiating a peace, but nothing serious came about until the Jovians stepped in to end the Olympus War in 2185.

▼ THE MESSENGER'S WAR (2121-2123)

J. 2. 6

The Mercurian Merchant Guild made contact with Mars in March of 2121. Much to the Federation's chagrin, the arriving solar sail vessel beamed a broadcast message to the entire planet before the Federation could establish communications privately and lock the Republic out of trade negotiations. Though the Guild offered to trade freely with both nations, the Federation maintained the Republic was not a legitimate entity and insisted the Guild not do business with the "renegade region". Unfortunately, the Federation lacked the resources necessary to make the Guild respect its demands. Mercurian trade with the Republic was inevitable. Nevertheless, the Federation mounted a massive attack against any active or potentially active Republic spaceport site, destroying as many facilities as possible in the hopes of making business with the Mercurians extremely difficult. Though the Republic knew such an attack was possible, it did not have the assets to match the Federal Military's expanded numbers. It defended its ports as best it could, but most were still reduced to an unusable condition. To compensate, the Republic adopted a strategy of guerilla tactics to inflict similar damage on the Federation. In this the Republic's military was highly effective, though it suffered hideous losses on those occasions when it had to face the Federal Army directly.

Both sides repeatedly approached the Guild for support, but all requests were rejected; the Guild had no interest in taking part in the Martian conflict, regardless of who was right or why, nor did the Guild have any interest in severing its business relationship with either nation. The Republic and Federation were left to continue the fighting, though after two years of minimal military engagements, mounting asset losses and a conclusion that was foregone before the war started, the Federation finally withdrew its combat forces. Though not as violent (or as long) as the Elysium War, this conflict was a turning point in the Free Republic's history, mainly because it gained recognition by a foreign power willing to treat it as an equal. The war also saw the creation of the Free Republic Rangers as the Republic's primary fighting force, although mandatory service requirements were also introduced.

The Messenger's War had one other lasting effect on the Federation — it destroyed that nation's notion that the Republic existed only at the sufferance of the Federation and could be destroyed at any time. The Ministry of Truth had an extremely difficult task putting any sort of positive spin on the Federation's side of the war, and ultimately decided the best policy was to gradually downplay the entire affair as a minor historical event with little long-term significance.

THE THOUSAND LITTLE WARS (2135-2152) ▼

Hostilities did not die down completely. The “Thousand Little Wars” began as a decade of incessant Republic probing of the Thin Red Line. Except for a few well-executed raids, the probes appeared to be largely uncoordinated — unlike the Messenger War, the Rangers seemed to lack a clear direction or purpose, and as the Federation became more capable of monitoring its border both on the ground and from orbit, the Rangers’ normally effective guerilla tactics were not as successful. After putting up with ten years of seemingly random attacks and battles, the Federation grew tired of the constant harassment and decided to capture back some of the territory previously lost to the Republic.

The attacking Federal force committed to the job was largely under strength due to a firm confidence stemming from the Ranger’s apparently ineffectual command structure. Once into Republic territory, Federation soldiers quickly discovered the Republic had been patiently enacting a long-term ruse. Well-armed and armored Rangers scattered the invasion force, destroying or capturing most of it. The Republic then launched its own offensive, breaking through the Thin Red Line in several locations. The Federal Army, prepared to counter a highly mobile guerilla war, was overwhelmed and forced back. Over the next year, the Rangers captured a significant amount of territory, more than doubling the size of the Republic. The invasion had been very carefully planned and executed, and when the Rangers had taken the largest amount of territory they could reasonably hold, they dug in. For added psychological effect, parts of the Thin Red Line were dismantled and used to fortify Republic positions. The Rangers withstood four years of counterattacks, losing only one fifth of the captured regions before an interim ceasefire was negotiated.

1.2.7

STAUBSTURMKRIEG (2168) ▼

Though very tense politically, nearly fifteen years passed before the next major conflict. Dubbed StaubSturmKrieg, or “The Dust Storm War”, it lasted only 6 days. It was intended to be the “final offensive” to retake all lost territory and remove the Republic from the map. The Federation had spent considerable time and effort to bolster its military, and it was prepared for anything the Republic could throw at it. The opening stages of the campaign went well — a massive thrust northeast into Syrtis Major Planitia took fewer than the expected number of casualties before rolling over the Republic lines. The next phase would have involved a sweep eastward across the Isidis Planitia region, but the Federation was stopped in its tracks by a force it could not overcome. A storm brewing over the distant Argyre Planitia suddenly spilled over into the surrounding territory, spawning new storms in a chain reaction that covered the planet. Troops on both sides sought shelter, but units in active combat could not easily disengage and many continued to fight until it was far too late to run. Equipment losses due to dust contamination were staggering — on the Federation side, it was enough to cripple the offensive, and once the dust settled Federate soldiers quietly pulled out.

1.2.8

THE OLYMPIAN WAR (2170-2185) ▼

The calm between the two nations lasted only two years. By 2170, a series of incidents had prompted the Olympus Mons domed cities to defect to the Republic. Forces from both sides quickly moved in, joining battle in what would be one of the most intense clashes in Martian history. The Olympian War was not a wide-ranging mobile conflict; it was fought on a small section of land in a series of direct, engagements separated by periods of rebuilding and regrouping. Ultimately the war became less about land and more about pride and ideology: the Federation was not going to suffer another humiliating defeat, and the Republic was not about to leave Olympus in the Federation’s malevolent hands. The fact that more and more city domes were rendered uninhabitable with each clash seemed of diminishing importance.

At some point, the Martian nations realized their resources were being rapidly consumed. Token diplomatic gestures towards a ceasefire were made, but too much pride and hatred had been invested in the war for any real progress to be made. It would take an external force to break the deadlock, and when the Jovian Confederation officially opened an embassy in Mars orbit in 2185, both the Federation and the Republic requested the Jovians act as neutral mediators. Exhaustion was a powerful motivation to force the Martian nations to negotiate in good faith, and there was plenty of that commodity on both sides. In fact, the Federation had grown far weaker than the Republic suspected at the time; when it seemed the only way to stop the fighting indefinitely was to surrender Olympus Mons, the Federation diplomats felt they had no choice but to accept. Even though the Jovians offered increased trade concessions to soften the blow, conceding territory was a deep wound to Federation pride, one that would never fully heal. However, both nations signed the treaty, and on October 12, 2185, the war was over.

1.2.9



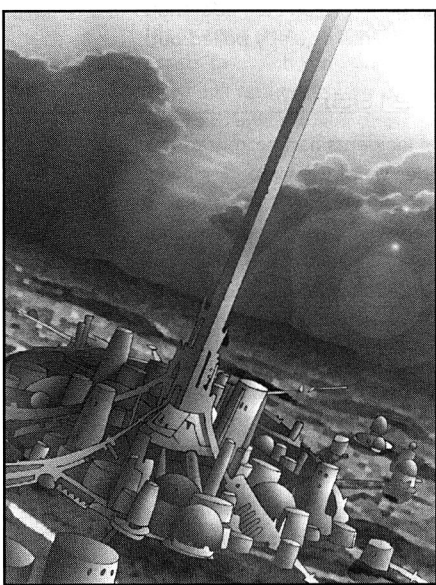
▼ HOPE: OVERVIEW OF 2185-2210

Pride excepted, the Federation recovered much faster than its neighbor. While the Republic strengthened ties to Jupiter, the Federation courted a much wider international clientele, forging relationships with Venus and eventually the new Central Earth Government and Administration. The strength of these ties was demonstrated on June 1 of 2189, when VenusBank and several affiliate organizations approved funding to construct a skyhook in Martian orbit. Pavonis Mons was selected as the “ground floor” for the Martian Orbital Elevator; the location was chosen not only for its high altitude but also for its defensability. Mere months after construction was completed in 2196, the Elevator sparked a massive boom in the Federal economy. Benefits spilled over into the Free Republic; though they had to rent space on the Elevator at exorbitant prices, it was still well worth the cost.

Though this was a time of hope and prosperity, it was not a time for peace. Thanks to the Jovian Confederacy and CEGA, exo-armors and exo-suits made their first appearances on Martian soil. The early units were old surplus, but Martian military contractors soon learned how to build their own, and they were quickly integrated into the armed forces. The nations also took advantage of the calm to step up their espionage efforts. Conflicts remained fairly subdued, but by 2205, the Rangers were again beginning to probe Federal borders. The Federation countered by starting a massive military construction program. For the first time, though, the greatest threat of war came from off-world.

Several incidents led CEGA to believe that the terrorist group STRIKE had established a base on Mars. A small naval fleet moved into Martian orbit to support a blockade and a search operation to flush out the terrorists. The Republic refused to allow CEGA marines to land in its territory, and the Jovian Armed Forces moved their own fleet into orbit to ensure CEGA respected the Republic’s wishes. CEGA — Republic relations became strained; thinly veiled accusations suggested that the Republic was actually harboring the terrorists. The Republic started escorting surface-to-orbit freighters in an attempt to protect civilian vessels from CEGA searches. Fortunately, CEGA never had to land any troops. Solapol agents discovered and pursued the STRIKE group to a civilian spaceport. CEGA vessels began to intercept departing ships, and when it located the freighter it believed was transporting the terrorists, it opened fire. CEGA assumed the freighter’s escort was a Republic gunboat, but it turned out the vessel belonged to the JAF. Combat erupted between the two fleets, resulting in large casualties on both sides. In the end, no terrorists were caught. Both the Jovian and CEGA fleets withdrew, but they would return to Mars within two years.

◇ HEAVEN’S LIFT



The Mars Orbital Elevator was an ambitious project. Though “skyhook” facilities were already in operation around Earth, this would be the first such structure that would reach all the way down to the planetary surface. The scale of the project was impressive — before work could progress very far on the Elevator itself, the orbits of both Martian moons Phobos and Deimos were altered to avoid a potential collision with the structure. Deimos was shifted into a higher orbit, while Phobos was “dismantled” — completely broken down and used to build mirrored arrays to focus more sunlight on to the Martian surface. The orbital end of the Elevator, named Heaven Station, became the centre of the structure. Once in a geosynchronous orbit, it began to weave two cables, one towards the surface and one in the other direction, in order to maintain orbital equilibrium. While the planet-side facility would physically connect with the Elevator cable, it would not be an anchor — the perfectly balanced cable end would effectively hover motionless. The Elevator’s completion was a political and economic coup for the Federation, who could now transfer cargo between orbit and the surface at a fraction of the cost of even the cheapest transport shuttle.



BLOOD: OVERVIEW OF 2210-2212 ▼

In the year 2210, one incident would change the future of Mars, though its full repercussions would not be felt for another two years. The so-called Odyssey, the pursuit of the CEGA defector Dr. Peyarje and his Jovian accomplices, brought a CEGA task force to Mars that had already demonstrated a willingness to ignore other nation's sovereignty in the pursuit of its objective. During the unsuccessful capture attempt, a terrorist attack was carried out against the Martian Orbital Elevator. A bomb was detonated in a lift car just below Heaven station. The explosion severed the Elevator cable, sending Heaven Station rocketing towards the Inner System while the rest of the Elevator cable dropped to the surface. Initially it plummeted straight down into the surface station, but the rotation of the planet directed the cable's momentum eastward across the landscape. Twenty thousand kilometers of Elevator structure wrapped its way around the equator, the devastation of the collapse increasing as the cable fall was accelerated by the planetary rotation. Every settlement along the Martian equator was flattened. The dust cloud the impact kicked up into the atmosphere took nearly a year to settle out again, and disrupted almost two decades of terraforming efforts. The first aftershock came to the Federation's economy, which had been completely retooled to use the Elevator for transport. Though all Solar Nations scrambled to send aid, the Federal economy nearly collapsed as it struggled to return to the "old ways" of doing business. The Free Republic fared a little better; forced to rent space on the Elevator at exorbitant fees, it still maintained a large fleet of transport shuttles.



The terrorist group STRIKE was blamed for the attack, and although CEGA wholeheartedly supported this claim, there were doubts about the organization's responsibility. Subsequent Solapol investigations were stalled by both the Federation and the Republic. Both feared what else the agency might discover over the course of its inquiries. In the end, it came down to a civilian, Jennifer Mathur, an independent reporter working for ZONet, to piece together the truth. On October 28, she hosted a system-wide broadcast and presented video evidence of Free Republic operatives setting the explosives.

The Federation immediately petitioned the United Space Nations to enforce sanctions against the Free Republic as well as pressure the Martian nation to provide compensation for the loss of life and property. The Republic denounced the broadcast, claiming the video evidence had been forged and Ms. Mathur manipulated by the Federation in an attempt to discredit the Republic. Relations between the two nations deteriorated quickly, and unlike the last war, no Solar Nation has shown any enthusiasm towards stepping in and negotiating a peaceful settlement.

THE WAR AT HAND (DECEMBER, 2212) ◇

The year's end has not brought war; despite the sensitive situation, so far the Martian nations have exchanged only rhetoric. The Free Republic completed its own investigation and presented a group dismissed by the Federation as the "usual suspects" for covert acts against the Federal State. The Solar Nations have all remained neutral save for CEGA, which has publicly reaffirmed its treaty commitments with the Federation. The Jovian Confederacy has refused to issue an official statement until it has completely evaluated the matter — a position with ominous overtones for the Republic.

War at this point is almost unavoidable. The Federation has seized the moral high ground and stands firmly by its ultimatum. The Republic, on the other hand, is not about to back down — the slightest wavering would be perceived as an admission of guilt. Unfortunately, the trigger for the next shooting war is firmly in the Federation's grip. The fighting has not started already because of an issue of timing: if the Federation appears too eager to send in its military, it will lose the political clout it gained from being the victim. However, Republic-instigated border incidents have risen over the last two weeks, wearing thin the Federation's patience. War is coming; it is just a question of when.

1.2.11

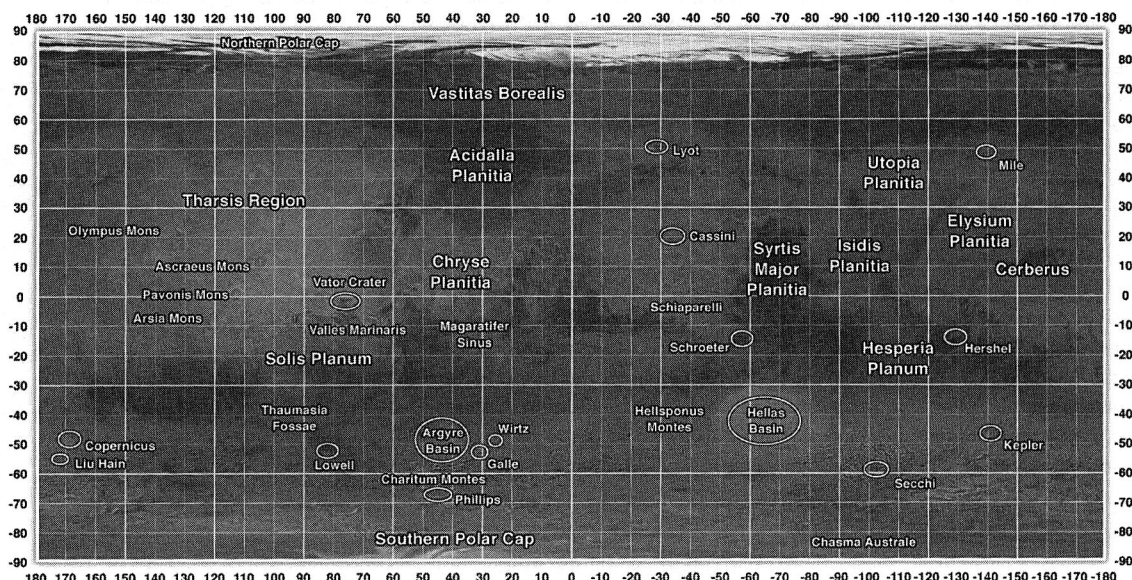
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► THE LAY OF THE LAND

The Mars of 2212 is a very different place than it was when the first astronaut set foot on the surface. Certain basic elements have not changed: gravity is still at 0.38g, Mars still takes 687 days to circle the sun and its day is still remarkably close to Earth's at 24 hours and 40 minutes. Most of the surface is still a vast, cold desert broken occasionally by massive canyons and impossibly tall volcanoes. Apart from these few things, Mars has changed drastically.

The most important difference is the environment: Mars is in the midst of a radical climate change thanks to the ongoing terraforming. Though only 150 years old, the project is almost two centuries ahead of schedule due to heavily modified microorganisms designed to produce oxygen, nitrogen and greenhouse gasses from polar ice and minerals. The Federation and the Republic both employed these organisms without properly sharing documentation tracking when or where they were seeded. As a result, the bacteria were greatly overused until several decades ago. The consequences, however, will be felt for some time. The microorganisms have already markedly changed the composition of Mars' atmosphere, reducing the overall amount of carbon dioxide and building up oxygen, nitrogen and greenhouse gasses. The sun's thermal input, enhanced by the orbiting solettas, has raised the general surface temperature to 5°C, a change of almost 60°C. This in turn has melted ice from the polar caps, increasing the atmospheric pressure from its original level of 1% of Earth to almost 60%. The higher temperature and air pressure are at a point now where liquid water can exist openly on the surface of the planet. In fact, polar lakes form around the ice caps each year during the spring and summer seasons, and odd strains of lichens have begun to flourish in the same regions.

There is some concern that the terraformers are losing control of the climate change process. New colonies of modified microorganisms are constantly being discovered throughout the polar ice caps, and scientists in both Martian nations have only recently become aware of the "big picture" regarding the microorganisms' overuse. Climate change projections have been recalculated many times based on the new information, but there is no way of telling which of the projections are correct. Exoecologists and biologists are in unknown territory here, without any sort of previous experience, precedent or comparable benchmark to guide them. It is entirely possible that the accelerated climate change will produce no ill effects and will soon reach an equilibrium well within the targeted range. On the other hand, the environment could continue to change radically, eventually turning Mars into an entirely different kind of wasteland. Only one thing is certain: by the time the experts figure out where Mars is headed, it will be far too late to do anything but watch it make the trip.



EARTH ▼

T.E.T.

The Martian surface can be easily divided into two regions. The Northern Plains are low-lying areas consisting mainly of flat fields covered with either rubble or dust and sand. There are two major exceptions: the locales of Tharsis and Elysium, high plateaus topped with massive volcanoes. The Southern Highlands are very different, possessing a greater number of meteorite craters and deep geological features. The Plains do have impact craters, but these have become buried over time. On average, the Plains are several kilometers in altitude lower than the Highlands.

Mars is much dustier than originally believed, and the terraforming project has had only a minimal impact on the terrain covering most of the planet. The reddish color of the Martian surface comes from the dust, which contains oxidized iron. Darker sand, eroded from rocks of a different composition, streaks large areas of the landscape. Much of the surface in both the Highlands and Plains is characterized by dune seas, which are sculpted and reshaped by the wind and can change drastically over time. Regions between major settlements are crisscrossed with a thin network of roadways. These are used mainly by industrial and military traffic — civilian transport is generally via the much faster and more efficient maglev trains. Roadways through certain regions carry “Use at Your Own Risk” disclaimers as it is virtually impossible to keep the network clear of drifting sand and dust without completely enclosing the route.

The **Valles Marinaris** is a canyon that runs along the Martian equator for 4000 kilometers — one fifth the distance around the planet. It begins in the area known as the Noctis Labrynthus near Pavonis Mons (see next page) and runs eastward and slightly southward, eventually ending in chaotic terrain possibly formed by water. The Valles Marinaris is a tectonic fracture in the planetary surface, and ancient wound formed as the planet cooled and enlarged when the Tharsis bulge formed. Erosion has significantly widened the Valles and joined it to other local canyons, making it even larger. The canyon is an ideal spot to both explore and exploit the Martian geological record. Numerous mining operations have taken advantage of Valles Marinaris’ incredible depth to access mineral resources that would otherwise be very difficult to extract. Most of the industry belongs to the Federation. The Republic controls only the most western point of the canyon, and has no access to the deeper regions.

Hellas Planitia is a massive impact crater found in the southern Martian hemisphere. The basin is an impressive 2100 kilometers in diameter and about nine kilometers deep — so deep that the atmospheric pressure at the bottom is actually twice that found elsewhere on Mars. An immense ring of debris and ejected material rises an additional two kilometers above the surrounding area and stretches up to 4000 kilometers from the basin center. This debris ring is one of the major reasons the southern hemisphere has a much higher average altitude than the north. The basin itself is one of the oldest colonized regions, due mainly to the fact that environmental conditions there are slightly better than the rest of the planet: in addition to the higher air pressure, summers are much warmer in the south. Hellas Planitia is deep enough that it contains its own localized weather, which at times is quite different from what may be happening in the regions around the basin.

The **Vator Crater** (called Vator Vallis by local residents) is the largest manmade feature in the solar system. It is visible from orbit as a straight, 20,800 km long gash starting from Pavonis Mons and running along the Martian equator almost all the way around the planet. It was created from the impact of the lower portion of the Mars Orbital Elevator as it crashed to the planetary surface. The Crater becomes steadily wider and deeper as it travels away from Pavonis Mons due to the acceleration of the structure as it fell. Numerous towns, cities and homesteads were destroyed by the impact. Where enough of the settlement survived, it was eventually rebuilt. There are, however, many wrecked, abandoned communities along the edge of the crater. Roadways and maglev train tracks bridge the Crater at frequent points around the planet — despite the level of devastation it was gradually reduced to an inconvenience as far as travel was concerned.

Fossae are a common surface feature in many of the regions. These long, narrow, shallow depressions may have been formed by ancient rivers running across the surface, or by lava flows. It has been difficult to determine fossae origins, as most are extremely old and have become partially filled with dust, sand and debris. A few fossae have been instrumental in locating underground water sources, but generally any trace of water has long since vanished from the area.

WATER ▼

Pre-terraformed Mars was little more than a massive, cold and utterly barren desert, with any water not frozen into a polar ice cap existing instead as thin cloud cover. Liquid water could not exist on the surface — when water ice was heated, it did not melt, it sublimated. That is, it evaporated directly into vapor. There was evidence suggesting massive underground ice reservoirs, but few actual measurements. One of the main objectives of the first terraforming evaluation was to discover whether or not there was enough water on Mars to make the environmental changes envisioned. It took several years, but a remarkable discovery was made: water did, in fact, exist underground, trapped in reservoirs and aquifers — regions of gravel or porous stone. These hidden troves of water were protected from the harsh surface environment, existing either as ice or a salt-saturated liquid called brine. Though difficult to access, these water sources were abundant enough to meet the requirements of the terraforming project.

Aquifers are still being discovered, and provide vital sources of water for Martian communities. As the average surface temperature rises, ice aquifers are beginning to melt, turning into weaker versions of their brine-filled cousins. Both require purification before they can be used; brine can damage the human body if ingested. Newly found aquifers are equipped with an elementary wellhead, but are generally left alone until the water is actually needed. If close enough to a settlement, a pipeline will be constructed; otherwise, the water is transported by convoy to the settlement's reservoirs.

Planetary ice caps have changed drastically since the terraforming project began. They both once contained frozen carbon dioxide, but that long ago boiled off into the rapidly warming atmosphere. Both caps are now made up completely of water ice. Their size and thickness varies considerably depending on the season; during summer, the outer portions of the ice caps disappear into a large network of shallow lakes, mud flats and rivers.

AIR ▼

Mars is famed for its “butterscotch sky”, a coloring due to airborne dust particles. The sky is not a consistent yellow-brown; the sun usually has a bluish halo, and sunrises and sunsets are characterized by blazing reds and pinks, with the occasional water vapor clouds as accents. Clouds are a relatively scarce occurrence, and tend to collect near large topographical objects such as Elysium Planitia and the Tharsis Bulge. They are much more common during the northern summer, typically forming in a band stretching from slightly below the equator to 30 degrees north. Martian air currents have a “trade wind” pattern similar to that of Earth. Wind direction generally depends on the season: a summer hemisphere usually has a westerly blow that gradually turns easterly the closer it gets to the pole. The directions are generally reversed for the winter hemisphere. Mars is also one of the few planets in the solar system to display distinct weather features.

Though known for its planet-consuming **dust storms**, the legendary Martian “great storms” have become exceedingly rare. Perhaps once every ten to twelve years a storm gathers enough strength to cover the planet for a day or two, shutting down most forms of travel and cutting off access to orbit from the surface. Far more common are regional storms, usually born near the poles or large geographic features though by no means are limited to these areas. Mars has a distinct storm season, starting around summer in the southern hemisphere when the planet is at perihelion - its closest approach to the sun. Despite the thicker atmosphere, solar heat still drives the wind behind the dust storms, though truly bad storms do not start developing until a month or two after perihelion. Storms usually last for a few days, although it can take weeks for the obscuring dust to settle to the surface.

Snow is not new to Mars, though it has never before occurred in such abundance, relatively speaking. Prior to the start of terraforming, it was possible for ice crystals to form in the upper atmosphere, but these crystals would sublimate before ever reaching the surface. The increased temperatures and air pressure now allow snow to fall all the way down to the ground, though the areas that actually receive any significant snowfall are all located relatively close to the poles.

Fog is also pre-terraforming feature, usually forming in low-lying areas during dawn or dusk. It is much more common in the southern hemisphere, particularly in the Hellas Basin, although it frequently occurs in craters or low canyons. Fog clouds are very short-lived, dissipated an hour or so after forming. It should be noted that this is good, old fashioned water vapor — the term “fog” is not applied to low-lying dust haze that may also form in the early morning due to wind.



"I encourage the Fédération to become as restrictive as possible. Eventually they'll oppress themselves out of existence, and we'll win without having to do a thing."

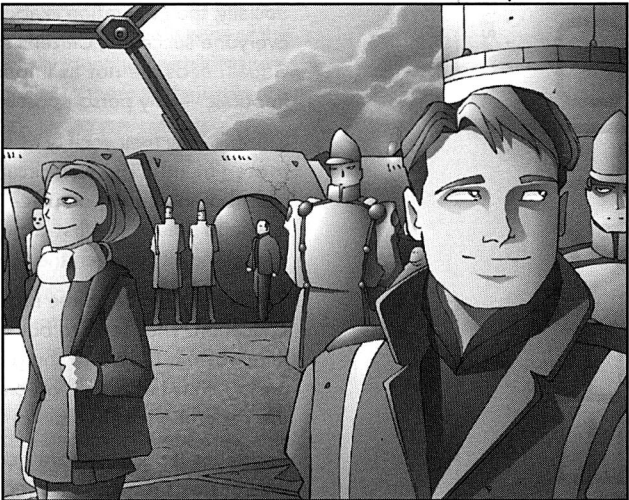
— Republic President Allison Spencer, shortly before the start of the Olympian War, 2170

DER SICHERHEIT (SECURITY) ◀

The Federation was created to be safe, secure and indomitable from both foreign and domestic elements alike — Germanic influence notwithstanding. The means by which this nation was brought into being, and the shape it took, were surprises to almost every Martian. Strangely enough, Otto Kurtz never lied to the public about the society he intended to create. He may have downplayed certain aspects, and relied on the high emotions of the time to avoid detailed scrutiny, but the FriedensPlan itself held no secrets. Security was always at the core of Kurtz’ concepts.

The Federation easily qualifies as both a totalitarian and a fascist regime. The State exerts a great deal of control over the lives of its citizens, yet that control is guided by the whims of a single untouchable leader. Citizens’ rights and freedoms, continue to be whittled away. Federate citizens have adopted a phrase: “während der daur der aktuellen krise” — “for the duration of the current crisis” — which is employed as a universal reference to every new law that tightens the reigns of government control.

If not for the constant warfare, the Federation would have long ago become an economic power on the scale of Venus or Jupiter. Even considering the Elevator disaster, Federate society has flourished over the last 25 years. Crime within the city domes is practically non-existent, and some citizens have found genuine happiness within their heavily regulated lives. Despite the success, the government has never learned that peace and prosperity are the best forms of security. It does not see that its desire to eliminate the Republic poses just as much of a threat to Federate social stability as the Republic itself.



WELL-DEFINED BOUNDARIES ▼

The Federation boasts a population of almost 228 million citizens, nearly three millions of which are in space on a handful of O’Neill colonies in geosynchronous orbit. The Federation-controlled portion of the surface is divided into 22 Principalities, each of which is further subdivided into Districts. The Principality borders are based on resource and population distribution when the Federation was first created.

FEDERATION PRINCIPALITIES □

PRINCIPALITY	CAPITAL	NOTES
Amazonis	Livingstadt	Border province, heavily patrolled
Arabien	Henry	Border province, heavily patrolled, large desert
Arcadia	Milan	Border province, heavily patrolled, sparsely populated
Argyre	Hooke	Crater basin, numerous mining and manufacturing operations
Australis	Schmidtheim	Southern Polar Cap, sparsely populated but numerous science outposts
Cimmeria	Crulsburg	Sparsely populated, some mining
Cydonia	Becquerel	Border province, heavily patrolled
Hellas	Grossniedertal	Encloses Hellas Basin, has highest air pressure on planet
Kaiseria	Proctor	Sparsely populated, small mining settlements
Lunae	Sharonov	Population concentrated on aquifer near capital, some mining
Lyot	Eschelles	Border province, heavily patrolled
Ma'adim	Graff	Border province, heavily patrolled
Marinaria	Melas	Includes Valles Marinaris, numerous mining operations
Mariotis	Untestadt	Border province, heavily patrolled, sparsely populated
Meridia	Tiu	Mining in the south, numerous spaceports
Noachis	Helmholtz	Numerous aquifers and agricultural stations
Pavonia	Kurtzenheim	Heart of the Federation
Promethei	Secchi	Border province, heavily patrolled
Sabaeus	Bakhuysen	Border province, heavily patrolled
Sirenum	Li Fan	Population concentrated to north
Tharsis	Ascræus	Border province, heavily patrolled
Thaumasia	Rothberg	Population concentrated around capital, some mining, aquifers

2.1.1

end of section 2.1 der sicherheit (security)



2.2

► ZIVILISIERTE GESELLSCHAFT

Socially, the Federation is about interdependence, about being the best team player possible in order that everyone succeeds. Citizens are focused towards functioning as a group, a community and a nation. Individual needs are not as important, and qualities such as being independent or a loner are marks of the Republic — any person possessing these traits is an automatic target for suspicion.

Citizens view their society as a series of concentric circles. The first is Family, which also includes those most trusted friends. The next circle is Community, which is generally interpreted as a combination of residential neighborhood and workplace. This is the level on which most citizens are expected to focus, though retreats to spend time in the first circle are understandable. Circles beyond this vary: they could include the habitat dome, the city or even the province. The last circle is always the State, the circle that contains everything.

The Federation has three social classes. **Verbündeten** (Federates) are basic workers, receiving an average education. They tend to buy into the government propaganda whole-heartedly, and will even dismiss blatant, obvious lies with a shrug ("There had to be some reason why we were told that — I'm sure it was for the best."). Few have been off-planet, even to the orbital stations, and only a handful are well-traveled within the Federation itself. Most of the general population (including the military) belongs to this level.

Fachleute (Specialists) are generally better educated and better traveled, possessing technically oriented jobs or posts requiring a specific or advanced expertise. They are considered by the State to be a security risk, a necessary evil due to their higher education and wider experience. They are quicker to question and are less likely to toe the government line simply because they are asked.

Politiker ("Politicals") are those that have managed to claw their way into positions within the government, usually through some sort of social manipulation, patronage or favor. Technically, it is possible to become a Politiker from either other background, though Verbündeten are definitely in the minority; most Politiker are Fachleute who have figured out ways to beat the system.

▼ MIND SET

2.2.1

With regards to the State, the psyche of the Federate Citizen is usually a mix of contradicting emotions. Hope and pride freely mingle with guilt, fear and suspicion. Guilt is an especially powerful motivator towards good behavior, and the Federation encourages its citizens to feel as guilty as possible for even slight transgressions. This is a joint effort between the Ministries of Justice and Liberty — encourage guilt and the guilty will confess. Most Federation citizens have never broken any law, but as a result of this policy all have been to polizei station houses at some point to be questioned as if they were suspects.

Like the Mercurians, Federate citizens have very controlled modes of public behavior, though for entirely different reasons. Citizens are usually very careful to avoid showing any undue emotion or make any impulsive acts for fear they may be misinterpreted by those who may be watching. This is made easier by a daily life that is quite regulated, a model of regiment and routine. The Ministry of Peace has long stated that citizens will be more productive if freed from daily stress and worries, though it has been remarkably silent on the subject of national boredom.

▼ BODY SET

2.2.2

Federate citizens are a reasonably healthy group, even if not as athletic as their Republic counterparts. Citizens are encouraged at a national level to keep fit, especially due to the lower Martian gravity, though the range of activities is limited by whatever space may be available within the pressurized Martian habitat. Sports stressing team play are common. Not only to they promote the Federate "group" mentality, they also get large numbers of people exercising at once. Popular sports are organized into leagues on a national scale. There are professional athletes, carefully cultivated by the State specifically for the purpose of promoting national pride through international competition. The State supports the entire Health infrastructure, from hospitals to research labs to special care centers. Citizens may have to pay some money for unusual types of treatment, but for the most part, taxes completely cover the costs of using these facilities.

Despite the rising surface temperature, Martians have adapted to (and have even come to prefer) the colder temperatures offered by the Martian climate. This applies to the Federation as much as the Republic; despite the fact that Federate citizens are rarely allowed beyond their pressurized environment domes, those domes are usually kept at a temperature colder than the Earth average. This temperature, however, is still regarded as a "shirt-sleeve" environment by natives.



KINDER ▼

Federate children spend the first years of their lives with their parents. It is one of the few times that family is allowed to take precedence over the community. This is not to say that childhood is free of the influence of the State — almost all the child's environments include some elements that can be easily identified with it in some way. By the time children learn enough to speak in sentences, the State is as familiar to them as their parents.

The medical health and proper development of children is a chief concern. Mars is a low-gravity environment, but has no orbital presence significant enough to allow citizens free access to an Earth-standard gravity environment. Much of the Federal health infrastructure is aimed at children, and no expense has been spared to ensure that children of all social classes receive a high level of care.

Education begins at around five Earth years of age. The Federation has no private schools, although it is interesting to note that Politiker schools are not generally open to other classes, and tutors are much more readily available to children of government officials. Both behavior and academic progress are carefully monitored. Children will receive a common education until adolescence, but the State keeps a close eye out for anyone exhibiting unusual aptitudes or disabilities. As they approach adolescence, the State begins a process to wean them away from their parents and transfer their loyalty to the community as a whole. Membership in official "social organizations" is heavily encouraged, though it becomes mandatory only later; these are modeled on themes, and appear quite varied on the surface. In reality, they are little more than tools of the State designed to provide direct and parent-free access to propaganda.

JUGENDLICHE ▼

When children reach adolescence, the direction of their education begins to change based on demonstrated aptitudes. The Intermediate Learning Program covers the ages of 13 to 18, and is completely funded by the State. Most students, regardless of social background, will be guided towards either a technical training program or a general education one. Those who show certain affinities and agility of thought are placed into advanced classes, and after the age of 18 will continue on into the university program on Mars. They will eventually take their places in society as new Fachleute.

Social status does influence the education program somewhat; Politiker families currently in favor can generally keep their children out of the technical training program even if failing the general education level. The State, however, is immovable on who gets into the advanced education. It recognizes the need for a certain element of its workforce to be highly trained and capable, despite whatever political trouble it might cause, and it cannot afford to lower the standards by allowing those who are demonstrably incapable to get in.

If adolescents have not voluntarily enrolled in a social organization, they will be placed in one by their schools. Pro-State indoctrination becomes very heavy at this point, creating an emotional separation between children and their families. Though deemed necessary, and though the parents went through the same process themselves, it is generally a difficult period. The stress generated is often enough to destroy any bond not touched by the State. There are families capable of weathering this assault, though they are few and far between. This stage is often much easier for Politiker families. Their children have been exposed to State propaganda in a much more direct fashion from a much earlier age, and as a result know better how to cope with the strain.

ADVANCED LEARNING ◇

Despite the high level of State control, the Federation has several universities that are recognized internationally for their superior science and engineering programs. Considering how unreceptive the Federation normally is to foreign visitors, it is surprising to note that Federate universities have a high percentage of off-world students, mostly from CEGA and the orbitals. On the other hand, these universities are quite segregated from Federation cities in order to minimize contact between citizens and foreigners. The universities are still located in close proximity to the cities, but access to either is very limited.

The most prominent institution is the Akademie Kurtzenheim. This proud campus is almost as old as the Federation, and sports a bioengineering program so advanced that the study curriculum and doctorate projects must be approved each year by Solapol's Edicts Investigation branch. While the process is, in reality, a relatively minor process, the Akademie still uses it as a selling point. Other notable universities include Universität von Hellas in the Hellas Basin and Hochschule Gerlicht, an engineering school with campuses in both the Valles Marinaris and onboard an orbiting factory station.

E · 2 · 2

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2-2.5

▼ CITIZENSHIP

Upon turning 18 Earth years, teenagers are expected to be fully independent and capable of participating in the world around them; they are now adults. Federation children go through an “allegiance” ceremony that includes swearing an oath of loyalty. At the end of the ceremony, they are granted citizenship and issued with their first set of identification that is completely separate from that of their parents. It is a proud moment for many Federate families, one full of a rare, sincere outpouring of emotion. Very few children are prohibited from taking part in this ceremony. If someone is barred it is usually due to political circumstances involving the parents.

Citizenship carries several responsibilities, the most important of which are the support and defence of the State. Many new citizens carry out these requirements by joining the military for a term of service or two, though the obligations do not end when their military careers are over. Young adults also become included directly in the responsibility for the success or failure of local social groups. As children, the effects of rewards and punishment were lessened because they were shared through their families, but as citizens they are entitled to the full rewards and penalties.

◇ BELONGING TO THE DPM

The Demokratishe Partei Martian, as the Martian Democratic Party is properly known, is the last remnant of the pre-Federation government. While the other political parties of that time were not officially disbanded (after all, the democratic process in the Federation has only be suspended indefinitely, not banned it outright, as the Ministry of Liberty explains), they were encouraged to end their operations by a variety of means and also surrender any party assets in the process.

Membership in the DPM is open to anybody and everybody. Officially, party membership is not mandatory. On the other hand, many government services, including some health care, are listed as being provided directly by the DPM and as such are limited to DPM members only. The weekly Party meetings are mandatory for members. Though billed as social gatherings, agents from the Ministries of Justice and Liberty often use these gatherings to gather rumors and information from a community to gauge its mood and loyalty.

▼ ACHIEVEMENT THROUGH EFFICIENCY

The Federation bills its efficiency as the top reason for its economic success. Both government and corporate bureaucracies are organized along semi-militaristic lines, providing a solid structure within which their employees can work. Low and mid level jobs have generally well-defined positions. Employees are very aware of exactly what they are and are not supposed to do. If the companies are large enough, it may even have a structure of “ranks” in place to provide an organized way of recognizing seniority and responsibility. It was thought (and quite correctly) that workplace efficiency could be achieved by making things like worker performance, job goals and rewards easily understood by the workers, with advancement done through well-defined steps. The system works very well at lower levels, but breaks down towards the top of the hierarchy, where favoritism and patronage come more into play.

▼ ACHIEVEMENT THROUGH LOYALTY

While life in the Federation may be particularly rigid and restrained, the State has never been so impartial that it fails to reward those who have shown exceptional devotion. The types of these rewards vary depending on the social level, but there are things all rewards have in common. Save for extraordinary acts on the battlefield, individuals are rarely ever recognized. Instead, the focus is on the group, whether it be a small team, a neighborhood or an entire community. Verbündeten are always awarded medals of some sort — little trinkets they can carry around and display with pride — although there may occasionally be some financial compensation in rare circumstances. The Fachleutes are less inclined to be satisfied with such superficial gestures; instead, their rewards are much more material. Money, promotions, perks and favors are typical. Fortunately, the Fachleutes as a social group are much smaller and these kinds of rewards are not a heavy financial drain on the State. Politiker recognition works in much the same way, although once an individual rises past a certain point in the government, such rewards become increasingly rare. The power and authority becomes its own prize, and once at that level any other sort of reward is insignificant.

2-2.6

2-2.7



► LAW

Polizei is the general term for Federate law enforcement agents, and could actually encompass several agencies from municipal and regional police right up to Ministry of Justice investigators. The regular uniformed *polizei* are recruited from *Verbündeten*, with preference given to those who have extended military experience. They are recognizable by their butterscotch uniforms and the large Ministry of Justice badges. Uniformed *polizei*, more properly called *Polizisten*, are organized on a local level only, with jurisdictions ending at city boundaries. They commonly deal with petty crimes such as trespassing or domestic disputes.

Investigators of *Detektiv* rank or higher are exclusively *Fachleutes*, and unlike the regular uniformed *polizei* are organized on District, Principality and State levels. At the District and Principality levels, Detectives deal with the more severe end of crimes, such as rape or murder. They are thoroughly trained in police procedures, forensics and interrogation techniques. *Detektivs* are not required to wear uniforms, but are expected to carry proper identification at all times. State-level *Detektivs* work directly for the Ministry of Justice, and deal only with "crimes against the State" — essentially those with political importance or national security implications. They are trained similarly to other *Detektivs*, but also have extensive instruction in covert operations and undercover work. There is no Federation equivalent for a Special Weapons and Tactics (SWAT) team. If the *polizei* cannot handle a situation, the military is called in right away.

Civilian trials take place in front of one or more State-appointed *Richter*, or judge. There are no juries. Evidence for the prosecution is presented in its entirety before the defense is permitted to begin its case. When both sides have finished, the *Richter* has the right to recall any witness and ask more questions. If a defendant is unhappy with a verdict, it is possible to appeal, but unless the defendant is a *Politiker*, the appeal will take a very long time to process.

◇ VIGILANCE

With all the levels of surveillance, it seems surprising that the Federation would also operate a "secret police." There are high placed *Politiker* who believe that the State can never be vigilant enough, and wholeheartedly endorse a second State-level investigation agency operated by the Ministry of Liberty but answerable to the Premierminister directly. The *Aufsichtsführendes* (Invigilators) are an elite covert operations group. They deal exclusively with a small range of crimes including espionage, terrorism and treason. As they are not a part of the Ministry of Justice, the Invigilators operate independently from all levels of law-enforcement, and are not required to share information on cases. This has led to several spoiled Ministry of Justice investigations due to a lack of data and Invigilator interference. Operatives are recruited from the Ministry of Justice *Detektivs*, which has only served to further sour relations between the two government agencies.

▼ CRIMES AND PUNISHMENTS

Though there are numerous categories of criminal acts, one group has been given special attention: so-called crimes against the State include espionage, piracy, sabotage, terrorism, and treason. Few other crimes are addressed with the same level of aggression and determination, and only murder is considered worse. As a note, the Federation does not officially have criminals. Citizens found guilty of illegal acts are referred to as *Delinquenten* and are viewed merely as misguided, having wandered from their place in society. The Federation uses words such as "criminal," "terrorist" and even "prisoner" only in regards to foreigners.

Typical infractions carry sentences that include imprisonment for a few months or harsh fines. Serious crimes always include imprisonment; if the *Delinquenten* is lucky, it will only be for a few years. A permanent record of the crime is always kept, regardless of its severity. When *Delinquenten* are released, they enter a period of intense scrutiny; travel is limited to within the home city, and a tracking device is worn at all times. At any point during this "probation," the State can return a *Delinquenten* to prison without any justification. The Federation has been known to temporarily release low-risk *Delinquenten* to the cities to make room for prisoners-of-war or to show foreign dignitaries how well the prison system is working. These *Delinquenten* are moved back to their cells once the need for release has passed.

Within the Federation, only one crime warrants the death sentence as a standard punishment: murder. In practice, deaths that result as part of a criminal act, such as terrorism, can be classified as murder and the perpetrators can be charged separately. On the other hand, the issuing of threats, while considered a crime, is not often prosecuted. Generally, the *polizei* usually place the person uttering threats under increased surveillance in the hopes of apprehending any accomplices, should the threats prove true.

2.5

2.5.1

2.5.2

2.5.3

► RELATIONS

The Federation plays an active role in the United Space Nations, despite its lack of a presence beyond local Martian space. Both the Republic and the Federation are recognized as sovereign states, and each send separate USN delegations. Federate diplomats are part of a "voting block" that includes CEGA and Venus. While this is by no means an official alliance, the politics and philosophies of these nations are enough alike to promote similar voting patterns. Despite its USN membership, the Federation has always questioned the authority of the USN to interfere with a member nation's internal affairs. Most of the criticism has been directed at Solapol, though it has been careful about singling out its actual target: the Edicts Investigation Branch. The Federation has long resented curtailing its biological research, particularly because of the impact this has had on the terraforming program.

▼ FRIENDS



The Federation has very few allies it could actually call "friends." Most relations are business-related and remain cordial only as long as they remain profitable. The Central Earth Government and Administration is perhaps the exception. Though not quite a friend, the two nations have definitely become closer since their alliance was first made to counter the Republic's ties with the Jovian Confederacy. The Federation did distance itself from CEGA after the wanton destruction of the Odyssey because CEGA's quickness to blame STRIKE appeared as an attempt to throw blame off itself. Over the last year, diplomatic ties have been strengthened to the point now where CEGA considers its relationship with the Federation to be quite important.



Relations with Venus are much more typical. The nations view each other primarily as sources of money. With the loss of the Orbital Elevator, Venus withdrew somewhat from Federation business, suspending any investment beyond a limited relief effort until the damage to the State could be accurately evaluated. Fortunately, the Federation has bounded back quickly enough to convince Venus to enter into talks about funding a replacement elevator. Discussions are still in their early stages, and have been tainted somewhat by the fact that the Republic has also approached Venus to fund a replacement elevator. Despite the fact that Venus reject the offer almost out of hand, Federate Politiker have been apprehensive over the idea of the Republic building a new skyhook first.

▼ FOES



Despite many treaties and ceasefires, the war with the Republic has never actually ended. Old hatreds remained intact even through periods where international cooperation brought unexpected prosperity. Only lately had there been any softening of attitudes — the Ministerrat had been quietly considering approaching the Republic and making a joint elevator funding proposal to Venus. It was very close to approving the proposal when Jennifer Mathur made her discovery. Since that point, the only relation Federation wants with its neighbor other than war. Plans are in motion, and though officially the Federation is waiting for the USN to respond to its demands, nothing short of complete Republican submission will stop the coming conflict.



The Jovian Confederacy also receives a share of the Federation's ire, though in considerably smaller portions. There have been no formal diplomatic relations since the end of the Olympian War. The Federation has never had any quarrel with the Confederation directly, but it resents the assistance provided to the Republic. Several petitions have been submitted to the USN claiming that Jovian weapon shipments have served only to worsen the diplomatic situation Mars. Federate diplomats have tacitly ignored the fact that the same could be said about CEGA. Ultimately, there is very little the Federation can do about the Confederation's presence on Mars. When the shooting starts, hopefully the Jovian Armed Forces will have the sense to stay out of what is essentially a domestic affair.

▼ THE TROUBLE WITH MERCURY



While the relation with Mercury has been profitable, after decades of relatively smooth sailing, the Guild is once again proving to be a difficult business partner. Though advised against it, Premierminister von Braun made a direct appeal to the Guild to sever ties with the Republic after ZONet's damaging exposé. As expected, the Guild politely declined von Braun's request. In retaliation, von Braun offered the Terran Mercantile League space on one of the Martian-owned orbital stations. The miniscule T-Merc leapt at this unexpected chance to expand its business beyond Earth's orbit. CEGA freighters now make direct cargo runs to Mars. The amount of freight actually transported is negligible; nevertheless, the Martian presence of the T-Merc serves as a reminder to the Guild of von Braun's displeasure.

ECONOMICS ◀

Much of the Federation's infrastructure is supported by citizens through a staggering tax rate of roughly 50%. While this does not leave an average Federate much spending money, it does mean that a wide range of services are available at no extra cost, including health care. Industry is not as heavily taxed, and in some instances taxation has been waived for some foreign companies altogether, provided there are above-average benefits for doing business with the company. The loss of the Orbital Elevator hit the Federation hard. The sudden, massive jump in costs for transporting goods between surface and orbit put an incredible strain on the economy. The Premierminister had to use some of the Federation's massive tax base to subsidize the movement of cargo just to keep Federate industry afloat. Fortunately, the economy has passed its lowest point and is heading back up as companies begin to individually cope with the loss. Unfortunately, the Federation is unlikely to achieve its state of former prosperity without first replacing the skyhook.

The standard unit of currency for the Federation is the Federate Mark, abbreviated FM. At the end of 2212, it trades for 1.15 credits, slightly less than the Republic currency. Federate citizens conduct all transactions electronically. Hard currency is made available only on rare occasions; most citizens have never actually seen a Federate Mark.

IMPORTS ▼

One of the main Martian imports is foodstuffs. Despite the improvement in the Martian climate, there remains little naturally arable farmland. Millennia of ultraviolet radiation bombardment have been more than enough to render the topsoil sterile. One of the next phases of terraforming will be the enrichment of the Martian surface, but until that happens the food choices available to both Federate and Republic citizens alike are limited. Fortunately, the only lack is in terms of variety; both nations are self-sufficient in terms of meeting the basic needs of their people. Other imports include complex hydrocarbons and certain chemical elements which are rare on the surface.

EXPORTS ▼

The Federation offers some raw materials such as iron and aluminum, though amounts available have dropped dramatically since the loss of the Elevator. Even now that the Federation has recreated its fleet of surface-to-orbit shuttles the amount of raw materials brought up from the surface remains low — it is simply not worth the cost of transport. The real money comes from manufactured goods, particularly specialized engineering tools. Unsurprisingly, a large market also exists for Federate weapons. The constant state of conflict allows ample opportunity to test and evaluate designs.

Of all the Martian products, the largest demand is for pharmaceuticals and medical supplies. The Federation has been skirting around the edges of the Edicts since those laws came into being. The result has been a bio-industry far more advanced than most other nations, and though the Edicts have given those nations ample opportunity to catch up to the same level, the sheer diversity of Federate products available has been more than enough to discourage any single company from attempting to imitate the Martian success. Federation bioengineering has also created a small selection of luxury items, the most prominent of which are Martian wines. Admittedly, the Republic has this market cornered, but the Federation has still managed to gain recognition for a handful of its hydroponic vintages.

INDUSTRY ▼

The largest Federate industries are operated by the State. While this may diminish innovation stemming from free competition, it also means these companies have the unusual freedom to focus production, creating products that would not normally appear in much more open markets. The State has also taken precautions to ensure high production quality that would normally be guaranteed by competition, though there have been notable lapses such as the uncontrollable Kech cargo transport and the volatile FKG-17 reclining lounge chair. With the two largest exports being biotechnology and weaponry, the Federation has come under Solapol scrutiny on numerous occasions. The Federation is careful to ensure that all its products conform to USN requirements, and as a result no violations have ever been reported although a handful of warnings have been issued to the bioengineering industry. The Federation has protested every warning issued, even when Solapol could produce more than satisfactory evidence of a growing potential for an Edicts violation.

2.6

2.6.1

2.6.2

2.6.3

end of section 2.6 economics

► MAJOR ORGANIZATIONS

2.7

The State's influence throughout the Federation is extensive, but only the largest companies and organizations are under the direct control of the government. These businesses are incorporated into the Ministries, and exist as little more than facades for State operations. Most of the remaining companies need no such measures; they eagerly follow State policies and guidelines in the hopes that their good behavior will be rewarded with a lucrative government contract. Only the smallest groups have escaped State notice, and find that so long as they continue to act with subtlety they can function with relative freedom when compared to their bigger counterparts.

▼ ARES CORPORATION

2.7.1



Ares began life as little more than a survey company of sorts, created to assess the economic potential of Mars. Some of that assessment actually meant becoming involved in a variety of small-scale test operations. These proved to be profitable enough that at the end of their trial periods they were expanded into full company divisions. By the time Mars declared its independence, Ares Corporation was a solid presence in the Martian economy, producing everything from orbital structural supports to consumer electronics. The company even has a small division developing biologically manipulated products, though not nearly on the scale of some of the more focused Federate genetics businesses. Ares' prominence in the Solar System's arms market is a relatively recent development compared to the rest of its operations. Ares began development of light armaments during the Thousand Little Wars, but it was not until the introduction of exo technology that its armor divisions reached their full potential.

Ares is currently the chief producer of exo-suits and exo-armors for the Federation, though it has contracted numerous subsystems out to smaller companies. It is the largest industrial employer in the Federation, though it does not have the largest workforce on the planet. Ares is effectively State-run; the Ministerrat appoints its board of directors, with most directorships issued as rewards for the ageing faithful of various political factions within the DPM. Fortunately, many of the directors take their jobs far too seriously for nepotism and cronyism to have a detrimental effect on the corporation's fortunes.

▼ UNITED MARTIAN DELIVERY SERVICES

2.7.2



This shipping company is one of the few businesses that is truly planet-spanning, operating equally in both Martian States. It began as a mail delivery program developed by the first colonists, though now it provides rapid cargo transportation anywhere around the planet, using its fleet of orbital shuttles to keep delivery times of priority items down to a few hours. For large deliveries, the company employs a small fleet of heavy lift vehicles, though they may need refuelling in orbit.

The UMDS is very quick to remind its customers that it is not the Merchant Guild. It promises quick and safe delivery; it does not assure secrecy and openly admits it is anything but impartial. The company tries very hard to keep in both governments' good graces, readily submitting international cargo for (frequently invasive) customs inspection. The UMDS actually functions as two organizations, operating out of two head offices. This allows the company to perform without worry about double taxation rates or having to comply with two completely separate sets of laws.

▼ CONFEDERATED BANK OF MARS

2.7.3



The Confederated Bank grew from several older pre-Republic banking institutions that united shortly after secession from Earth. The bank serves as a planetary financial regulator in addition to offering citizens regular bank and services. The Confederated Bank was the product of both Martian nations agreeing to the need for a planet-wide impartial financial institution to regulate the economic interplay between nations and to also provide foreign investors with a stable point to invest in a planet that is extremely volatile in every other aspect. Both the Federation and the Republic worked with VenusBank officials to establish the infrastructure of the Bank. To avoid appearing unduly influential, VenusBank officially bowed out of the picture, though it maintains an informal staff of advisors. The Bank tends to perform at the same level as whichever Martian state is doing the best. Only a global decline in economic conditions such as a planet-wide disaster or all-out war will affect Bank fortunes severely. Unfortunately, one has already happened and the other is looming on the horizon.

2.9

► DAS MILITÄR (THE MILITARY)

The Federate military is as much about discipline as combat. Young adults enlisting to “proving themselves” find instead that they have entered a world of inconceivable rigidity and inflexibility. Chain of command is all-important; initiative and imagination is not to be shown unless so ordered. This discipline has allowed the Federation to execute maneuvers on a scale of coordination beyond the capability of the Republic, but the stringency has hurt the military on more than one occasion as units cut off from command grind to a halt while they wait for orders.

The enlisted ranks are filled entirely with Verbündeten, though the military is the one place where Verbündeten can work up to officer rank and earn themselves a place of merit and respect. Fachleutes are usually too valuable to be wasted on the front lines, and are instead put into important but tactically distant roles. Although they enlist when they become citizens, Fachleutes are allowed to complete a combined university education and military training program, and begin their careers as officers. Politiker also begin careers as officers, though are generally placed in staff positions. Unlike the education system, the military is all too open to political influence. Fortunately, most Politiker families want to keep their children out of harm’s way, and the veterans are more than happy to keep them away from combat commands.

▼ MARTIANBUNDESARMEE

2.9.1



The Martian Federal Army is the largest branch of the services, and also sees the most combat. It is designed to be a rapidly deployable force with highly mobile units trained to fight in all Martian terrain and weather. Every large Federate city houses a military base, though units are often concentrated in the outposts and stations along the Republic border, particularly close to “hot spots” where the Republic tends to probe. Armor assets consist almost entirely of desert-adopted exo-suits and hover tanks. There are some numbers of exo-armors, but these are harder to maintain and dust-proof. They tend to be used only in static defensive positions or in large, direct conflicts.

The organization of the BundesArmee is detailed on page 53 of the **Jovian Chronicles Companion**, but for ease of reference this is a short summary. The smallest Army unit is a grupen, a group consisting of five infantry soldiers, vehicles or exo-armors. Vehicle and exo-armor units are called “Panzer Gruppen” and “Sturm Gruppen”, respectively. Gruppen are essentially self-contained units and are assigned to larger divisions as required. Elite grupen carry the additional designation of Reichswächter. These grupen are few in number, and are used only where their presence will ensure a victory (either military or political).

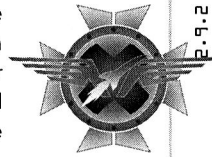
The Army also sports a number of specialist units to supplement the front-line troops. *Kampfingenieure* are combat engineers, one of the only Fachleute-based units with a chance of seeing combat. They are usually issued with combat exo-suits modified for a construction role. *BundesKommandos* carry out specialized combat and insurgency missions. They are better known by their unofficial name ÖdlandWind, or “Desert Wind.” Admission into this group is next to impossible without at least ten years of accumulated active combat duty. *BeweglichesKrankenhäuser* provide emergency medical and surgical services to soldiers. They can be found near combat zones, hopefully far enough away to avoid indirect fire. These mobile hospitals are clearly marked as such to avoid being targeted — one of the few conventions mutually respected by both Federal and Republic militaries.

The BundesArmee has had a mixed record in terms of success. From an historical view, it seems to be constantly playing catch-up to Republic tactics. This is not completely true; the Republic was also forced to adopt new strategies to counter an increasingly capable Federal Army. Nevertheless, victories were elusive for the young Army. The Olympian War proved to be a valuable experience: it was the first time the Republic and Federal armies met on equal terms. Repeated encounters over the same terrain taught both important lessons, about each other and themselves. Much of what was learned has been applied to Federal tactics and doctrine, but a few glaring weaknesses, such as the dependence on chain of command, still remain.

The upcoming conflict will be a test for the BundesArmee. Its last large-scale battle was the Olympian War, some 25 years ago. The endless sparring with Republic patrols has kept some units in good combat shape, but even without the drastic increase in size over the last few years the skirmishes have not been enough to keep the entire Army in fighting condition. The Ministry of Peace has increased the frequency of maneuvers, even placing a few within a provocative distance of the Republic. There is some concern that these operations may be providing Republic Rangers with valuable tactical information. Coupled with a quarter century’s worth of time to conduct its own strategic review, it is entirely possible that the Republic could surprise the BundesArmee yet again.

MARTIANBUNDESLUFTWAFFE ▼

The Martian Federal Air Command is a division of the Army, and is intended to provide air cover up to the edge of the Martian atmosphere. In practice, above a certain altitude the line tends to be blurred between Air Command and Space Navy jurisdictions, though a general rule of thumb gives precedence to whoever can get there faster. The BundesLuftwaffe is organized along the same lines as the army, with one general exception: "Blitz Gruppen" are set up in basic groups of six fighters to allow wing pairs. The majority of the pilots consist of Verbündeten, trained to a greater degree of independence than their ground-based counterparts in order to cope with the chaos that characterizes aerial battles. The BundesLuftwaffe has a specialized support structure to care for their aircraft, but the needs of the regular soldiers are addressed through the regular Army infrastructure, and are subject to its politics and shortfalls.



2.9.2

The BundesLuftwaffe is also responsible for long-range transport of ground troops and equipment. The *Lufttransport* is actually attached to the BundesArmee's logistics division and generally operates independently of the Air Command's combat and reconnaissance activities save for those occasions when Army assets need to be airdropped into a live combat zone. Apart from those instances, the Lufttransport's unarmed planes are kept back from active war fronts where invading aircraft can be more easily detected and intercepted. The operational range of combat aircraft is great enough to allow them to be stationed a safe distance from the front lines as well — Luftpilots are often envied for being able to fight wars while living in relative luxury. This image is bolstered by the fact that the BundesLuftwaffe deploys considerable numbers of airborne drones to enhance its numbers. These drones are capable of autonomous function to a degree, but are usually controlled remotely from either a command plane or a nearby base. The Air Command prefers to use real pilots in combat situations. Luftpilots are trained to be more independent than regular Army soldiers, and are better at dealing with the rapid changes that take place during aerial battles.

Both the BundesLuftwaffe and the Lufttransport tend to curtail activities during even light dust storms. Despite extensive protection from the airborne dust, aircraft are still susceptible to mechanical failures from the floating particulate. Engine failures, however, are not a common problem. Aircraft engines are more like rockets than traditional jet engines. The Martian atmosphere does not contain the right mix of gasses to allow jet engines to function properly.

MARTIANBUNDESPLATZMARINE ▼

The Martian Federal Space Navy is not a "black water navy"; that is, as a force it is incapable of operating outside of Mars' orbital zones of control. Many of the PlatzMarine's smaller vessels do have the endurance to make long-range voyages, but the large vessels, including some of the civilian refits, are little more than maintenance-heavy, supply-hungry mobile fortresses that cannot function for extended periods away from the planet. Even if all its vessels were concentrated into a single force, the PlatzMarine is still not equal to other navies, and would be sorely pressed to defend its orbital space against any invaders save for the Republic.



2.9.3

Much of the Space Navy's strength lies in small patrol craft and transorbital fighters that can function both in and above the Martian atmosphere. The patrol vessels are capable of making runs out to the Federation-controlled Martian Trojan point, and are also able to function as mine- and dronelayers. Most fighter squadrons are based on orbital stations, but a handful operates from bases atop the tallest Federation-owned surface features, such as Pavonis Mons. The PlatzMarine does operate several units of space-adopted exosuits, but it prefers to use its more durable exo-armors.

Unlike the Army, the PlatzMarine consists of an even mix of Fachleutes and Verbündeten. The blend of skill and technology involved in even orbital navigation is considered too complicated to be trusted to Verbündeten alone. Politiker are much more rare in the PlatzMarine for similar reasons, though the service's growing prestige may alter the ratio over the next few years. All PlatzMariners undergo intensive training regardless of social class, though the worst of it is saved for the transorbital fighter pilots. Exo-suited troops are trained for space operations, but tend to see combat only when it becomes necessary to conduct boarding actions.

The PlatzMarine has fought very few fleet actions. Generally, it is spread too thin to attempt engagements with more than a few vessels at a time, though the STRIKE incident of 2208 was a notable exception. In that instance the presence of a CEGA fleet in orbit allowed the PlatzMarine to concentrate its assets in several large groups, and when the fighting started they proved effective in neutralizing several Republic squadrons. Under more common circumstances, battles are fought as a series of passes, with both sides exchanging fire as their orbits bring them into range.

end of section 2.9 das militar (The Military)



MARS FREE REPUBLIC

P Ψ ô 2 2 ♂ ⊕ ♀ ♀



"This so-called Free Republic will never endure. It is populated by misfits and malcontents who are far too selfish to forge a nation."

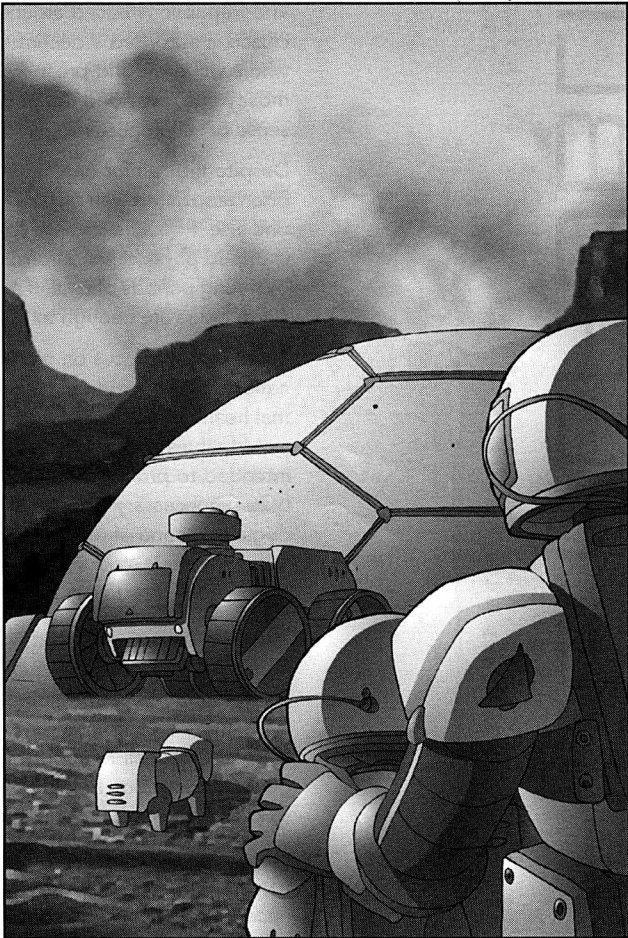
— Federal Prime Minister Emile Weil, Public Service Announcement, 2114

LIBERTY AND SOVEREIGNTY ◀

The Free Republic was founded by those who, between freedom and security, chose freedom. These fiercely independent people have become the self-appointed champions of individual rights, especially since they are often placed in a context where they are required to protect those rights violently. Mandatory military training and a “frontier” lifestyle have created people who are very capable of defending themselves. The Republican philosophy of independence also has a practical element — usually, no one else is around to help. Apart from a dozen major population centers, Republicans are scattered around their territories in small settlements, taking advantage of satellite uplinks to keep abreast of events elsewhere.

The Republic is a representative democracy, with elected leaders operating according to the interests of their constituents. There are also elements of direct democracy, where citizens get to actively participate in government decisions, though this does not happen often beyond the local level. Republicans have the responsibility to vote, but are usually quite caught up in their own lives and cannot afford the time to take a vested interest in larger issues unless it directly affects them. The observation has been made more than once about the Republic: Democracy is quite effective when one has the time to vote.

Because of their devotion to their beliefs, Republicans are often accused of being anarchists and terrorists. Though extreme, the labels do have some grains of truth. The emphasis on the individual sometimes comes at a cost to higher authority, and the national government is the first to admit that they function only as long as the rest of the Republicans allow them to. The constant Ranger covert missions are not intended to terrify the Federate population. In fact, the Rangers engage military targets almost exclusively, despite claims made by Federation propaganda, and pose little risk to the average Federate citizen.



STATES OF FREEDOM ▼

The Republic consists of nine Territories. The borders are haphazard, tending to reflect old fortified combat fronts. With the exception of Varna, the Territorial capitals were also once Principality capitals when the area was under Federation control. The Republic population currently stands at 125 million, with roughly 1.2 million in space. The older urban centers have not changed since liberated from the Federation, but Republicans have been allowed to create new settlements in previously undeveloped portions of the land. Free Isidisia is not a Republic Territory; in fact, it is independent of both the Republic and the Federation, though it lies within Republic borders (see page 43 for more details).

REPUBLICAN TERRITORIES □

TERRITORY	CAPITAL	NOTES
Borealis	Korolev	North polar region, largely uninhabited
Cerberia	Orcus	Border Territory, heavily patrolled
Elysium	Chirice	Core of the Republic, main manufacturing center
Free Isidisia	Varna	Independent Territory within the Republic
Hesperia	Knobel	Border Territory
Isidis	Perdier	Border Territory
Olympus	Athenia	Corridor to Olympus Mons, heavily patrolled
Syrtis	Baldet	Border Territory, houses numerous spaceports
Utopia	Mie	Secondary manufacturing centre

3.1.1
 end of section 3.1 Liberty and Sovereignty

FREE ▼

The Republic was founded on concepts of personal freedom. Its citizens have incorporated into their charters and laws what they believe to be the principles fundamental to all democracies. It is not too surprising that the heaviest influence is the pre-Fall country of the United States of America, particularly the ideals represented during its first fifty years of existence: the rights to life, liberty and the pursuit of happiness. Though listed in a specific order, these three are considered to be equal: there cannot be happiness without life, life is nothing without liberty and liberty is worthless if it cannot bring contentment.

Republicans abhor the restrictive Federate society, and make no attempt at understanding how people could love that country, let alone live there. Historians have often noted that the last act of a democracy is to vote away its freedom. The point is only emphasized with the Federation, though in hindsight it is obvious that Kurtz used the mounting stellar crisis to blindside everyone. Republicans usually go to great lengths to protect their freedom; they are well aware of how easily it can be lost if their vigilance and determination lags for even a moment.

INALIENABLE RIGHTS ▣

All Republicans have the right to bear arms, a right that nearly everyone indulges in to some degree. The intent behind this right is to keep a government similar to that running the Federation from coming into power. With an armed populace, potential oppressors would find resistance to their cause much more dangerous and diverse. It also helps from a national propaganda point of view, as Federate soldiers are less than enthusiastic at the thought of having to combat the entire population of a town in addition to the defending military force (Federate urban legends abound regarding the prowess of armed Republican children).

Republicans are trained to use guns as children, though they are generally prohibited from carrying firearms until the age of 19. Accidents are remarkably rare, though there are occasional incidents of deliberate shootings. Many towns have some bylaws prohibiting carrying guns into drinking establishments in an attempt to reduce the amount of impulsive firearm use. Most citizens are quite understanding and place their weapons in code-locked storage lockers near the main door. Those who chose to make an issue of the bylaw eventually find themselves discussing the matter with the local law enforcer and several armed Deputies.

LOSELY KNIT, TIGHTLY BOUND ▼

Republicans realize that cooperation is required for survival; their population is spread too thin over too harsh a territory. Coupled with Federate aggression, these factors have united Republic communities far more deeply than first appears. Most settlements have satellite uplinks and stay connected to other local and regional districts. Extensive ownership of ground vehicles allows for frequent travel. Republican settlements save for the most remote have a steady stream of visitors — mostly business traffic, but some settlements offer enough diversions that people frequent them for purely personal reasons.

During times of emergency, Neighbors are willing to travel long distances in order to pitch in and help. Off-worlders are generally amazed at this level of support, especially considering Republicans are always portrayed as loners. Such assistance is freely offered, and is not considered Jobbing (see page 35). Republicans are very appreciative of the aid, and few try to take advantage of the situation. Though the debt is not official, most families who have received help rarely hesitate to return the favor when needed.

Republicans' elevated sense of community is similar to the Federation, though Republicans have not let this unity come at the expense of their individualities. In fact, belief in freedom has also come back to haunt the Republican government, who at times cannot directly control the behavior of its own people. The current creation of local militias is a prime example of a situation where portions of the populace are unhappy enough with their government to take matters into their own hands.

KINDNESS OF STRANGERS ▣

Even with the unexpected progress in the terraforming project, the climate of Mars is difficult to predict. Storms may appear suddenly, catching people far from safety. Republicans are willing to open their homes to people they do not know, generally to offer shelter during adverse weather conditions, but also to provide medical assistance if needed, and even share food and water if required. This tradition of hospitality predates the Federation, and is by no means limited only to other Republicans. Numerous off-worlders have been entertained at homesteads during bad weather, and it is doubtful that even Federates would be turned away, if they mind their manners.

E-2.3

CULTURAL FACTS

E-2.4

CULTURAL FACTS



3.2.5

▼ YOUNGINS

Children are treated as a precious resource within the Republic. A great deal of time and energy is put into raising them in a healthy, stable environment (war with the Federation notwithstanding). Pediatricians are highly mobile and well equipped to deal with most problems without requiring hospital facilities. Most Republican children are born at home in the presence of an attending physician or midwife. Clinics or hospitals are used only if the settlement has them, but those living in isolation are reluctant to travel during the last stages of the pregnancy as nobody wants to go through a birth in the back of a surface vehicle.

Young children spend all of their time with their families, and only rarely are taken out into the settlement proper. Supervision is constant. For the first few years, a child's curiosity has the potential to cause damage or injury. Homesteads usually include one or two "safe" rooms where children can roam freely, but they are never allowed into the rest of the residence without constant adult companionship. Practical education begins almost right away, with children being taught safety and simple tasks.

Formal education usually starts around four or five Earth years, although by that time most Republican children already know how to read and write. Those who are too remote to send their children to a proper school instead subscribe to one of the learning channels available through satellite uplink. Boarding schools are available but are not commonly used until the children reach adolescence. Children at the more remote settlements go through a long practical education, aimed at making them a useful part of the local workforce as quickly as possible. They are also taught how to use and responsibly handle firearms at an early age.

CULTURAL FACTS

■ END OF INNOCENCE

The newest generation of adults has the rare distinction of not having known a major conflict on Mars. Anyone born after 2185 is well acquainted with the constant skirmishes, but full-blown war is beyond their experience. Now the oldest have begun having their own children, and even with the Elevator fall they still have hopes of peacefully raising them. This no longer seems possible; they will finally gain knowledge of war first hand, but even more maddening is their inability to prevent their own children from learning about pain and grief at far too young an age.

3.2.6

▼ TEENS

It is not an easy thing to be a teenager in a Republican settlement. First, there is the social awkwardness – after having spent so much time at home with the family, learning how to interact with others can be frustrating, sometimes to the point where little more than the fundamentals of social behavior are acquired. Secondly, most teenagers eventually come to experience some sort of wanderlust, a desire to see what sort of a world/Solar System lies beyond the place they have known since birth. Parents understand this urge, but usually have a hard time trying to convince their children that they are not yet ready. The boredom of living in isolation can be crushing; it is difficult to keep teens out of trouble when there are so few new things to occupy them. Boarding schools are one way of solving this problem, giving teens an opportunity to experience new surroundings while continuing their education. Rates are fairly inexpensive, particularly at the publicly funded schools. If parents wish, they can send their children to any one of a number of private schools that offer a better or more specialized education, though for a significantly higher price.

CULTURAL FACTS

■ BOOK LEARNING

University education in the Republic is much different than in the Federation. Despite the large repository of practical knowledge and expertise, advanced academic learning institutions are few in number, and are definitely not at the same level as those in the Federation. They are funded completely through tuition, though this has not made them as expensive as they could be. The few foreign applicants tend to be Jovians attending a very specialized program. Those few families who can afford to send their children off-world usually try for admission to universities in the Jovian Confederacy.

Republic colleges and universities offer a diverse range of courses, with many areas of study related directly to the terraforming effort. Unfortunately, Republic genetics and bioengineering programs have fallen behind their Federation counterparts, though they are still advanced enough to warrant an occasional inquiry from Solapol. Several institutions feature in-depth industrial and engineering programs that are closely associated with several Republic companies, most notably Martian Metals. These programs are supplemented with apprenticeships and offer extensive experience in an actual workplace environment, and may eventually lead to a full-time job within the associated company once the mandatory military service is completed.

OLDER FOLK ▼

3.2.7

Republican citizens are expected to actively take part in their communities. Unlike the Federation, it is a real process of growth and governing, not some flimsy rewards program designed to distract citizens' minds and occupy their time. Regular "town hall" meetings are usually standing room only affairs, with Republicans tuning in remotely via their uplinks if they are too isolated to attend personally. Most communities have rather sophisticated home-built signal encryption, mainly to quell fears about Federate eavesdropping.

The age of consent in the Republic is 19 years, a point noted mainly by a change both in legal and social standing. There is no ceremony to mark a coming of age, although families do organize small celebrations. Generally the only official acknowledgement is the receipt of a citizenship card plus a letter of conscription indicating when and where the new adult is to report for duty. At consenting age, a person is considered to be self-responsible, and as such becomes accountable to the fullest extent of the law (as opposed to the special sections established to deal with the crimes of children). They are eligible to pay taxes and are expected to contribute time and effort to the community, though only after their military service is over. Of all the social obligations of being an adult, the most important is the ability to vote. Since the Republic is heavily democratic, there are usually issues from every level of government, national right down to local, that require citizens' input. Issues usually have a voting window up to a week long, though minor items could be available for voting as briefly as 24 hours. Young adults are often advised to "vote early and vote often."

NATIONAL DEFENSE ▣

CULTURAL FACTS

All citizens begin a five-year term of military service at the age of 20. This is usually served locally, though units from the interior are shifted to the borders in times of trouble. All conscriptees undergo the same basic training for one year, then based on their results are allowed to select which branch of the service they wish to enter. Choices are not always granted — despite the ideals of the Republic, its military is not a democracy. Military service may be delayed to allow students to complete advanced education, but with the Federate threat, service is rarely waived.

A FAIR SHARE ▼

3.2.8

A great deal of emphasis is placed on citizens to pull their own weight within the Republic. Though founded on principles of freedom, other commonly heard words are "duty" and "responsibility." Ironically, both imply that a Republic adult is not as free as is claimed; there are certain aspects and obligations that are inescapable, such as the national defense service. Republicans are expected to bear an equal burden in the maintenance and defense of their communities in addition to any other commitments they may have due to work. This makes up for being taxed at only five percent, a rate definitely not enough to support a large social infrastructure.

Unlike the Federation, the Republic does not deport its unproductive elements, nor does it force them to work. Instead, individuals unwilling to carry their weight find their rights and privileges slowly restricted or revoked. Social status and respect erodes away, though slackers who turn themselves around can quickly rebuild themselves in the eyes of their peers. The military, of course, is different. The Rangers are expected to adhere to a standard far higher and more intense than in civilian life. Failure to meet expectations could result in fines, incarceration or even a dishonorable discharge.

On the other hand, those who do more than their fair share acquire good reputations as decent, hard working folk, one of the highest forms of recognition that could come from society. The Republic as a nation has no official program in place to honor those who make outstanding contributions to their communities. There are occasionally ceremonies of state that pay homage to those who have made extraordinary achievements. However, it is not uncommon for the communities themselves to unofficially pay tribute to and thank exceptional individuals with dinners or parties held in their honor.

JOBGING ▣

CULTURAL FACTS
end of section 3.2 culture

This is the practice of trading favors, and usually comes in the form of helping each other out around the homestead with work that is too difficult for the regular residents to do by themselves. Nothing is ever formally recorded; Republicans generally have a good idea of who owes what to whom. There is no set time for collecting debts, though it is considered rude to keep someone indebted for more than a year. Work done through jobbing is considered casual labor, and does not include any assistance offered during emergencies, though the rare unscrupulous Republican may claim otherwise.



► LAW



The laws passed by the Republic government are usually worded only in the most general sense. It comes down to Territorial governors and even individual towns to refine the laws to suit their particular needs. There was some concern the system would be fairly chaotic, producing dozens of separate legal systems, but local by-laws are remarkably similar from region to region. Settlements are obligated to post their by-laws in the foyers just inside all exterior airlock entrances. As part of the process of admission, visitors are asked if they read and understood the bylaws. They are held in these foyers until they answer "yes".

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There are three levels of law enforcement based locally, Territorially and nationally. At the local level, officers of the law are called Reeves. The office of Reeve is an elected position, with winners serving terms of four Earth years. The best candidates are those who have extensive knowledge of their jurisdictions including by-laws, residents and surrounding region. Reeves have the ability to "deputize" local citizens into agents of the law with full arrest powers. This tends to be a temporary position, though some towns have the budget to support a small permanent staff of Deputy Reeves.

The judicial system is very localized. Those accused of a crime stand trial before a jury of peers, usually three, seven or eleven fellow citizens, depending on severity of the crime. The trial is presided over by a Judge, who serves to regulate the procedures and ensure they are performed correctly. The verdict is up to the Jury, though Judges have occasionally ignored jury decisions (they later have to justify their actions). Because of the wide variety of by-laws, lawyers tend to make their services available only to a handful of communities.

▣ FRONTIER JUSTICE

The remote location of some settlements tends to complicate the job of Reeve, especially concerning citizens who feel they know more about a particular case than the officer and are unhappy with the way it is being officially handled. There have been instances of groups taking the law into their own hands, holding impromptu trials without the proper authorities being present. Though not legal under Republic law, there is little that can be done if the entire community sides against the Reeves. Constables refer to these incidents as "trials by hemp committee", an archaic reference to vigilantes intent on conducting a hanging.

▼ CRIMES AND PUNISHMENTS

With the high value the Republic places on individual freedom, it is not surprising that crimes that forcibly remove that freedom top the list of offenses. Crimes against the Republic itself, such as treason, terrorism and espionage, are actually considered somewhat less important, though this is not to say that they are minor crimes. Charges of illegal weapon use are quite minor, and are treated as lesser aspects of much more serious criminal acts. Incidents of obscenity, threat, disorderly conduct and public disturbance are rarely prosecuted. Sheriffs are fairly good about allowing friendly knock-downs to run their course. If it looks like a fight has been going on for too long or is turning particularly ugly, the combatants will be broken up, given warnings and sent home, sometimes after a night in jail to cool off. Gambling is likewise not a crime; in fact, at least two chains of casinos are government-operated, with the proceeds being turned over to charity groups or to support public works projects.

Most punishments involve monetary fines, though for lesser crimes this can be commuted to an equivalent amount of community service. Serious infractions always include some form of incarceration, usually at one of the Republic work camps. These camps are remotely located to discourage escapes, and always involve heavy labor of some sort, using prisoners as a menial workforce for some public project. Only murder is serious enough to warrant execution, though there is some debate as to whether or not this violates some aspect of the Republic constitution. No other crime, including treason, is deemed heinous enough to be worth taking the life of the perpetrator. The national government has always remained distant on the issue, letting individual Territories decide to allow capital punishment. At this point, opinion is fairly split, with four of the seven Territories supporting the death penalty.

GOVERNMENT ◀

3.4

There are three levels of government: national, Territorial and municipal. Regardless of level, all representatives are elected, and usually sit for a term of four Earth years. Representatives can be removed from office by a general non-confidence vote in their home riding. Several political parties have developed since the beginning of the Republic, though there are a significant number of independent politicians. The three largest parties include the Democratic Alliance, the Freedom Party and the Mars Party (the "Marsists"). These parties have had only moderate success in the Republic's political system; citizens are wary of small groups working towards a single political purpose, and tend to favor independent politicians in the polls.

The National government exists mainly to manage Republican resources and military, and to distribute tax money. Policy is made at this level, but actual implementation generally falls to Territorial and municipal governments. Territorial governments are more involved with the actual policing and day-to-day functioning of the Republic. Municipal governments are councils that directly govern each town or settlement.

THE COUNCILS ▼

3.4.1

The Republic government has a large number of checks and balances to ensure against the abuse of power by any one individual or party. The national government itself consists of four separate councils, all publicly elected, to formulate and review policy. The Republic Assembly has a population-based representation. Each of the twenty officials represent exactly five percent of the Republic's population. The Territorial Congress is a council of all the Territorial governors, though gubernatorial assistants typically take governors' places during meetings. The Defense Council deals with the military and matters of national security. It was begun as an advisory group, but now has full voting powers. The final council is called the Vox Populi, and consists of average citizens who have decided to sit on the government for a term. There is no actual election campaign for the Vox. The public selects candidates based on a list of their qualifications. Councils sit in debate every two days, with the intermediate days being used for private meetings and conducting other business. Votes, when they are held, almost always require voting in person. An electronic means of balloting could be established, but there is a paranoia that the Federation could corrupt it.

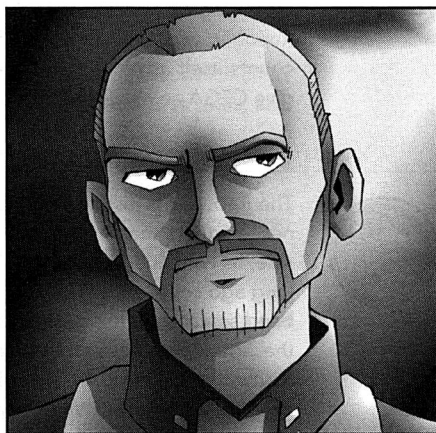
THE OFFICE OF THE PRESIDENT ▼

3.4.2

A single individual nominally heads the Republic government. The position of President is largely symbolic, an individual representing the "will of the people." The winning candidate is selected by a Republic-wide vote that usually also coincides with the Republic Assembly elections, and sits for a term of four Earth years. The President may freely participate in any council meeting, and may be asked to cast a deciding vote in the event of a council deadlock. There is a limited Presidential veto, though it can be overridden by a special session vote held in all councils. Only in an extreme emergency can the President initiate an action independently. This has only been done five times in Republic history, and each time there have been massive follow-up hearings to justify the matter. No president has ever been removed as a result of improper usage of this power, but the findings of review committees have affected reelection campaigns.

MEET THE PRESIDENT, MARCUS FREHLEY ◇

63-year old President Frehley is the first Marsist president. He is a friendly, outgoing man, not afraid of making public appearances and preferring to meet his electorate directly. He is also highly educated, but has the ability to break down issues into terms that anyone can understand. He is nearing the end of his current term and, despite his popularity, has declined to run for reelection. President Frehly was profoundly affected by the Elevator fall. In the aftermath, he was quite withdrawn and brooding, a frame of mind that lasted for months. Though he eventually recovered, the recent revelations on ZONet seem to have resurrected his dark mood. This has not helped the political situation – even though President Frehley will be leaving office at the end of the year, the Republic needs his charm and charisma on the stellar political scene to defend the nation's reputation, and he is simply not up to the job.



end of section 3.4 government



► RELATIONS

The Republic is a full member the United Solar Nations, although its “us versus them” attitude with the Federation has firmly placed in the Jovian-lead voting block. Recently the Republic has attempted to befriend the probationary Nomad delegation. The Nomads have been courteous, but have rebuffed any public overtures — without a secure place on the USN Council, they are unwilling to take sides. The Republic has also had little happiness in its relations with Solapol. Though a condition of USN membership, the Republic is very resentful at having to make itself accountable to an off-world police force. Republicans are unhappy at the numerous Edicts investigations, but have failed in their attempts to prove to Solapol that they are not attempting to push the limits of the bioengineering laws. In fact, the national cry of innocence has only succeeded in attracting even more Solapol attention.

▼ “FOR US”



Until the ZONet broadcast, the Republic shared a long, friendly relationship with the Jovian Confederation. It has definitely enjoyed the benefits of Jovian technology, particularly in the field of exo weapons. In return, the Jovians are permitted to use Mars as a way station for its military fleets, allowing them to maintain an extended presence in the inner Solar System. The relationship was further cemented in 2210 when Jupiter designated its prestigious diplomat Anton Priam III as the new Republic ambassador. Republicans assumed that this last gesture made their relationship with the Confederation a friendship in the Republic sense of the word. This has led to considerable shock at Jovian reluctance to step forward and defend the Republic against ZONet’s allegations. Republic diplomats have officially exhibited patience with their reluctant ally, but privately are making frantic appeals for intervention.



The Republic has secretly negotiated some trade deals with non-CEGA Earth states to quietly synthesize less expensive versions of CEGA-developed drugs and medicines for export. In exchange, the unconquered Earth nations are supplying the Republic with genetic samples of food sources that have not yet been adapted to the Martian soil. While this is not illegal, it is something that CEGA would attempt to stop if it ever found out, if not for the money lost by the drug production then definitely for the profitability of selling selections of Earth’s biology to Mars.

▼ “AGAINST US”



Though Venus is willing to do business with the Republic, it considers the nation devoid of any potentially useful assets and treats it as a secondary client. The Republic has tried over the last few years to expand its relationship with VenusBank without success. The biggest disappointment came when VenusBank flatly refused to fund a Republic-based replacement for the Martian Elevator, claiming that the nation lacks the resources to construct and support a new Elevator by itself. This is patently untrue, but VenusBank is refusing to examine independent evaluations of Republic industry, leaving the Martian nation to wonder if VenusBank has a greater stake in the Federation than it currently exhibits.



Since the fall of the Elevator, CEGA itself has become an occasional tormentor of the Republic. Its tactics have been fairly unimaginative, consisting mainly of using warships to harass Martian interests in the Belt. For several months CEGA-backed companies were also causing trouble at the fringes of Republic territory by setting up operations in disputed territorial zones. Though these were obvious acts of provocation, the Republic very skillfully used the United Space Nations to force the companies to withdraw. The nation counts itself as rather fortunate the incidents were resolved internationally, as any direct response would give CEGA an excuse to interfere personally instead of using the Federation as a surrogate bully.

▼ THE TROUBLE WITH MERCURY - COUNTERPOINT



The Republic is just as frustrated with Mercury’s “neutrality” as the Federation. The Republic prefers business partners that are trustworthy, and while the Merchant Guild has proven itself to be reliable, fast and safe, its continued relationship with the Federation is regarded as a slap in the face. However, the Republic long ago ceased making futile petitions to end Federation service. Apart from introducing random contra-band searches, it has little means of expressing its displeasure. The Jovian Hansea, Jupiter’s equivalent to the T-Merc, has absolutely no interest in establishing a presence over Mars. The Republic is currently trying a different approach, and is going out of its way to prove itself a valuable customer to Guild in the hopes of building up goodwill. What impact this may have might never been known, though hopefully the Guild will be grateful for a little less trouble delivering goods to the volatile planet.

ECONOMICS ◀

The Republican economy has been doing rather well, all things considered. Since the nation was not an equal partner on the Orbital Elevator, it had to maintain a large fleet of surface-to-orbit shuttles to supplement the Elevator transfers. These shuttles were invaluable over the year following the Elevator fall, minimizing the impact of the lost cargo transfer capacity. In fact, for almost two months the Federation was leasing space on Republican transports, a situation the Republicans enjoyed immensely. The gap has closed considerably over the past year, but the Republic Mark (abbreviated RM) is still trading slightly higher than Federate currency at 1.2 credits.

The Republic has been exploring the possibility of replacing the Orbital Elevator. Despite VenusBank's refusal to fund the project, there has been enough interest from the Jovian Confederacy to prompt the Republic to begin selecting a site along their portion of the equator. It is far too early to tell if the Jovians will remain interested now the Republic has been implicated in the original Elevator disaster.

Republicans supplement the use of electronic currency with “paper money”, though this is more common in outlying areas where banking uplinks may be unavailable. Hard Republic Marks are printed on thin, flexible pieces of tear-resistant, rust-colored plastic. There are numerous anti-counterfeiting measures, including specifically sequenced genetic markers embedded within the bill. Hard Marks are accepted anywhere within the Republic, but they are not considered valid currency beyond the borders.

IMPORTS AND EXPORTS ▼

Like the Federation, the Republic's largest imports consist of foodstuffs. The nation produces a wider range of its own food, and has been far more successful in cultivating plants adapted to exist in an enriched Martian soil. Indigenous food production is limited by the amount of UV-shielded space available, but once a self-sustaining soil enrichment program is developed, the Republic will reach its agricultural goals much faster than the Federation. Until then, Republic food production will focus on luxury items such as its exquisite selection of fine wines.

Exports consist of engineered organics or chemistry-based items, such as medical supplies. The Republic also puts out a large number of manufactured goods, although the Ares Corporation dominates the market of Mars-produced items. Republic products tend to be higher quality and more reliable, but they are also proportionally more expensive and harder to find on the stellar markets. The Republic does not export much of its raw resources. Without the Orbital Elevator, it uneconomical to haul unrefined metal into orbit, especially when the Asteroid Belt is much more easily accessible.

HIDDEN INCOME

The recent massive buildup of Federation forces has not gone unnoticed by the Republic. Though the Republic is fielding more advanced military vehicles, it cannot match the sheer production of the Federate war machine. It has been turning to armaments smuggling to make up the difference. Technically, it is not smuggling *per se* — the goods being shipped to Mars are not legally considered contraband in the Republic. However, the nation is bringing in goods covertly to avoid giving away to the Federation exactly how large a shortfall is developing.

INDUSTRY ▼

Republic industry is mainly planet-based. It controls roughly one quarter of the Martian equator, which limits the geosynchronous orbital space available for manufacturing. Average industrial station size is small, and processed materials are shipped back down to planetside factories. Ground-based industry is centered on Elysium Planitia, mainly due to the massive Martian Metals presence there. There is some concern about the high concentration of factories. On the other hand, the Federation has to go through a lot of territory before it reaches the hub of the economy, and the Republic is very capable of defending the region. Elysium is also not the only industrial center. Collections of refineries and factories can be found throughout each Territory, especially near mining sites.

Republic biotech labs are likewise centered on Elysium, though smaller research stations are distributed fairly evenly over the Martian plains. Unless located in settlements, these facilities are largely automated, carrying out a series of preprogrammed experiments and simulations and sending the data back to a main lab via satellite uplink.

► ARMED FORCES

Life as a Ranger is a difficult but rewarding thing. Most Republicans are already a self-disciplined and capable bunch, but the Rangers teach them how to be soldiers. Basic training is a grueling three-month long course, followed by a month of specialist training. Once assigned to a regular unit, Rangers are constantly sent on maneuvers. Those skills that are not tested in the field are tested in the classroom with simulations and scenarios. All conscriptees serve their first term in the Rangers. Only when they reenlist are they considered for one of the other Services.

The standard tour of duty in the Rangers is ten Earth years. The mandatory military service required by the government is actually a half-tour of five years, though conscriptees have the option of signing up for a full term if they wish. The mandatory service is intended to not only bolster the ranks, but also to provide a combat-capable population. Even with the conscription, the armed forces are still small in comparison to the Federation. This is due to the fact that many citizens do not make careers in the military. On the other hand, Ranger commissions can be reactivated if Republicans wish to rejoin the service.

▼ FREE REPUBLIC RANGERS



The Republic's land forces are much smaller than the BundesArmee, but per soldier are much better trained and equipped. Operations focus on mobility and stealth, using hit-and-run tactics to cause damage and confusion to the enemy. Rangers are rarely in a position to win through the use brute strength, and must rely on outmaneuvering and outwitting their foe to win. The first lesson taught to new Rangers is that combat is fought with all means available; there are no such things as "honorable" or "dirty" fights.

The Rangers have at their command a mixed bag of resources: a blend of Jovian surplus and captured Federate gear supplements locally produced war materials. Ground vehicles including tanks are ground-effects or hover based. They require more maintenance, but their ability to glide over any terrain type greatly speeds deployment. Exo technology was introduced into the Rangers' arsenal some time ago, though most often only the light, fast exo-suits are deployed on regular duty. The larger exo-armors have been modified for heavy weapons and fire support roles, and are generally not seen out of their defensive positions.

Rangers are extremely flexible in terms of unit organization. Infantry and exo units contain from one to six soldiers, with units of three or more including one member of the Sergeant-equivalent rank of Sheriff. Armored units are normally referred to as cavalry. They can also number up to six vehicles, though they are usually designated in pairs; that is, a unit will contain two, four or six vehicles. Units are freely assigned between commands and locations. Large units are not often broken up, though smaller units are combined where required. Units are identified through code names and numerical designations, both of which change periodically. There are no specific unit designations to differentiate between infantry, cavalry and exos.

Specialty units fielded by the Rangers include the Scouts, commandos especially adept at espionage raids behind Federate lines. They rely almost exclusively on training to complete their missions. Carried equipment is kept to a minimum to avoid encumbering the troops. The Rangers also operate a covert intelligence group consisting of agents trained to infiltrate the Federate civilian populace. These agents are called *Rooks* after the ancient word for swindle. The Corps of Engineers, nicknamed *Pontoniers*, is much more structured than standard Ranger forces. This is necessary in order to maximize coordination on large or rapidly developed projects.

The Rangers have an appreciable amount of success against the BundesArmee when guerilla tactics can be used. If forced into a straight-up fight, the Rangers typically suffer heavy losses though a few notable engagements have been fought to victory against superior Federate numbers. The Rangers rely on their creativity to win against the BundesArmee. The static Federate command structure does not adjust easily to counter unorthodox strategies, and usually by the time BundesArmee commanders can determine Ranger objectives and have orders passed down to the troops, the Rangers have overrun Federate positions.

The coming war worries the Rangers only in terms of numbers. There is also a method in the constant probing of Federate lines. The Rangers follow a rotation schedule, carefully constructed to appear as random forays. This has allowed infantry units to gain valuable combat experience, and will put Rangers as a whole on better combat footing when the shooting starts for real. The only other handicap will be in terms of armor, and again it is an issue of numbers. The newest tank, the Hellwind, will not be available in significant numbers to reinforce the outdated armor making up the rest of the cavalry.

[illegible]

As with the Rangers, pilots are better trained than their Federate counterparts. Hit and run tactics are much more difficult, though most Republican aircraft incorporate some basic stealth elements in their designs. The Flying Circus must also face a numerically superior opponent, mainly thanks to the large numbers of air combat drones used by the Federation. In some instances, the Republican stealth technology can foil the drones, leaving Circus pilots free to locate and destroy the Federate command posts. The Flying Circus makes less use of aerial drones than the Federation, mainly due to an unwillingness to field vulnerable command planes. This may change in the near future, as air drones are considerably cheaper to manufacture and replace when comparing them with aircraft, particularly if there is a pilot included.

SPACE RANGERS ▼

There are few Republic orbital military bases; most small space vessels are stationed on carriers converted from Ebiiru-class freighters. Taking a hint from the PlatzMarine, the Republic has stationed aerospace interceptors in bases at the top of Olympus and Elysium Mons. They may be too far to perform active interceptions, but they can be used to reinforce ongoing engagements. Space Service combat craft can also be used to supplement Flying Circus units if required. Strangely enough, the Space Service is considered a black water navy. The majority of its vessels have a high enough endurance to allow them to patrol portions of the Asteroid Belt. Orbital space is probably the one area where Federation and Republic forces are evenly matched, from a tactical perspective. The PlatzMarine is slightly larger, but it also has a larger area to defend. Historical battles between both sides have been inconclusive, mainly due to a reluctance to create debris that could damage the Orbital Elevator. With the Elevator gone, there is now little reason to hold back.

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NOT SO PERFECT ◀

The Republic claims that it is striving for the highest ideals of freedom and democracy, but in reality it is far from perfect. The extensive military training provided to its people and veritable indoctrination of the concepts of inalienable rights and freedoms has produced an element of the populace that does not feel obligated to listen to its own government. The local militias now appearing are just the most current manifestation of the problem. Four years ago, several small, isolated communities within Isidis Planitia declared independence from the Republic after several virulently anti-Federation groups infiltrated it. These groups claimed that they no longer wanted to be a part of a government that would allow an institution such as the Federation to exist, and stated that it was within their rights to leave.

From a certain interpretation of the Republic's constitution, these groups were correct; however, it was largely fear of creating an incident that kept the Republic government from resorting to a military solution. Diplomats were able to negotiate an end to the standoff that left the settlements almost autonomous. The only concession would be the acknowledgement of Republic authority in terms of national defense. The groups would recognize the Rangers, but that would be all. Since then, these "Isidisians" have kept very much to themselves. The Republic government has ignored them, believing them to be content with their new independence.

MAYBE THE TRUTH ▼

Investigations in the Elevator fall aftermath produced few suspects, and were hampered in no small part by both the Martian governments. STRIKE was a logical culprit considering the episode in 2208, but there was little actual evidence to support CEGA's cries of blame. Jennifer Mathur's exposé has been a most poignant indictment of the Republic, and came as a complete surprise to almost everyone. The truth of her announcement was verified when Ranger's covert intelligence division identified one of the saboteurs in the video as Ranger Lydia Ketchum, a Rook assigned to monitor the Elevator. The division suspects the video tapes have been in the possession of the Federation for some time, but had been secreted away because to the uninformed they clearly showed a Federate citizen assisting with the attacks. They speculate that at some recent date, either the Ministry of Peace or Liberty must have figured out exactly who Ranger Ketchum was and leaked the tapes to Ms. Mathur.

The real story actually goes back farther than that. Ranger Ketchum was assigned to monitor the Elevator in 2205, after almost five years of preparation for the mission. During training, information was discovered that connected her to one of the Isidis groups – though at the time the group was only a collection of discontented citizens. The case was directed to the Secretary of Defense, who personally authorized the continuation of the mission.

The Isidis incident occurred shortly before the end of 2207, just before the newly elected president and Republic Assembly took office. Again the matter of Lydia Ketchum went before the Defense Council, but the Secretary of Defense's mind was occupied by the new government and the role he would play in it. The Secretary again decided to leave Ranger Ketchum where she was, confident that there was no way she would learn of the activities of her friends, much less be in a position to help them. It was the last item of business Marcus Frehly had to deal with as Secretary of Defense, and he was confident it would be the end of the matter. Of course, it was not, and now President Frehly, at the very end of his term, must finally face the fact that he shares some of the blame for the worst man-made disaster in human history.

THE DUST SETTLES ★

Lydia Ketchum has been missing since the Elevator fall. Now that she has been identified in the video recordings, it is speculated that she perished during the disaster, but there is no way of knowing for certain if this is true. The Republican government has been indecisive concerning fate of the Isidisians, especially since the leaders of the operation have had over two years with which to make their escape. The point may be moot; when the Federation attacks, there will not be enough resources to devote to a search. The Federation is either unaware of the Isidis connection, or is pretending to be unaware for some reason. Either way, it has not publicly acknowledged the ex-Republicans. Solapol may be another matter. If the agency operatives are clever and thorough enough, they may be able to assemble a picture far more complete than the Republic would like. As for President Frehly, his hasty decisions may cost him more than his career. Though he can prove he had no direct connections to the Isidisians, his actions could easily brand him as a sympathizer, leaving him the only culpable person within reach of the wrath of the entire Martian populace.



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BATTLEGROUND



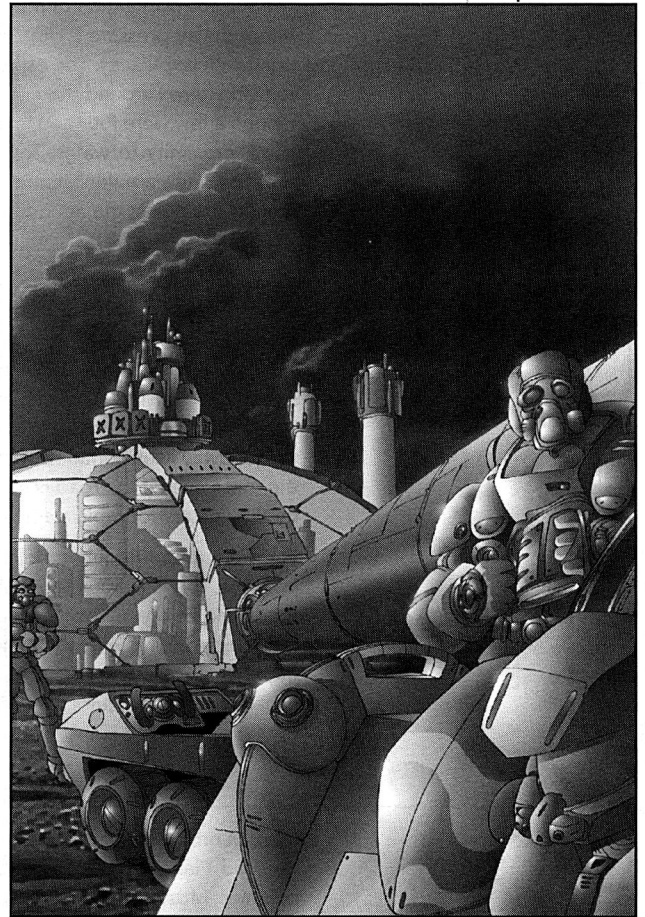
"A Martian's home is his castle. I mean, since his lawn is a battlefield his front door has to be fortified against sieges."

— Unidentified Terrafarmer

SHELTER ◀

Much of the Martian population emigrated during a fairly short period of time — just a few decades towards the end of the twenty-first century. The initial settlements consisted of prefabricated structures set up behind barriers strong enough to withstand the thin Martian wind. Over the last century, the slowly thickening atmosphere has added more force to the driving winds and dust, and while storms lack the force of Earth tempests, they are more than enough to damage the old wind barriers. Rather than reinforce the flimsy structures, new domes were built to house the population. The old settlements were completely abandoned to the weather and the sand, giving Mars more than its fair share of “ghost towns.” The current generation of settlements is being designed with expansion in mind. Though it will still be centuries before the Martian atmosphere becomes breathable, when that point is reached the residents will be very quickly able to take advantage of the additional outside space.

The constant fighting has impacted settlement designs, especially since the Olympian War. Most population centers, particularly those on the border, have a nearby military base or at the very least are frequently visited by military patrols. The border is also marked by a network of sensors designed to monitor cross-border activity, with information relayed both to the nearest base and a local tactical command post. Some of these sensors are very visible, but many are not. The cross-country roadways are deliberately routed around obstacles and terrain features to provide “pinch points” and bottlenecks to force attackers into using off-road routes, although with the advent of hover tanks this measure is not as effective as it once was. The best protection, however, may from both side’s heightened awareness of how fragile the settlements are — though how long this consideration may last in a pitched battle is subject to speculation.



UNDER GLASS ▼

Classic Martian urban architecture is characterized by the use of environmental domes — fortified blisters on the Martian surface providing an enclosed space where Earth-like conditions can be maintained. These domes vary in size, but most are large enough to accommodate a small city block’s worth of space, including open areas for parkland. The outer walls are mostly transparent crystalline or polybonded glass materials, providing residents with spectacular views of the surrounding landscape. The Federation builds the largest domes, but it has discovered there is a certain economy of scale. Factors such as population level, environmental requirements and available power must be balanced out. Truly massive domes are rare; it is cheaper and easier to enclose large areas of land with a network of smaller domes. Most cities are a mix of dome sizes.

Initially the domes were for shelter only, to protect the fragile ecological experiments of the early colonists and explorers from the dust and winds. The domes also served as a radiation screen, as the pre-terraformed Martian atmosphere provided no protection from solar radiation. The first domes were unpressurized (the communities lacked the resources). They were heated to tolerable temperatures by solar power, but they still cooled off appreciably during the night. As more resources were developed on the Martian surface, the domed enclosures became more sophisticated, ultimately providing an adequate “outdoor” working environment where air pressure, content and temperature was not a factor.

The thickening atmosphere has changed the functional requirements. Radiation screens are not as powerful as more ultraviolet radiation is being blocked, though it will still be some time before they can be removed altogether. The higher air pressure has also put more muscle into the wind and dust storms. The domes must now be more durable to resist this increased force. Both the Federation and the Republic maintain active programs to ensure the structural strength of their shelters. Many of the older domes have been reinforced, and there have been no incidents yet of catastrophic wind damage.



4.1.2

▼ PLANETSIDE SETTLEMENTS

The surface population of Mars sits near 350 million. The largest numbers reside in the northern lowlands, where the air pressure is slightly higher, though other large depressions such as the Hellas Basin also house significant populaces. The earliest settlements were located according to potentially useful geography. Many were clustered around the equator to make use of planetary spin to boost the velocities of launching craft, though a few were founded in more remote locations. Modern settlement sites have an additional consideration: proximity to water. This has led to a seemingly random scattering of towns and cities across the surface as new aquifers are discovered and exploited. A large number of population centers have appeared around the poles; the abundant water is more than enough to offset the greater climactic extremes.

Surface transport is via maglev train, a type of rail-based travel that uses magnetic fields to elevate the train above the tracks and to propel it. The lack of exterior moving parts makes the train extremely dust resistant, and so long as the tracks are kept clear of debris these trains can reach speeds of several hundred kilometers an hour. The system does have large power demands, requiring routes to have solar or nuclear “booster stations” every 50 to 75 kilometers. Maglev trains are less common in the Republic. It would be very expensive to build rail lines to connect the more evenly distributed population. Instead, roadways are used heavily for travel between smaller settlements. The main routes are actively cleared of drifting dust and sand, but the roadway itself contains small, solar-powered marker beacons every kilometer to allow travelers to follow the route even if the road is not visible. The Federation also has a road network, though this is used mainly by the military for rapid deployment.

The Federation-Republic borders are reminiscent of “Cold War” era twentieth century Earth. Wherever possible, the Federation has physically delineated the line between the two countries with fences, patrol roads and bunkers. The only bare regions exist where the border is actively contested; Republic forces are constantly finding ways to damage or dismantle Federation barriers. The official border crossings are imposing affairs, consisting of paired fortresses, each at the end of a straight, empty stretch of road. This road is usually only a few hundred meters long, but some residents have described traveling it as “the longest trip on the planet.”

▼ ORBITAL COLONIES

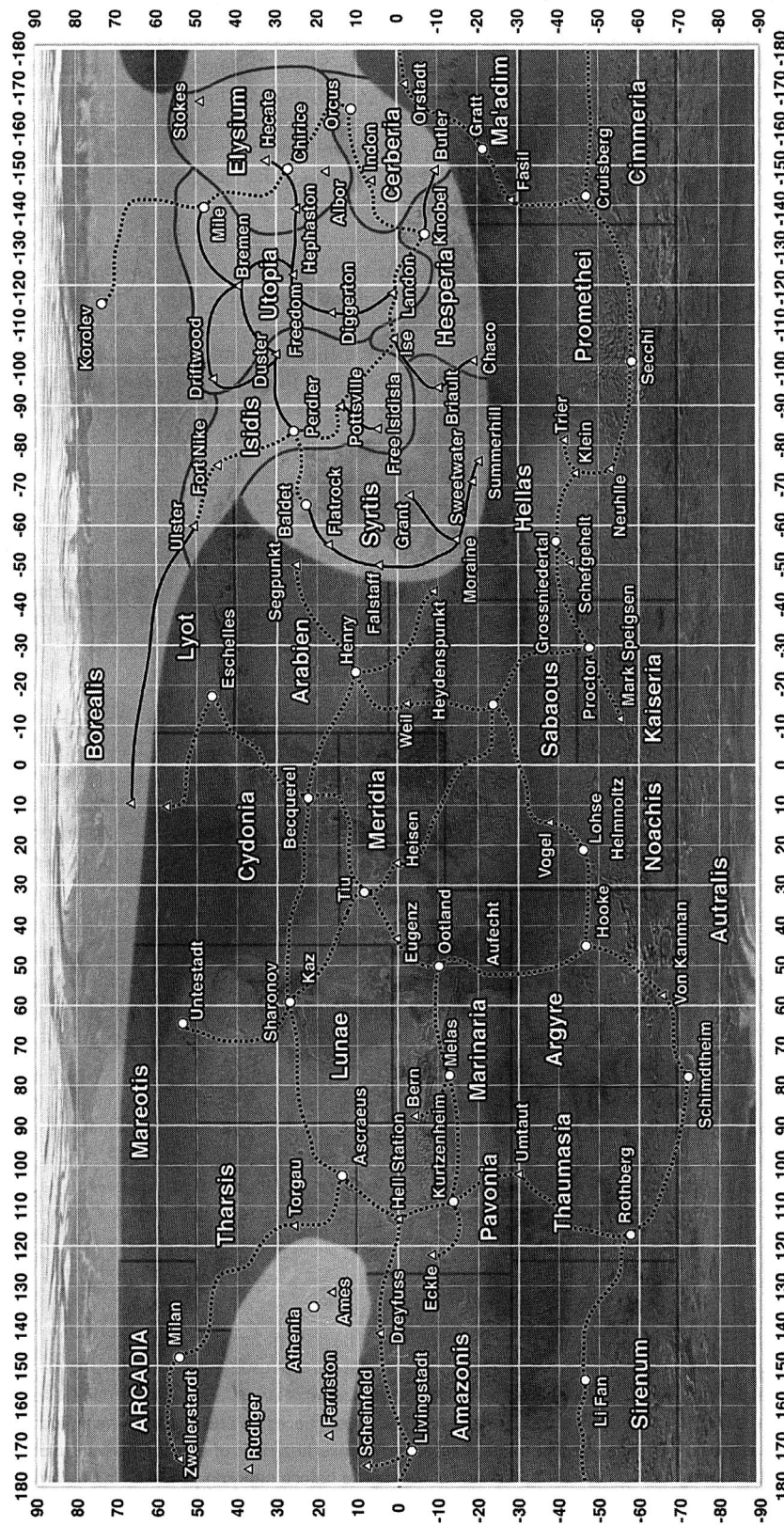
4.1.3

Martian orbital space is probably the most underdeveloped in the Solar System. Only 4 million inhabitants of the Red Planet live in orbit, scattered on manufacturing stations, cargo transfer ports and a handful of colonies. Most colonies are enlarged Ironwheel-type stations, though there are five O’Neill colonies in orbit. The latter were constructed during the boom of the last quarter-century — even the Republic owns one, thanks to the Jovians — though the maintenance and support costs have become considerably higher since the Elevator fall.

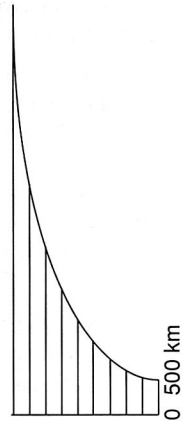
All stations are located in geosynchronous orbit. Both Martian nations have a policy of discouraging spying by firing missiles at any object that strays over their respective territories, including orbital factories and colonies. The few early Republic facilities were very well defended until more equatorial territory was captured. The only concession to the orbital partitioning has been made to satellites monitoring terraforming-driven environmental change, though it is no big secret that both sides slipped some surveillance satellites into the network. Most of the civilian vessels owned by both nations are devoted to little more than sending supplies to the residential colonies. Much of the imported food goes directly to the colonial residents, though thanks to advanced recycling systems water is not a problem.

The only foreign-owned stations in orbit are six Yggrassil-class trade stations belonging to the Mercurian Merchant Guild. These orbit much farther out at 24,500 kilometers, just beyond the traditional orbit of Deimos. Most of the real Martian trade comes through these stations. They are also the main cargo transfer points for outward-bound cargo carried by Guild solar sails. Mars is the outer limit of the solar sail’s effective range, though they can press on to the inner Asteroid Belt. The Guild pays exorbitant “orbital path” rental fees to both nations, but as a result the Guild has complete control over its Martian facilities.

Mars possesses Trojan points similar to Jupiter, though with Mars’s smaller gravity there are very few asteroids actually captured in these spaces. There are several active mining operations, but they are very small compared to some of the businesses operating in the Belt. The Federate-controlled point is much more developed than the Republic’s end, and actually has a small O’Neill colony in addition to a handful of Ironwheel stations. Both sides guard their property jealously: the Trojan points are so saturated with anti-ship mines they are posted as navigation hazards in every chart.



- △ Major or Noted Settlement
- Principality / Territory Capital
- Main Maglev Line
- Main Connecting Line



end of section 4.1 Shelter

4.2

4.2.1

HOOKS & TIPS



► SIEGPUNKT, ARABIEN

Siegpunkt (Victory Point) is what the Federation has come to call a “frontier city.” Located in the Province of Arabien, it is within striking distance of the Republic-controlled Syrtis Major. This proximity makes it one of the more important Federation forward bases. The city itself is home to 102,000 federate citizens, and sits right at the end of the Ekkel maglev route. The town is essentially one large military base, with much of the civilian populace dedicated to supporting the assets stationed there. Siegpunkt is very close to a large aquifer, which has allowed it to take an active role in the terraforming project. Numerous outlying experimental farms provide valuable research into a variety of areas including soil enrichment.

This city is one of the older Martian settlements, and began its life as a research outpost in 2052. At the time, it was simply called Carter Station. Despite the size of the nearby aquifer, the actual settlement location was quite remote. A well was dug and a small purification plant was put into place, but any further development plans were tentative at best. Carter Station grew somewhat during the reign of the Federation, but it remained insignificant until the massive Republic land grab during the Thousand Little Wars suddenly placed it near the new border. The settlement was hurriedly fortified, and a counter-offensive pushed the Republicans back by almost 75 kilometers. To commemorate the event, the settlement was renamed Seigpunkt and it was quickly expanded into a major military base and airfield.

▣ VITAL STATISTICS

Name:	Siegpunkt (Victory Point)
Affiliation:	Mars Federation
Location:	[36.5 N, 51.3 E]
Population:	102,000
Principal Industries:	Military Base, Aquifer

▼ LANDMARKS

Siegpunkt consists of a network of 32 interconnected domes, with a separate section of military domes and an aerodrome (air field). A subway network provides transport between the domes, though access to the base is restricted to a single line. The city center consists of three large domes sporting a great deal of open space. A cluster of buildings containing offices and residences rests at the center of each dome. Most of the outer area is parkland, with modified grasses, shrubs and even a few trees growing out of enriched Martian soil. The picture is quite striking, though it takes a great deal of water to maintain.

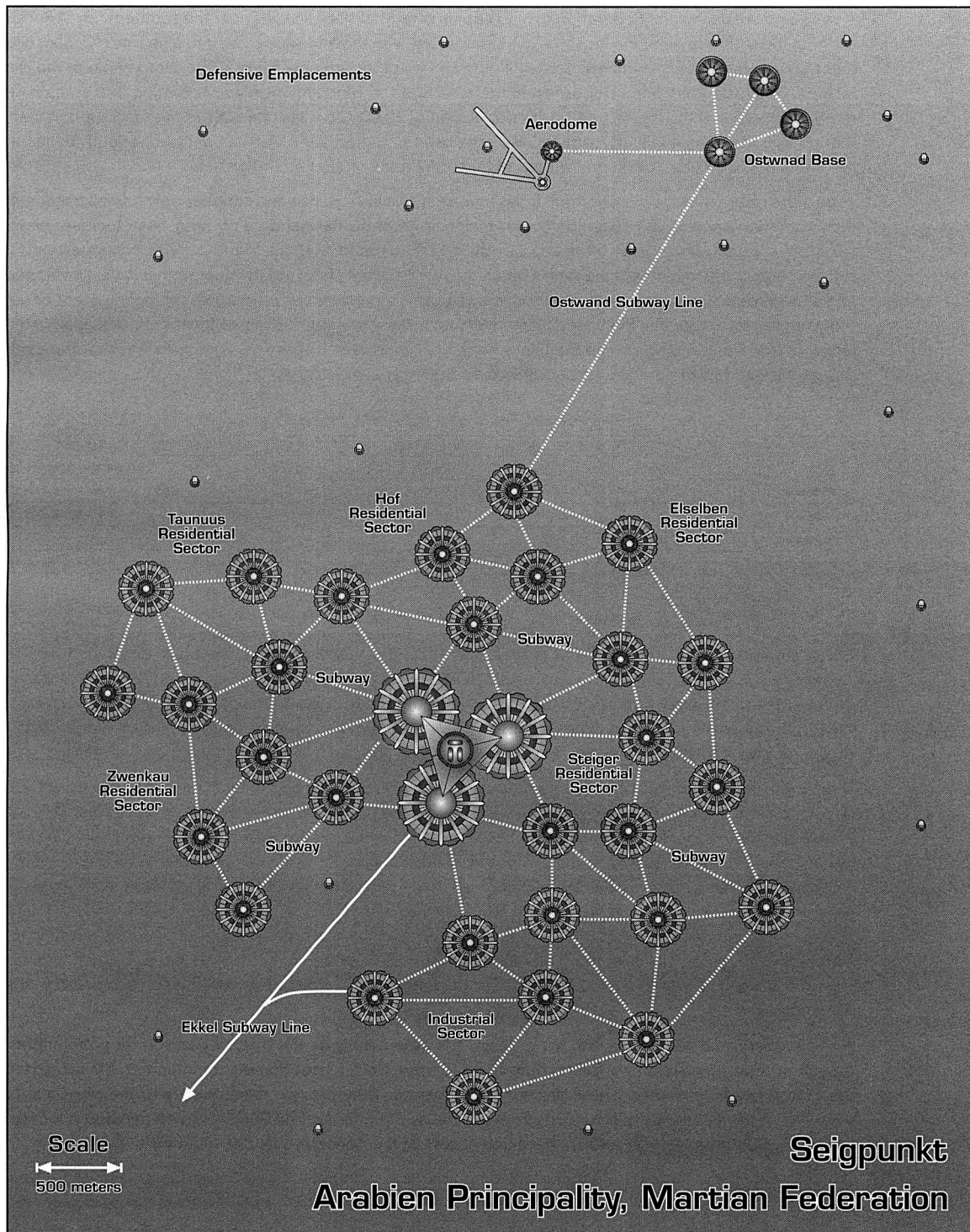
The military base of **OstWand (East Wall)** sits apart from the city, interposed between the city proper and the Republic border, some 120 kilometers to the east. Much of the base is underground, but five large dome-like structures pierce the surface. These are not actually environmental domes; they are solid buildings to house the soldiers, base offices, and numerous static defensive emplacements. The base is home to four infantry divisions, two armor divisions and a full air wing, though at any given point in time at least one division’s worth of infantry and armor is on patrol or training maneuvers.

The city provides a well-equipped factory sector dedicated to the production of parts for the military effort. Components are made from ore shipped in via maglev cargo trains. The ore is smelted and refined in the city, and feeds factories capable of producing everything from electronics to mechanical and hydraulic systems. The outlying experimental farms are all located to the west of the city for protection. Several maglev spur tracks provide direct access from the city, allowing rapid delivery of supplies and workers. All the farm domes are interconnected by some means. A system of auxiliary roads exists, but nobody is permitted outside to use them except during emergencies.

▣ THE LOOK

Red Caps receive minimal training when it comes to identifying potential infiltrators. Typically they have only experience and their familiarity with their community to recognize something out of the ordinary. In a few neighborhoods, several unusual incidents have occurred over the last few days. There has been nothing major, just the appearance of unfamiliar faces, odd body language and the occasional overheard bit of strange conversation. Is Seigpunkt being infiltrated? Neighborhood Red Caps need to investigate before notifying polizei — in this time of heightened apprehension, they cannot afford to sound another false alarm without damaging their credibility or standing within the community.

MAP OF SIEGPUNKT, ARABIEN



end of section 4.2 siegpunkt, arabien



4.3

► STADT MARKSPEIGSEN, KAISERIA

A small and unspectacular Federation mining community, Markspeigsen lies near the southern rim of Russel crater in the southern hemisphere. It sits in a small valley, with the mine itself dug into a nearby cliff. Slag hills mar the region east of the refinery. Some hills are so large they are now filling in the sharp angle of the cliff face. So much slag has been deposited in the area that the Martian landscape is turning into something more reminiscent of the moon. The stadt's population of 12,000 consists of mostly miners and support staff, though there is a small military garrison. Markspeigsen is named after Markus Speigsen, one of the lesser members of Otto Kurtz' Ministerrat during the first few years of the Federation.

The stadt's history is largely uneventful. It has little strategic importance and supplies only a small fraction of the Federation's needs. Its reputation comes mainly from its dismal standard of living. Markspeigsen was a small mine established about 50 years ago by Ares/Federated Martian Metals. It was converted into a supplementary site to mines in the Hellas Basin, however, the area is so rich in minerals that it was developed as a small production center itself. It very quickly became a punishment assignment for incompetent or out of favor citizens, especially Politiker. The stadt's bureaucracy is a strange mix of fanaticism and apathy, the actual attitude depending on the Politiker's hopes of being able to get reassigned. As a result, the stadt swings back and forth between being quite lax and quite secure.

▣ VITAL STATISTICS

Name:	Stadt Markspeigsen
Affiliation:	Mars Federation
Location:	(54.1 S, 12.2 E)
Population:	12,000
Principal Industries:	Mines

▼ LANDMARKS

The Accommodations are a series of prefabricated multi-story dwellings split between a dozen domes. The layout of each dome is identical, and as a result it is very easy to get lost. Businesses and offices are located on the sides facing away from the mine, while apartments are located on the other side have a spectacular view of the despoiled cliff face. The Accommodations are two kilometers from the mine. Travel is via enclosed roadways that are slowly being buried by the dust and sand.

The Mine Head is a jumble of buildings protruding from the cliff face and floor of the valley immediately in front of the cliff. From a distance, it appears as if the mining complex once rested at the top of the cliff, but tumbled to the bottom in a small industrial avalanche. The mine entrance itself is little more than a finished cavern, open to the outside. The mine is not pressurized, save for randomly placed subterranean shelter complexes. Workers are required to wear hardened environmental suits and mining exo-suits while working. Scattered around the entrance to the mine are several small complexes, including a smelter and a refinery. They are interconnected through a system of tunnels and covered roadways, allowing free transport of materials without actually permitting anyone to go outside. The intercity maglev line runs directly to the mine. Only a spur heads to the Accommodations; passenger trains arrive quite infrequently compared to the mineral shipments.

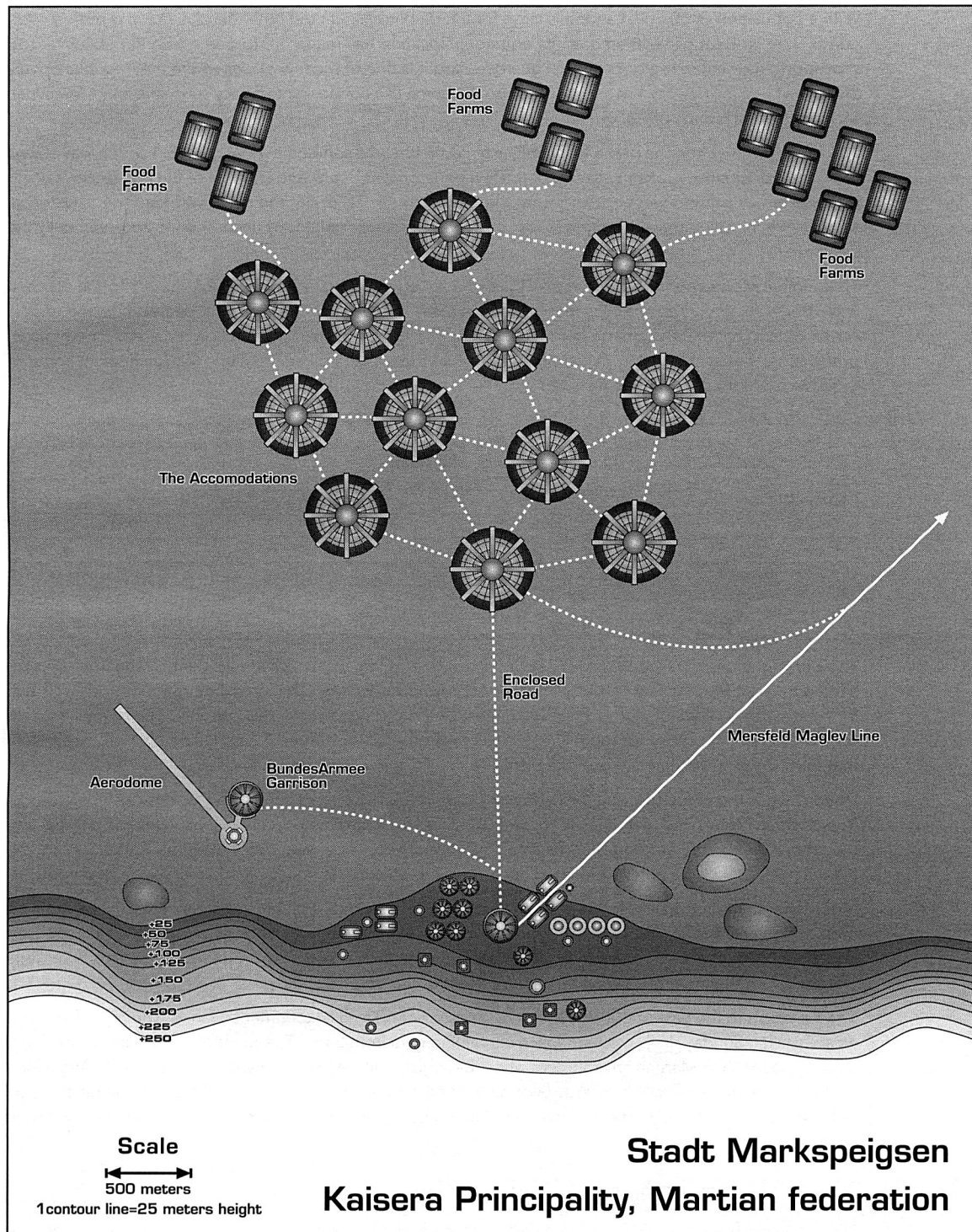
A small aerodrome lies west of the Mine Head. It is used mainly by the military garrison for patrol flights, though occasionally aircraft perform terraforming surveys. Unlike most domed communities, Markspeigsen has only a few farm domes. These are not experimental. They provide food directly to the populace to supplement the shipments of provisions from the Hellas Basin farms. The BundesArmee garrison is located near the aerodrome, though soldiers have free access to the Accommodations when off-duty.

▣ PAPERS

The Stadt makes an ideal insertion point for the Rooks, the Rangers' cover operations specialists. With the high level of transitory workers, nobody notices if someone new appears for a week or two then moves on. The stadt has recently acquired a new governor, a fanatic atoning for some past misdeed by turning the place into a perfect model of Federate security. So long as they do not attract any undue attention from the Ministries or military, the Rooks in the stadt have permission to use any means to quickly remove him as governor before operations are brought to a standstill.

HOOKS & TIPS

MAP OF STADT MARKSPEIGSEN



end of section 4.3 stadt markspeigsen, kaiseria



4.4

4.4.1

HOOKS & TIPS

► CITY OF LONDON, UTOPIA

With a population of 60,000, Landon is large for a Republic city. On the other hand, Landon is more important than most Republic settlements: its equatorial location has made it into one of the Republic's largest spaceports. The entire region is heavily guarded, and it is one of the few places where the Republic openly displays a large military presence. The city is also the home to a Jovian Confederacy consulate and a Mercurian Merchant Guild branch office.

The city is named after one of the first families to settle the area sometime around 2065. Landon was always important for its close proximity to one of the few equatorial aquifers, and was one of the first settlements to be classified as a city. It was captured from the Federation in 2146, but the name was kept for its historical significance. BundesArmee attempts to recapture the city were completely unsuccessful, and eventually the Federate force was driven from the area.

The original McCutcheon Spaceport was built directly on the equator, some 50 kilometers to the south. It was utterly destroyed by the Elevator fall — what was not directly crushed disappeared into the impact crater. Landon itself took damage from the incident, though any trace of it has been repaired. A new spaceport was constructed only a few kilometers away from the city and given the name McCutcheon in honor of those who perished at the original site.

▣ VITAL STATISTICS

Name:	Landon
Affiliation:	Mars Free Republic
Location:	(2.4 N, 117.8 E)
Population:	60,000
Principal Industries:	Spaceport, Farms

▼ LANDMARKS

The Boroughs is comprised of six distinct clusters of domes, most of which are residential. The Boroughs are named Forbes, McGuinness, Bartlett, Trimble, Adams and Ormsbee, the latter being a more posh district. Each Borough consists of eight to twelve domes, each housing roughly 1000 people. The domes are self-contained and can survive for roughly one week on stored air and water. All are linked by a subway system that costs 2 Republic Marks to use; the price is a flat fee that covers travel anywhere within the city.

Downtown is the name given to three domes housing the businesses central to the area, including offices from Martian Metals, the Mercurian Merchant Guild and a Jovian Confederation consulate. The only accommodations in the area are hotels and a small number of very expensive condominiums. Salter Station, the main maglev station complex, is located here as well as an express maglev line direct to the spaceport.

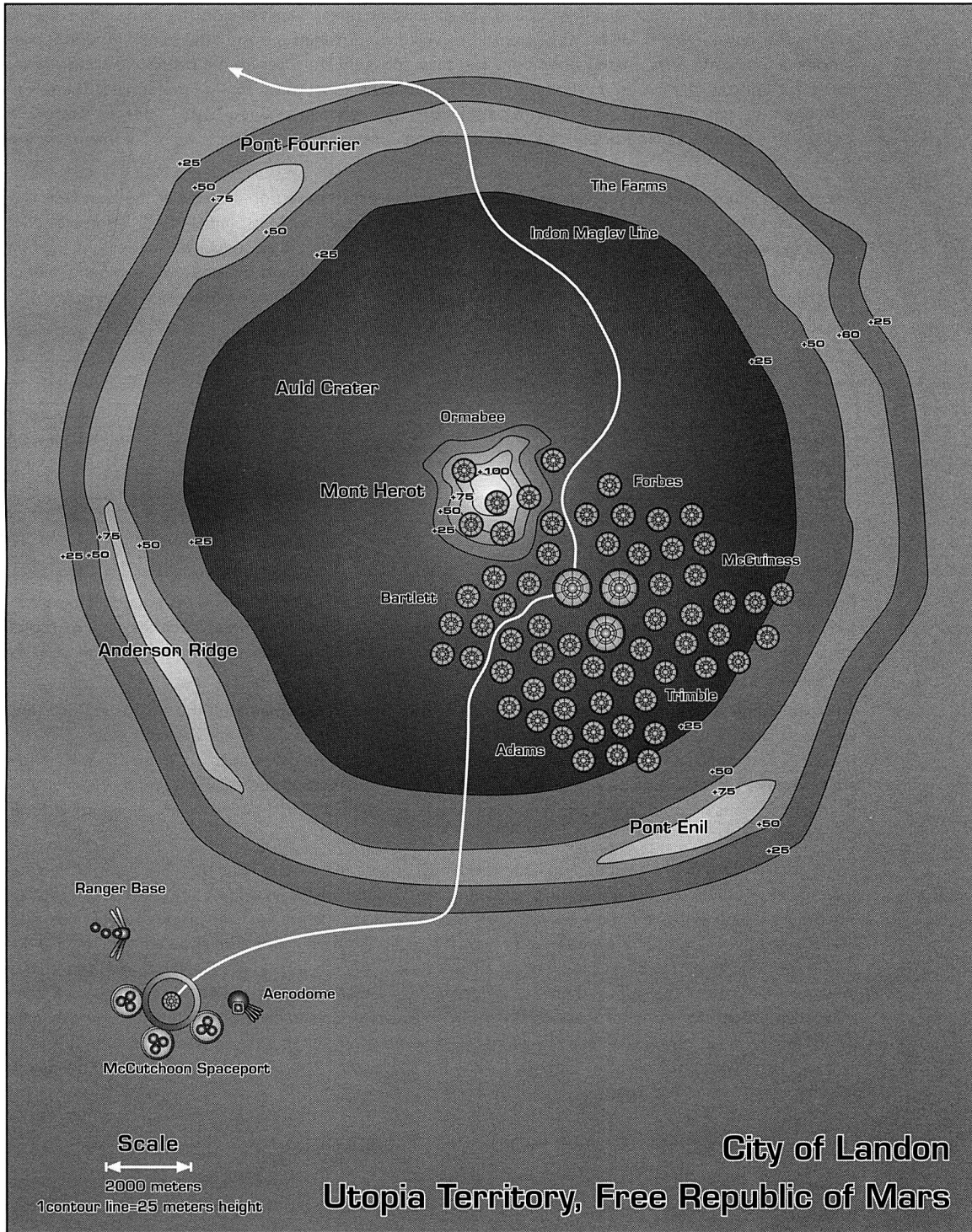
McCutcheon Spaceport lies to the west of Landon, and is divided into three separate areas: the spaceport proper that includes all support facilities, a commercial aerodrome and a military base with both spaceport and air service. The entrance is marked by a large monument made from a piece of Elevator wreckage inscribed with the names of everyone who perished at the original spaceport.

The Farms sit to the east of the city, and encompass over 60 small experimental farms. The region includes an area called Sunday Walk, a public space containing flora from Earth. The point of pride is the Open Farm, a dome open to the Martian environment where biologists cultivate larger plant specimens, including a form of shrub. The plants are still not hardy enough to survive outside for long. Even with the dome blocking UV radiation, the plants tend to die within a year of being transplanted. However, the fact that they are surviving at all is a major achievement.

▣ THE PUBLIC EYE

ZONet has not been very popular in the Republic since its report was released. The company's news agency has pulled most of its correspondents out, though a few have stayed on at the direct request of the President in the hopes of showing somehow that the Republic is not responsible for the Elevator fall. However, the number of "friendly" knock-downs involving ZONet reporters is on the rise, and to make matters worse, the Rangers' Covert Operations Group has learned that Federate Intelligence is also interested in the correspondents. The reason why is anyone's guess, but one thing is certain: the ZONet journalists must be protected.

MAP OF THE CITY OF LANDON



end of section 4.4 City of Landon, Utopia
 end of section 4.4 City of Landon, Utopia



4-5

► TOWN OF SWEETWATER, SYRTIS

Sweetwater is the epitome of Martian hope: it was established on the banks of a dry riverbed so that one day when water flows freely it will be truly scenic. So far it has remained a dusty little gulch, though it does support a moderate terraforming operation. The town looks much larger from a distance because of the numerous agricultural domes. It is home to 3200 Republicans, most of which are terrafarmers. There is no permanent military garrison, but a Ranger patrol stops by every two to three days. Water for the town is supplied from the McLellan Aqueduct, a pipeline joining a distant aquifer to the town of Summerhill farther down the road.

The town is roughly twenty-five years old. The site was selected based on a blend of the best factors of terrain, aqueduct and the projection of the final terraformed state of Mars. Initial construction was completed in eight months, with the town serving as a work camp while the aqueduct was under construction. The portion of the aqueduct that feeds the town was partially subsidized by Amazonis, a bioengineering company. Sweetwater has never seen any actual combat, though it has been used as a rallying point for Ranger maneuvers. It is close enough to the border that this could change with the next war.

▣ VITAL STATISTICS

Name:	Sweetwater
Affiliation:	Mars Free Republic
Location:	(18.2 S, 72.3 E)
Population:	3200
Principal Industries:	Aquifer, Terraforming Station

▼ LANDMARKS

Privet's Road is the main highway connecting communities in this region. It follows the aqueduct except for a brief detour to pass through the center of town. Dust sweepers based in Sweetwater keep the road clear for 50 kilometers in each direction. Despite the effort, the road has been lost beneath the sand before, sometimes for days.

The local name for the town's agricultural domes is the "**Beans.**" It comes from the structures' long, low, slightly curved shapes that vaguely resemble kidney beans. Most of the Beans are completely self-contained, but are not linked to any of the regularly inhabited domes. The only way to get to them is walk. There are currently 27 Beans, but another two are currently under construction and should be ready in early 2213. Each of the Beans is dedicated to a specific experiment, and almost all of them deal with some form of food-based agriculture.

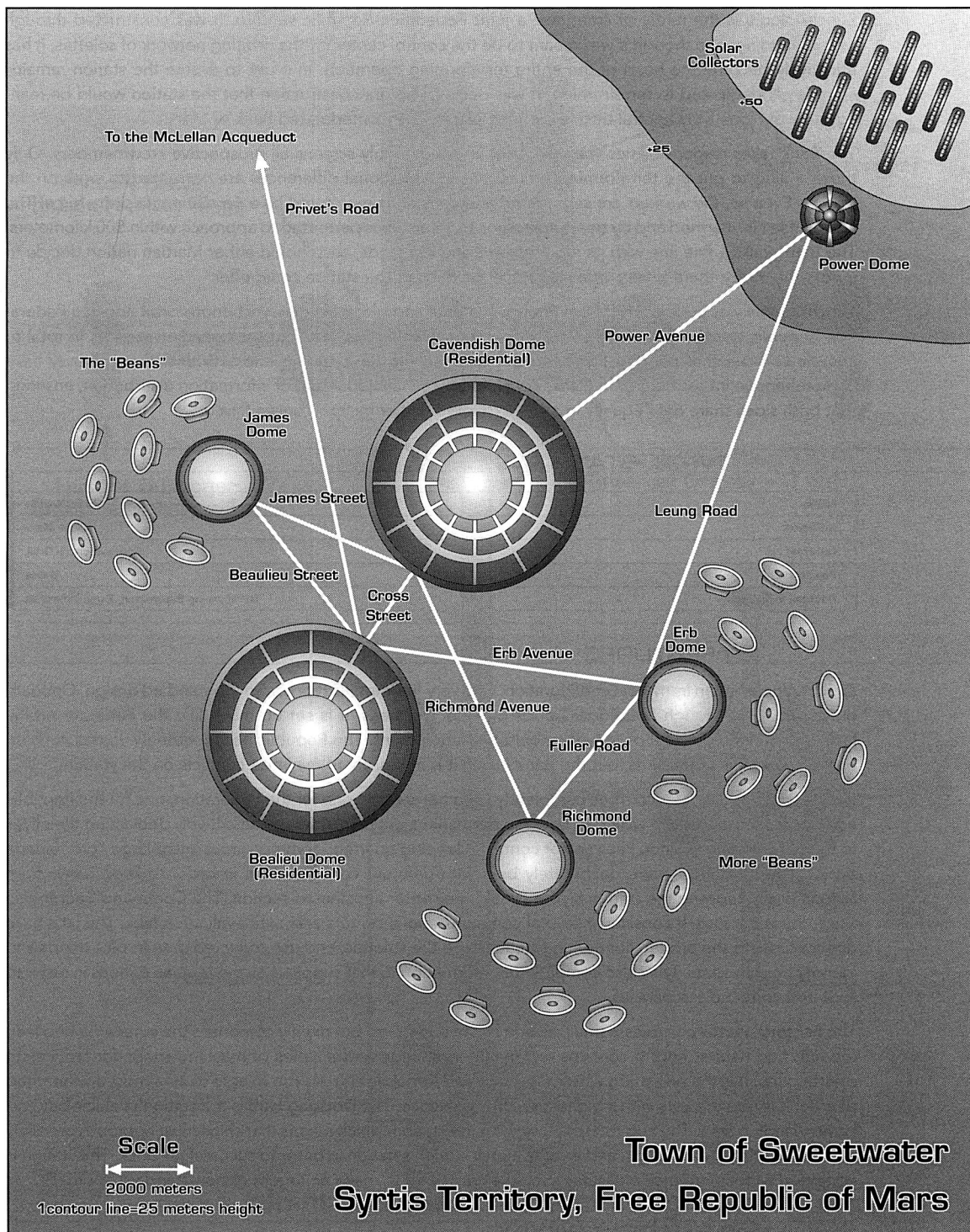
There are five **Community Domes**, two large residential domes and three smaller domes holding offices and bioengineering labs. All are interconnected with underground walkways wide enough to accommodate small electrical carts. Large surface vehicles are stored in garages and are not used inside these domes. Both the large residence domes have small parks ringing the central housing units. The parks are small mainly due to the fact that most residents have access to the Beans. A sixth dome, the **Power Dome**, sits a short distance southwest of the town in the lee of a small hill. The other side of the hill is lined with solar collectors that provide most of the energy needs for the town. An auxiliary nuclear reactor sits within the dome to make up for any drops in power. There is talk of installing some wind generators; the matter is currently being debated by town council, who are currently split by the cost of the generators and the thought of being able to sell power to nearby towns.

▣ ADVENTURE HOOK: RETRIBUTION

Sweetwater is the home of a recently assembled militia, whose most recent raid was launched in complete disregard to President Frehly's orders. The local Constable was unable to stop them from leaving, and has instead contacted a local Ranger patrol that will take them into custody when they return. Unfortunately, this raid was quite successful, and the Federation has dispatched several infantry grupen to pursue and eliminate the Republic threat. The militia has radioed ahead to warn that the grupen are only minutes behind them. The Rangers called for reinforcements but they will never arrive in time. The situation is grim. The grupen, while greatly outnumbered, are better trained and much better equipped. The only advantage the Rangers and militia have is an intimate knowledge of the town and surrounding area. Will the Republicans survive the assault?

HOOKS & TIPS

MAP OF THE TOWN OF SWEETWATER



end of section 4.5 town of sweetwater, syrtis



4.6

► ZÜRICHKOLONIE

ZürichKolonie is the rarest of creatures: a joint Federation-Republic venture. It was constructed through mutual funding, and though it was meant to be the control center for the orbiting network of solettas, it has effectively become the heart of the entire terraforming operation. In order to ensure the station remains completely dedicated to terraforming, it was decided before construction that the station would be managed by the lone truly neutral business on the planet: the Confederated Bank of Mars.

The Bank takes responsibilities very seriously, and thoroughly screens all prospective crewmembers. Only those willing to put the terraforming project ahead of national differences are permitted to work on the station. Even so, the workers are segregated and constantly monitored by a permanent security force. The station itself is unarmed and by treaty agreement no warship is permitted to approach within 500 kilometers. The Bank walks a fine line with its requirements and demands, and should either Martian nation decide to ignore the treaty, there is very little resistance the Bank or the station could offer.

ZürichKolonie was built in 2190 from Phobos material and placed in geosynchronous orbit above a Federation-Republic border. It became partially operational within the year, but took nearly two years in total to complete. Since that point, it has been coordinating the terraforming effort. Both nations already have comprehensive infrastructures in place; ZürichKolonie's main job is that of information distribution, ensuring that both sides share data equally in order to avoid another microorganism fiasco.

▣ VITAL STATISTICS

Name:	ZürichKolonie
Affiliation:	Joint Mars
Location:	Geosynchronous Orbit
Population:	Varies
Principal Industries:	Terraforming Supervision, Z-gee Industries

▼ FEATURES

ZürichKolonie has an Ironwheel configuration, with very few modifications from the standard design. Onboard gravity is 0.5 g, though "outrigger" pods provide 1 g areas. It is set up much like the Federate orbital facilities, with a high level of security monitoring equipment. The Republic has repeatedly voiced concern over the excessive measures, but the Bank insists it is necessary to minimize conflicts on the station.

Residences are divided into three completely separate sectors: one for the Federation, one for the Republic and one for those who are willing to become permanent station residences, effectively dedicating their lives to the terraforming project. Each sector contains sleeping quarters, common areas and a large "promenade deck." The residences were deliberately built with different configurations in order to keep crews from automatically knowing the station layout should they enter a restricted section. The **Command Sector** also sits in the outer ring. It consists of several communications centers and data evaluation labs. The labs have direct access to the orbital monitoring satellites and the solettas, and use collected data to plot trends and identify trouble spots. They also compare this information to that supplied by the Martian nations in order to spot and correct discrepancies.

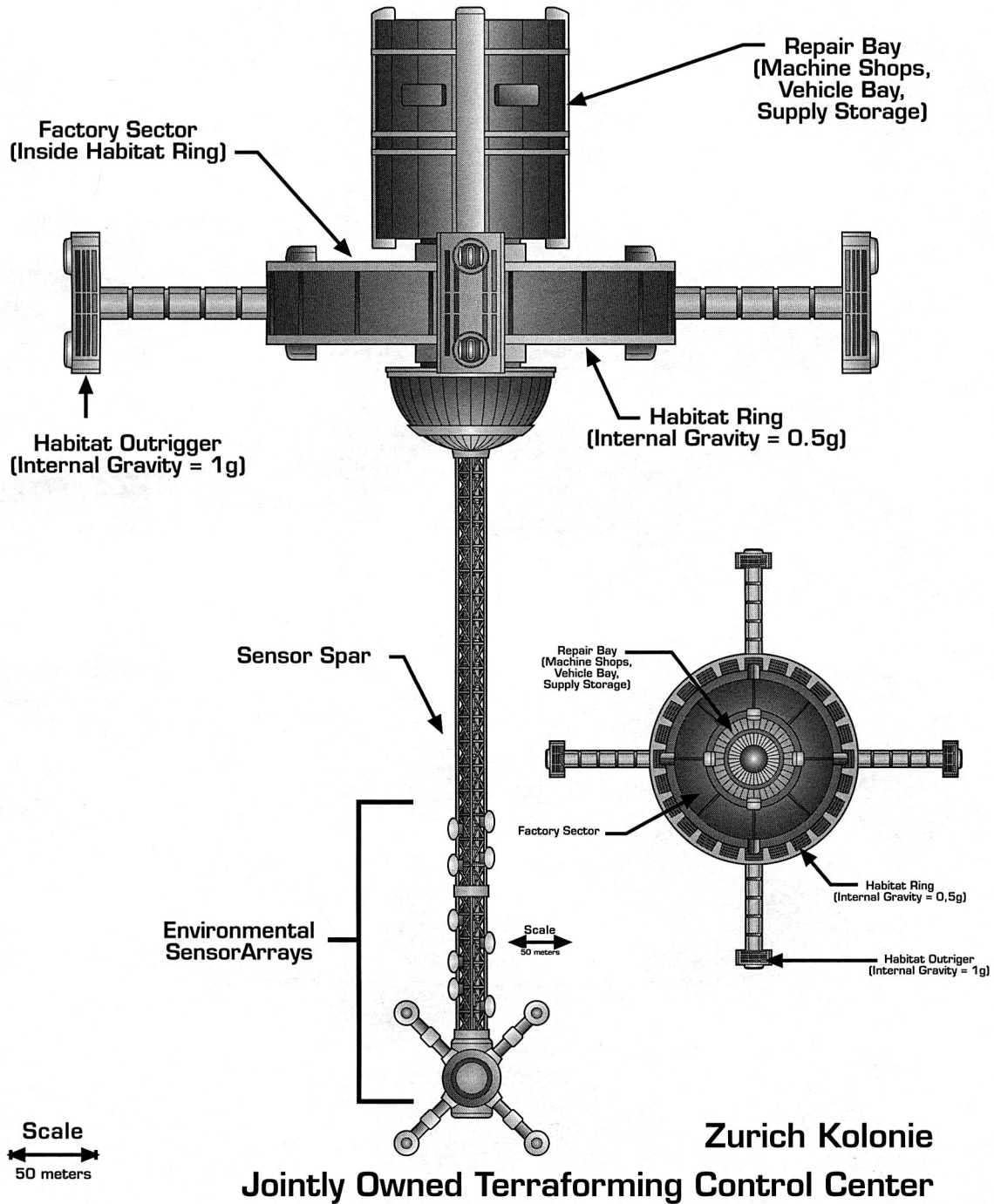
The **Factory Sector** occupies a small section of the outer ring, but mainly comprises the inner area between the hub and habitat ring. It contains raw materials storage and a series of machine shops for fabricating soletta parts. It is the one place where Federate and Republic citizens can mingle to an almost unwarranted degree. It is also the area with a highest security presence. The **Docking Hub** is the station's vehicle bay and launch/landing area. The hub rotates along with the station, which means that ships must approach precisely along the station's axis of spin and exactly match station rotation in order to successfully dock. The station is equipped with emergency measures should a craft need to make an urgent or non-standard approach.

▣ SHADOW BOXING

ZürichKolonie has taken aboard a prominent Federate environmental scientist, someone who the Republic would dearly love to have in its service. A small team of Rooks has been on the station for some time. Now, one must sneak into the Federate crew section, locate his quarters and try to recruit him. If he agrees, then the real work begins: a way must be found to get him off the station in such a way that the Federation cannot get him back. Of course, the Federate covert intelligence team on board is not about to let the scientist simply walk away...

HOOKS & TIPS

MAP OF ZÜRICHKOLONIE □





"For centuries humanity has wondered what lies buried beneath the sand of Mars, but I know first-hand what is there: more sand."

— Etta Groelsh, Federate Terrafarmer

TIED TO THE LAND ◀

Mars offers a unique planetary setting, the closest in the Solar System to Earth. People can go “outside” on any of the inner worlds, but Mars is the one place where death is not instantly assured from searing heat, icy cold or deadly radiation, though the air is quite lethal and radiation does still hold the promise of a long and painful demise. At the very least, residents are free to rove the surface as their respective governments will permit, and the truly skilled and well-prepared can even survive in the open for extended periods of time. Even weather plays a factor in Martian daily life, though the ecosystem has not developed enough to provide much diversity from thin cloud cover and dust storms.

One inescapable aspect of the Martian setting is, of course, war. Despite the last twenty-five years of general peace, there has always been some conflict on a small scale between groups willing to squander the resources of an entire planet over differences in ideology. Fortunately, while other nations may be dragged to the wars on Mars, the conflicts will probably never expand beyond the planet’s immediate vicinity if for no other reason than those few who are truly determined to carry on the fighting tend to stay on the surface, where they can be of most use (and do the most damage).

As a note, the Mars featured in this sourcebook is very much based on reality. Though Gamemasters are free to use this setting as they choose, officially there are no alien Martians, no lost civilizations and no mountain ranges carved into giant human faces. Such things are outside the scope of the **Jovian Chronicles** universe and though people within the setting may often speculate about mysteries and oddities surrounding Mars, even within the game setting Martian fiction is still fiction.



TRAVEL PAPERS ▼

Martians can turn up in most settings, though the current political divisions will make some combinations rare — Federate citizens are as unlikely to “just turn up” in Jovian space as Republicans would show up planetside on CEGA-controlled Earth. Republicans are by far the most traveled of the two nations. The Federation is extremely reluctant to let its citizens get out of its reach; even local orbital space is occupied mainly by the military. One exception is the Fachleute, who have a greater freedom to travel and work abroad in order to gain the experience and expertise that makes them so valuable. Only those Federates who have completely turned their backs on their nation have the freedom to travel. Conversely, Republicans of any background can appear virtually anywhere, though they will most often be crew on board civilian commercial vessels. Even the Republic’s Space Service can be found in parts of the Belt near Mars.

Federates and Republicans will not normally be together in the same place unless they are exchanging weapons fire. There are some “neutral” settings that will allow such a potentially volatile mix to occur without immediately degenerating. They include ZürichKolonie, the orbiting Merchant Guild stations and even the Martian deserts if at least one group consists of terrafarmers. It should be noted that average Federates and Republicans would not automatically go for each others’ throats if left alone in the same room. They will most likely try to avoid each other, and if forced to talk will be courteous and polite but will have very little of any substance to say. The relative peace of the last 25 years has given some Martians a lot of hope. They know the Federation and Republic will never be friendly, but maybe at least they can be neighbors. Unless the Gamemaster wants Characters from the two nations to be antagonistic, he should probably find some reason to keep things cool. The easiest way to do this is place the Characters in a setting where conflict would result in a disproportional amount of negative or harmful repercussions — essentially, if the Characters fail to work together, they will suffer damage to their reputations, incomes, status or health.

5.1.1

end of section 5.1 tied to the land



S.2

► CHARACTER CREATION GUIDELINES

This section should be treated as optional. Players have the freedom to create any type of Character they wish within their Gamemasters' requirements for the story. There are, however, some decisions that need to be made regardless of how Players approach Character generation. The most important choice is determining which Nation will be home to the Character. Nationality affects more than background; it also governs attitude and behavior to an extent, especially considering how much the Federation attempts to manipulate and mould the minds of its citizens. It will also affect starting money and equipment.

In terms of basic body types, 70% of Martians are Lightworlders, though they are in very good physical shape for that body type. Of the rest, 20% have a normal body type while the remaining 10% have a ZeeGee physiology. This means that from a completely physical point of view (ignoring exercise programs and chemical treatments) when compared to Earth-based humans, Martians are taller, thinner and tend more towards poor health, especially muscular or skeletal problems.

S.2.1

▼ COMMON MARTIAN TRAITS, PERKS AND FLAWS

Characters from either of the nations are capable of speaking both English and German, though German is considered the native language of the Federation. The free Skill of Survival (Space) normally associated with the Lightworlder body type is ignored; instead, Republicans automatically have the skills Survival (Mars) and Small Arms, each at Level 1. Federates are granted a free Level 1 Skill and may chose one of either Survival (Mars) or Theatrics — the latter is considered a basic survival Skill for a totalitarian state. A choice is being offered to Federates simply because despite frequent drills, most Federate citizens do not often face situations where they are outside their city domes.

Both sides tend to have Perks and Flaws related to their communities. Federate citizens are less likely to have Perks or Flaws that accent their individuality, such as Famous or Prestige. If they are living within the Federation's borders, they are also unlikely to have the Wanted Flaw, or at least they will not have had it for a very long time. There is no Perk to represent the social statuses; however, Verbündeten are not permitted to take the Wealth Perk, and no Federation resident may take the Property Perk — everything belongs to the State. With regard to social organizations, the Rank Perk at Member level (2 points) is required for all Red Caps. Politiker Characters may want to spend at least 2 points on this Perk to represent a decent standing within the Martian Democratic Party. Falling into disfavor with the Party can be represented with either the Infamous or Social Stigma Flaws. Perks and Flaws for Republicans are not as limited. Players may choose any combination the Gamemaster approves. Jobbing can be simulated through the Favor and Debt Perks to represent the ebb and flow of community commitments. In certain cases, Gamemasters may want to use the Obligation Flaw instead of Debt to represent particularly important or unavoidable commitments.

Survival (Mars) is a specialization of the Survival Skill available to anyone who will be spending a great deal of time outdoors in the Martian environment. This specialization reflects the fact that Mars is not simply a desert. It also has a wide temperature range, extreme weather conditions and an atmosphere unbreathable by humans. Survival (Mars) includes training in the use of survival gear unique to Mars though it does not include knowledge of vehicle operation or any non-survival-related types of unique Martian equipment.

S.2.2

▼ CAREERS

Characters have few restrictions on the type of careers available, save perhaps anything involving work on or under large bodies of water. It is technically possible, though, to be a Martian sailor — the polar lakes and rivers are deep enough to traverse by watercraft. The most common careers involve the military, whether on active duty as soldiers or supporting the militaries as factory workers or miners. Most Characters will have some form of military experience, but unless on active duty it will generally consist of a handful of years around their early twenties.

The second most common career types are either tied to the terraforming effort or to the large Martian bioengineering industry. Beyond this point, other common careers depend on the nation to which the Character owes allegiance. A significant portion of the Federate workforce is involved in the government bureaucracy, though only the Politiker hold positions of power. Likewise a large segment of the Republic population is devoted to maintaining the country's infrastructure: keeping the roads clear of dust and ensuring the aqueducts are functioning smoothly. Only a handful of Martians have the training to establish space-based careers as spacecraft crews, zero-g heavy laborers and so on. They usually receive their initial training through the military and simply stay on in the job once the service requirement is over.



AVERAGE FEDERATION CITIZEN ◀

The Verbündeten class makes up roughly one half of the Federate population, yet consists of the lowest social rank. Members are indoctrinated to be loyal to the State before anything else except maybe immediate family. Individuals are very familiar with their neighborhoods and quickly notice things out of the ordinary.

ATTRIBUTES ▢

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

SKILLS ▢

Skill	Lvl	Attr	Skill	Lvl	Attr	Skill	Lvl	Attr	Skill	Lvl	Attr
Bureaucracy	2	0	Etiquette	2	0	Grooming	1	0	Streetwise	2	0
Computer	1	0	Lng (English)	2	0	Notice	1	1	Theatrics	1	1
Cooking	1	0									

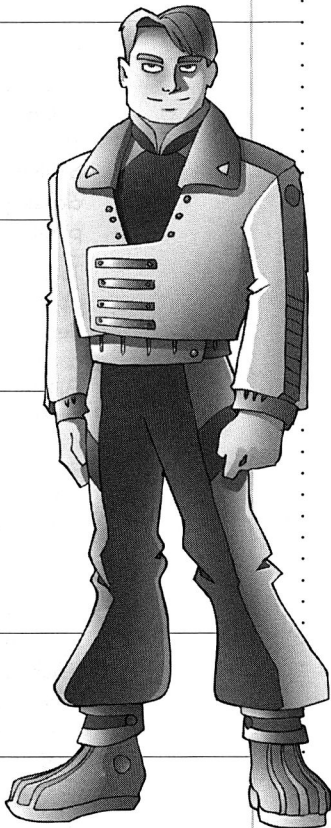
Other Possible Skills: Athletics, Survival (Mars)

EQUIPMENT ◇

Inexpensive mass-produced clothes, Volksbeakon, Bundeskarte if traveling, 1d6 x 5 Federate Marks

SIMILAR ARCHETYPES ◇

Low Level Clerk, Unskilled Worker, Salaryman, Generic Minion of the Oppressed Proletariat



AVERAGE FREE REPUBLICAN ◀

The average Republican is more capable than the average Federate. Without class divisions or a large, controlling government, Republicans tend to be better educated and better able to independently exist in the hostile Martian environment.

ATTRIBUTES ▢

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

SKILLS ▢

Skill	Lvl	Attr	Skill	Lvl	Attr	Skill	Lvl	Attr	Skill	Lvl	Attr
Athletics	2	1	Earth Sci*	1	0	Life Sci	1	0	Small Arms	1	0
Computer	1	0	First Aid	1	0	Mechanics	1	0	Survival (Mars)	1	0
Drive	2	0	Lng (German)	1	0	Notice	2	0	* Meteorology.		

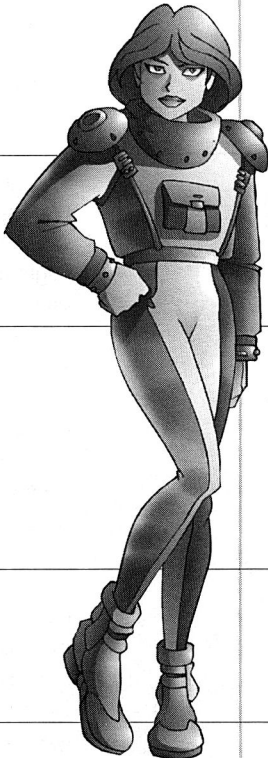
Other Possible Skills: Communications, Electronics, Hand-to-Hand, Navigation (Land)

EQUIPMENT ◇

Communicator, Mars Suit (see **Space Equipment Handbook**, page 12), Access to a ground vehicle (if not actual ownership)

SIMILAR ARCHETYPES ▢

Hermit, Terrafarmer, Self-Appointed Crusader of the Downtrodden



end of section 5.2 character creation guidelines

E.S.

► STORYTELLING STYLES

Martian adventures will almost exclusively be planet-based. Apart from a few scattered groups and ship crews, Mars does not have much of a presence in the Solar System outside of its own area of influence. With a population of four million in orbit, even that setting would be pushed to support a wide variety of stories. There is still a potential for adventures set in space, but it is usually not possible to leave the entire planet behind. Only the navies have the range on their ships to do this, but they usually go no farther than the closest points of the Asteroid Belt. On the other hand, the entire Solar System comes to Mars, and should purely Martian stories become bland, there is always an abundance of outside elements to spice things up.

Tales set on Mars will invariably touch on the endless conflict between the Federation and the Republic. It does not have to be directly a war story, but it is a very powerful context to use as a backdrop and will definitely color opinions and events everywhere on the planet. Not even the far-ranged terrafarmers can completely get away from it. Though they may be free of the armed borders, security checks and constant military presence, the planet itself bears the scars and bruises of over a century of fighting.

▼ ACTION

T.E.S.

Mars has no shortage of action stories, especially war stories. Combat can take place easily anywhere on the surface or in orbit; unlike the other Solar nations, the Martian countries need few excuses to trade punches. As a note, according to the **Chaos Principle** campaign book, the war between the Republic and the Federation official begins in February of 2213 and eventually ends in September of the same year. Though this sourcebook is set in December of 2212, there is still plenty of time to turn up the heat. Most Martians have both a reluctance and a fatalism about the war. Few want the fighting to begin, but many are surprised that it has not already started. Tension is wreaking havoc on both sides. Though the severity of border raids is increasing, soldiers on both sides are reluctant to commit fully to a fight for fear of supplying the momentum to swing both nations into war. Civilian Characters can also get caught up in the war effort, but they may also be facing conflicts completely outside of the military conflict. Law-enforcement and other paramilitary organizations offer plenty of opportunity for action, particularly in the much less controlled Republic society.

Despite the emphasis on militaristic encounters, there should always be some interaction on a human level. Players should have opportunities to get their Characters out of their vehicles and exos and experience elements of the story that have nothing to do with piloting war machines. This will also allow Characters to develop some personal stake in the war, which in turn will make combat more poignant — they will have something to fight for that is more important than successfully following orders. It will also allow the Gamemaster to offer Players something more interesting than roleplaying a tactical board game.

▼ INTRIGUE

2.E.S.

Though Mars has had 25 years of relative peace from a martial point of view, covert intelligence agencies on both sides have never stepped down from a wartime footing. If anything, their services have been called upon with increasing frequency as the governments of both sides come to realize that frequent use of their military might tends to frighten allies as well as enemies. The Federation has its own covert infiltrators, and while they do not often undertake the punitive, damaging style of raids used by the Republic, they do wreak their own kind of havoc through precise, targeted operations. ÖdlandWind commandos inspire a special sort of fear in the Rangers — of all the Federate troops, they are the only ones who can fight on the Rangers' terms.

Sabotage is actually only a small part of Martian intrigue. There is a significant amount of espionage, as neither side can afford to let the other gain a significant advantage. As with any "spy war," information is the most valuable commodity, be it technology, military intelligence or simple blackmail material. Outside the military, the major industrial sectors actively employ civilian agents to infiltrate competitors. In this one respect, Mars has become very much like the corporations that initially drove its citizens to seek independence. For stories passing completely into Machiavelli's realm, the entire Federate Politiker class offers no end of challenges as various elements struggle to push their factions (and themselves) into positions of power.

Off-world Characters have many opportunities to become involved as mercenaries, smugglers or spies from their own government's intelligence agencies. Solapol has a particularly large presence planetside to ferret out Edicts violations, and since the ZONet broadcast, many of the Solar nations have quietly reopened their Elevator fall case files. Though many are trying only to independently verify the story, both Martian nations have far too many other secrets to protect to allow such investigations to be conducted without interference.

SKEWING PERCEPTIONS ▼

This sourcebook is written for the **Adventurous** Reality Distortion Level, the standard “middle ground” between reality and complete fantasy. Gamemasters interested in running Martian adventures at different Levels should consider some of the points outlined below. **Gritty** campaigns should have as a backdrop a greater focus on the pointlessness of the constant conflict between the two nations, especially considering how much their posing and ideology has cost everyone on the planet. Only the most zealous on either side would be exempt from a fatalism infecting the populace, a creeping certainty that the war is never going to end so long even one ideologue is left alive to manipulate someone into pulling a trigger. A possible complication or subplot would be the slow loss of control of the terraforming project. Mars’ overall temperature and air pressure changes have happened very quickly from the point of view of a planet’s lifetime. The actual side effects have been softened in the Adventurous setting, but this sort of rapid change would produce extremely chaotic weather, not to mention utterly horrific storms.

Mars is also very suited to **Cinematic** campaigns: The Republic is an ideal home for an entire nation full of two-fisted do-gooders striving to defeat the dastardly, conniving Federates. The Martian setting already has many parallels to a World War II setting. It would take very little to push it over the top and completely into the realm of pulp fiction. Stories could also drift into the realm of high-tech secret agents and spies, battling to stop superweapons, mad genetic experiments or terrifying genocidal plots. In the context of such an action-driven setting, the terraforming project is little more than a background detail or a plot device, and the ideologies of the two nations are not indulged at a level any deeper than required to start a fight.

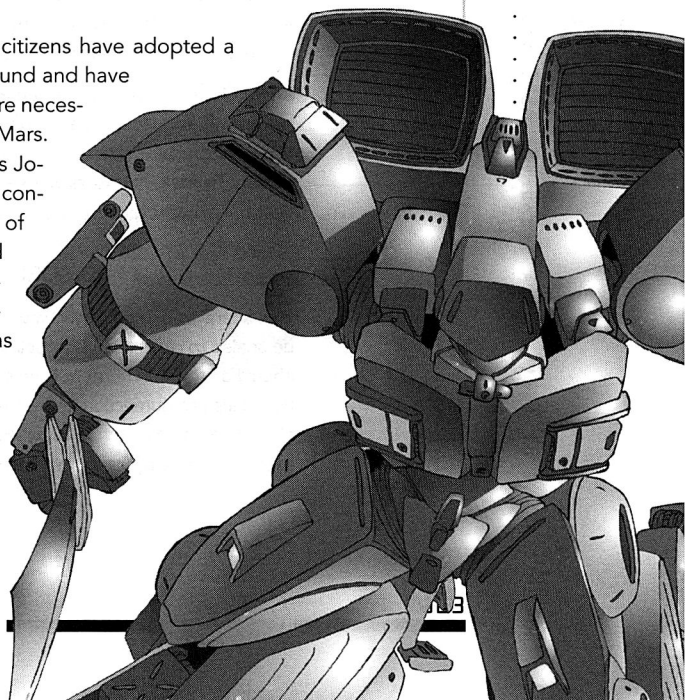
SETTING VARIANT: BLACK HATS AND WHITE BADGES ◇

This is a variation where the Federation takes the Republic’s place as the hero of the setting. Though the description may read like typical Federate propaganda, the twist here is that it is not the Party line. It is true. As a result of the alliances established in the setting, additional changes might be required to make the environment completely viable. For example, CEGA could also be reworked into a generally positive political force, although it would be equally valid to have CEGA remain as it is and have the Federate alliance something that exists purely out of necessity.

At its most basic level, the Republic is a state of fanatics out to smash the Federation for ideological reasons. It may offer seductive promises of liberty and freedom, the reality of its existence is anarchy — people are left to fend for themselves even at points where the government should intervene. The Republic is treacherous and sneaky though easily beaten if caught in a fair fight. It claims to be oppressed by the Federation at the same time it is engaged in military and insurgent actions along the nation’s borders, and it uses its alliance with the Jovian Confederacy as a shield against Federation retaliation. The ultimate goal of the Republic is expansion, which at this point can only come at the cost of the Federation. However, Republicans are a cowardly lot with no stomach for war. Their provocations always stop just short of the point where the Federation would attack regardless of the consequences. Individual Republicans could still be compared to the cowboys of the Wild West era, only they exhibit the worst qualities of greed, selfishness and ruthlessness.

The Federation is in a state perpetual crisis from an obsessive foe. Most citizens have adopted a “nation under siege” mentality, though they have taken the moral high ground and have managed to avoid the more oppressive aspects. The cameras and security are necessary tools in the fight against an enemy determined to bring lawlessness to Mars. Abuses of power are rare and swiftly punished. Unfortunately, the Republic’s Jovian friends keep the balance of power fairly even, allowing the conflict to continue indefinitely. On an individual level, Federates exhibit the best aspects of charity, cooperation, determination and selflessness, a sense of nobility and dedication to their country on a level where self-sacrifice comes without question. The attitudes are very similar to the way the British populace and military was portrayed in World War II films. The Premierminister is treated as royalty, and has the love and respect of the populace.

Despite the reversal of perceptions, some things would remain unchanged. The terraforming project would still be at the same stage, and terraformers from both nations would continue to work towards the common goal regardless of ideologies.





► SCENARIO: MARS ATTACKS

An enemy force is reported operating in a remote area. There are several locations of value in the region, including a small terraforming settlement, a communications array and an aquifer wellhead/purification station. Any of these could be a possible target, especially the purification station that could be used for resupply purposes. The station and the wellhead are currently inactive, with no staff present and only minimal security precautions. It was set up in anticipation of a population increase in the area that has not yet happened.

The Characters are being dispatched to the station. Their orders are fairly straightforward: secure the station and hold it against enemy incursion. If the station is already occupied, remove the enemy presence with as little collateral damage as possible. If the enemy cannot be removed, gather as much intelligence as possible for a second attack. There is little information on the enemy force, save that it is small and traveling quickly. Characters should be ready for anything.

■ GAMEMASTER'S NOTES: SETUP

Characters should be currently in the military or have recent military experience. They should be equipped for infantry combat: personal armor, rifles and desert survival gear. They will have access to an armored transport. Characters can be tank crews or exo pilots, but large vehicles will be a liability in certain kinds of fighting, and some of the suggested complications may make vehicles completely ineffective. NPCs should be used to fill out the Players' numbers into full combat units. NPCs should also possess any Skills Characters may lack, such as medical expertise.

▼ COMPLICATIONS

Scenario complications are very general suggestions for plot twists. Gamemasters should feel free to mix and match items, especially if Players may have also had an opportunity to read this sourcebook.

Death Trap: Elite commandos have already been through the station, setting booby traps and contaminating the aboveground purified water storage tanks (the aquifer itself is still fine if anybody checks). Characters are faced with the daunting task of locating and neutralizing the traps by some means other than blundering into them and setting them off.

Lurking Doom: As above, but the commandos are still there, waiting for some enemy group to come along. They are small in number, but have had enough time to become very well acquainted with the station layout and have numerous ambush areas and "bolt holes" established. They will pick off the NPCs first, one at a time, starting with those foolish enough to venture out alone. The commandos will hide the bodies, though there may still be lingering evidence of an attack, such as blood or dropped equipment.

Self-Destruction: This idea is similar to "Death Trap", but the processing station has been battered by the Martian elements — some of the buildings are in very bad shape. Incidents befalling the Characters could be the result of some hidden enemy agents, but then again they could just as easily be simple mishaps and accidents. Gamemaster should feel free to play on the Players' paranoia, hinting at the possible presence of enemy troops through moving shadows or sudden, unusual noises. Whether or not there is actually anyone there is up to the Gamemaster.

Little Dust Storm War: As an added complication to any of the above, Players are unaware that a storm has been building for the past few days. They have absolutely no cause for concern until the dust cloud obscures the horizon. Less than an hour later, the cloud engulfs the station and the satellite communications link goes down. To make matters worse, enemy soldiers can be seen approaching, running just ahead of the storm. Will the Characters extend an olive branch and offer shelter? Will the enemy soldiers even accept?

■ NOTES

This scenario can be played with either Federate or Republican Characters. If the commandos are used, they should be scaled to reflect the Character's strength. Unless the Characters themselves are commandos, the enemy forces should be fewer in number than the Players. Small exo-suits can function through much of the internal station space, but there are numerous areas that are too small to pass or unable to support the exo-suits' weight. The Characters should be some distance away from reinforcements or completely on their own, whatever is required to ensure that taking action is by far more preferable than waiting for help.

SCENARIO: MARS NEEDS WOMEN ◀

The 14-year old daughter of an important Federate Fachleute has been kidnapped. She has been missing for almost 24 hours, though no demands have yet been made. The details of the abduction depend on which of the complications have been selected, but the father insists that the young girl's absence is no accident. The scenario takes place in a remote mining community, which is unfortunately not in the best state of maintenance. Surveillance recordings taken on the morning of the disappearance from the cameras in the area show her walking with her father before she is due to be in school, but no camera managed to photograph the actual kidnapping. To complicate things, a number of cameras around the city are misaligned or not functioning at all. The forensics team's initial examination has turned up nothing of importance in the family apartment. Despite the location, the father has many powerful friends, and if the case is not solved quickly, there will be some nasty political repercussions.

5.5

GAMEMASTER'S NOTES: SETUP ▣

This is a Federate adventure, best suited for Characters in law enforcement from the Ministries of Justice or Peace. Roteschutzkappen/Red Caps could also take part in the story, though a group consisting entirely of Roteschutzkappen will lack the resources to successfully complete the scenario. Characters are outfitted as is standard for their law-enforcement professions, including badges, communicators and sidearms if permitted. Vehicular transport comes in the form of an electric cart inside for inside city domes. If travel outside the domes is required, an armored all-terrain vehicle can be made available for any official officer of the law.

HOOKS & TIPS

COMPLICATIONS ▼

Romeo and Juliet: The daughter and her "kidnapper" are in love. There is actually no kidnapping; they have both run off in the hopes of making a new life in the Republic. The daughter's lover is a Fachleute terrafarmer with enough desert experience to survive for some time. Clues should be left to allow Players to realize that the daughter was having a romantic affair with someone, and that person has also vanished.

5.5.1

Cruel Intentions: The daughter was having an affair, but with a Republic Rook. She had no idea who he really was — he was using her to gain access to sensitive information her father was in a position to know. She discovered the Rooks real identity, and he killed her to keep her from telling anyone. Her body can be found in an area of the city where the cameras are greatly reduced in coverage and efficiency. The Rook may or may not know he has been discovered. The Players will have to move fast to catch him before he flees.

Ruthless: As above, except that there is no abductor. The father has been in direct contact with the Rook, and is selling Federate secrets. He has discovered that he is under investigation by the Ministry of Peace, so to throw them off he has planted evidence to frame his daughter and then staged her disappearance. She is dead, and if her body is found there will be evidence positively identifying the Rook for what he is.

Clueless: The daughter is having an affair with a young Fachleute, but has not been abducted. She got lost in one of the sensor-blind locations of the city, and was befriended by a family that lives there. She is safe, and will contact her father a day or two after he calls the police.

Double Blind: In addition to any of the above complications, the entire incident is a setup pulled off by the Ministry of Loyalty and Justice to test the skills or loyalty (or both) of the investigating officers. Though the Characters are expected to solve the crime, everyone involved is part of the ruse.

end of section 5.5 Scenario: mars needs women

NOTES ▣

Police adventures are not the easiest things to run. Gamemasters will have to provide a balanced mix of sleuthing and action. The actual ratio between brainwork and braunwerk depends on the Players — if they are not enjoying the detective work, this scenario should be more about the chase. The discovery of clues is also important, and Gamemasters should not be afraid to fudge or fake rolls to give Players information, especially if it appears that they are not unraveling the mystery on their own. Note that in order for the "Ruthless" scenario to work properly, the father must be very dangerous and skilled to be able to pull this off beneath the nose of the ever-vigilant Federation. A possible clue to the real story could be a record of special commando training in the father's Population Registry file.

HOOKS & TIPS



5-B

HOOKS & TIPS

5-B-1

5-B-2

► SCENARIO: GHOSTS OF MARS

A geologist/terrafarmer has made his way into a small Republic town. He claims he has found something interesting in the desert, but will not elaborate beyond admitting that it is buried in the sand and he needs some help getting down to it. He is trying to enlist several local people to come back out to the desert to help him gather more information and possibly uncover the thing.

After a five-day trip, the group arrives at the site. Some resurveying will need to be done, but the Characters will eventually discover a shape with regular outlines buried some five meters beneath the sand. A few days' worth of excavation will eventually reveal the outline of a Federate vehicle, apparently buried for quite some time. Its hatchways open with some effort, and the inside is free enough of dust to allow entry for anyone brave enough...

■ SETUP

This is a Republic-oriented scenario. Characters could be terrafarmers, Rangers, or even mercenary/adventurer types. They should have some geology and Martian survival skills. They will also need survey equipment, shovels and gear to survive in the Martian outdoors for extended periods of time. A vehicle would also help, but if the Characters do not have independent transportation then the terrafarmer should own a Bongo truck large enough to transport everyone.

▼ COMPLICATIONS

Dead Eden: The discovered vehicle is equipped for detailed geological surveys, and had been doing some extensive exploration. The cargo compartment has several samples collected from a network of sedimentary rock spires. These are interesting for two reasons: first, they provide evidence for a large body of water on the ancient Martian surface. More importantly, they contain fossils of multicellular creatures — the first direct evidence of complex native Martian life! The people who return these samples will be famous and very rich.

Child of the War God: The vehicle is a BundesArmee armored transport. Dates on old maintenance records indicate it was lost in the summer of 2168, probably during Staubsturmkeig. The transport — and the entire expedition — looks like a big write-off until a portable thermonuclear device is discovered in the cargo bay. The arming code can be found on the desiccated body of a Federate soldier lying handcuffed to the bomb. The destination of the explosive is not known exactly — maps in the vehicle appear to be partially destroyed, but it does look as if the target was to have been close to several medium-sized Republic towns.

Avenging the Fallen: As both above, but the terrafarmer is already aware that there is nuclear material in the transport. He will neglect to mention the high radiation count in the area to the Characters. The terrafarmer blames the Federation for the Elevator disaster, and wants vengeance. The bomb is an added bonus. He will secretly call some friends to help retrieve the explosive and deal with the Characters. He does not know that a group of Rangers is on patrol and will happen to arrive at the site around the same time as his friends.

Silent Pursuit: The Characters are followed out by group assuming that terrafarmer has found something of high monetary value. This could even be a team of Federate investigators who have been secretly looking for the lost nuke. They will try to capture some of the group after they have been on-site for a few days to try to find out what is so valuable, and they will not be very happy if they find out it is something trivial.

Mars Awakes: In addition to the vehicle, terrafarmer will note some odd changes to the landscape. There are a few thin fractures in some nearby rock spires that may not have been there two weeks ago. Also, the temperature in the general area seems warmer, especially at night. The first real clue will come in the form of a mild tremor (earthquakes are almost unheard of on Mars). Unknown to the Characters, a thin channel of molten rock has been worming its way to the surface. It will be more of a geological burp than a volcano, but it will still vent locally and form a small lava lake — a very nasty occurrence for anyone in the area.

▼ NOTES

Though aliens or a lost, ancient Martian civilization are pure fiction, Gamemasters should not discourage speculation along these lines — after all, alien life is the stuff of Martian legend. The arrival of someone to challenge the claim will be less than a surprise to any experienced Player. Gamemasters should take advantage of Player expectations and either nurture their paranoia or have them followed by an entirely different sort of people than the type they were expecting.

SCENARIO: SANTA CLAUS VS. MARTIANS ◀

Federate geneticists have developed microbes that can autonomously enrich the Martian soil through their own biological processes. Their proper introduction to the Martian biosphere would be of great benefit to the entire terraforming project. Unfortunately, the Politiker are split between simply giving the microbes to the Republic and charging the rival nation a hefty fee in compensation for the Elevator fall. While the Ministerrat debates the issue, the Fachleute geneticists decide that this discovery is far too important. Republican terrafarmers must have the microbes.

The Fachleute geneticists arranging to secretly transport the microbes by maglev train to a northern research station where they can be easily passed to their Republic counterparts. Despite living in a totalitarian society, none of the Fachleute are very skilled in covert operations. There are elements in the Ministerrat who are willing to help, but there are also those in the Republic who believe this is some sort of deceit, and are determined to keep the samples out of Republican territory.

SETUP ▣

Players can be Federate or Republic, and charged with either assisting or stopping the Fachleutes. The easiest setup is as a small team of covert operatives, though Players could be any sort of ally, opponent or even the geneticists themselves. Players should have outdoor survival Skills as well as access to survival equipment and civilian vehicles. Weapon availability depends on the setting. Federates, especially Fachleute geneticists, will not have access to guns; on the other hand, covert agents of either nationality will definitely be armed.

COMPLICATIONS ▼

Detour: The Ministry of Justice intercepts the maglev train in a small town three quarters of the way to the research base. Due to local administrative bungling, the passengers disembark long before the polizei close the station. Republic Rooks are trying to secure a surface vehicle while working around the geneticists' volksbeakons, which have been locked in place.

Plague: One of the sample phials in the case contains a nasty virus, planted by a patriotic geneticist to kill anyone trying to examine the microbes. Unfortunately, the virus itself is direct evidence of an Edicts violation and must be retrieved or thoroughly destroyed.

Malicious Intent: As above, except the virus is automatically released the fourth time the case is opened. The booby trap is a revenge plot by the Ministry of Peace for the loss of the Elevator. The geneticists are completely unaware of the danger save for one, who is a Ministry covert agent charged with ensuring the case is successfully delivered to the Republic.

Maneuvers: The BundesArmee is on maneuvers just south of the research outpost. Units include a few PanzerGruppen and one SturmGruppen. They are unaware of the geneticists, and are actually more concerned with keeping an eye on several Republic units that have moved into a nearby region. The military can be brought in to assist the search, though the division commander has his own ideas about what to do with the traitorous geneticists.

Precipice: As above, but the division commander will do anything to keep the geneticists and the microbes out of Republic hands, even if it means taking his forces into the Republic. Ranger forces in the area are few, and reinforcements are very far away.

Universal Good: SolaPol has learned of the microbe transfer. An Edicts investigation team has been sent to retrieve the case regardless of who has it and transport it off-planet for examination. How Players deal with Solpaol depends on which side they are on as well as which complications are being used.

NOTES ▣

The Gamemaster will have to fill in details, including the composition of the rest of the teams. He should also determine additional complications rising from local police forces or Ministries with a stake in the microbes. With the virus option, Players should have a decent chance of recognizing the germs and obtaining effective medical treatment if they become contaminated. Any type of outdoor suit will protect Players against exposure, and if the virus is released outside the ultraviolet radiation will kill it fairly quickly. If Solapal is used, the retrieval team will play smart, going after the microbes only when it is safe. They are neither fanatical nor inhuman, and may even assist the Players (or the geneticists). All Solapal wants are the microorganisms.

5.7

HOOKS & TIPS

5.7.1

end of section 5.7 scenario: santa claus vs. martians

► FACES OF MARS

The Martian population is as diverse as any other planetary society. For game purposes they can be easily grouped according to general types and encounter locations, providing a small collection that can be adapted to a wide variety of needs. A quick Archetype reference for Martian NPCs is provided at the bottom of the page. Although there may be specialized Archetypes more suited to the occupations, the ones listed in the charts can be easily located in the **Jovian Chronicles Rulebook**. An additional NPC summary can be found in **Gamemastering Made Easy**, on pages 12 through 15.

Players should also use the suggested Archetypes as starting points for Characters with those particular occupations. As a note, the NPCs on the next few pages are meant to work more closely with the Players. As a result, their Attributes and Skills are higher and they may have a Perk or two normally reserved for Player Characters.

▼ SETTINGS

Planetary Mars has two distinct settings: urban city domes and “frontier communities.” Each nation has examples of both, though in different proportions. The Federation is obviously more focused on large, easily controlled population centers. Very few Federate NPCs know how to handle themselves outside the urban environment, let alone the deep wilderness. Such survival knowledge is considered a specialization, and is exclusively the providence of the military and a limited group of Fachleutes. Republicans are much more suited for a remote, independent existence, though many do live in larger cities. The line between city and country is not so defined, and Republicans can make the transition much more easily than Federates.

Republicans are also more likely to be accepting of Player Characters, regardless of the background (with the possible exception of those with active Federate citizenship). Federates, on the other hand, look for visual clues in order to quickly place individuals into one of the three classes and accord them the appropriate treatment. Off-worlders may have very bad initial encounters with Fachleutes or Politiker who automatically assume the strangers are Verbündeten — or they may have very good encounters if pigeonholed as a different class. Fortunately, most obvious Off-worlders are treated as Fachleutes and Characters usually receive a reaction no worse than reserved suspicion.

▼ MODIFICATIONS TO EXISTING ARCHETYPES

In addition to the standard list of Skills, each Archetype has the Skill Survival (Mars) at 1 except for those marked (*), who have the Skill at 2. Republicans also have the Skill Small Arms at 1. They do not usually walk around armed, but frontier settlements have numerous weapons lockers. These lists contain only those Archetypes where an existing equivalent is not readily apparent.

▣ BASIC FEDERATION ARCHETYPES

REQUIRED ARCHETYPE	EXISTING ARCHETYPE	REFERENCE
Average Verbündeten	Average Verbündeten	This sourcebook, p. 61
Average Politiker	Official	Main Rulebook, p. 105
Average Fachleute	Medic, Scientist or Technician	Main Rulebook, pp. 103, 106, 108
Polizei Detektiv	Solapol Agent	Main Rulebook, p. 107
Roteschutzkappen	Official	Main Rulebook, p. 105

Note: Fachleutes include any occupation requiring technical skill or focused education, and are not limited to the three Archetypes listed above.

▣ BASIC REPUBLIC ARCHETYPES

REQUIRED ARCHETYPE	EXISTING ARCHETYPE	REFERENCE
Average Republican	Average Republican	This sourcebook, p. 61
Biathlete*	Martian Biathlete	Spacer's Guide, p. 75
Constable	Soldier/Security Officer	Main Rulebook, p. 107
Ranger*	Mercenary	Main Rulebook, p. 104
Rook	Entertainer	Main Rulebook, p. 102
Terraformer*	Scientist	Main Rulebook, p. 106

WARREN ROLANDE, TERRAFARMER ▼

Rolande is in his late twenties, only a few years out of university and still relatively “young” in terms of experience. His skin is almost alabaster, much lighter than average Martian coloring. He is, however, very healthy and in much better physical shape than most adults his age. He exhibits a quick wit that showcases his intelligence and education, though his sense of humor is difficult for non-terrafarmers to understand. His is Republican, but like many of his contemporaries he believes more in the terraforming project than any particular nation. This position gets him into trouble with the devout Republic supporters on those few times when he visits the larger cities. It is not too surprising that he chooses to spend his time within smaller academic communities our out in the deep wilderness. Rolande is extensively educated in the Martian ecosystem and the terraforming project, with additional knowledge of meteorology. He possesses the equivalent of a Masters degree at *Collegia Elysium*, one of the foremost Republican universities dedicated to terraforming sciences.

DESCRIPTION ◇

Rolande has always wanted to be a part of the terraforming project. His parents are industrial engineers at Elysium, and very focused on keeping Republic interests dominant in planetary affairs. They had assumed his terrafarmer desire was a phase, a form of rebellion. Both are still somewhat amazed that it never went away; it has unfortunately set him something at odds with his family, who cannot understand or appreciate his priorities. The young terrafarmer is looking to gain another year or two of experience before he begins work on his doctorate. He spends a great deal of time near the northern polar regions, tracking the population explosions of several microorganism colonies that were randomly seeded before the turn of the century. His work brings his very close to the Federate border; he has faced harassment on numerous occasions from Federate patrols. Conversely, this has also given him the opportunity to work with several Federate counterparts, as both sides completely ignore the border when there are no soldiers around.

Rolande has noticed a few disturbing trends that suggest the terraforming project is moving ahead much more quickly than perhaps it should. So far there has been nothing conclusive, just a few tantalizing hints here and there: rapid recession of a permafrost line, collapse of basins over large melted ice deposits and a possible rise in dust storm intensity. Unfortunately, there could be many other causes for these events, some of which are more plausible than a pending ecological catastrophe. He has not been the only person to sound such a warning, but inexperience and junior standing impairs his credibility.

STATS ◇

Warren Rolande is based on the Scientist Archetype (**Jovian Chronicles Rulebook**, page 106), with the following changes: he has a LightWorlder body type, his AGI and BUI is 0 and his KNO is 1. His “Primary Field” is Life Sciences with a specialty in Terraforming, his “Secondary Field” is Earth Sciences with a specialty in Meteorology and his “Foreign Language” is German. He also has Survival (Mars) 2/+1, though he does not have the History Skill associated with the Archetype.

NOTES ▣

Rolande’s skill set is typical among terrafarmers, even if his beliefs are not. As with most Republic NPCs, he is very well acquainted with several regions of Republic territory, and could either act as a guide for Characters or supply information about the area. A possible Rolandesque plot could involve his predictions coming true. The full effects would take decades to manifest, but could be the subject of a campaign to alert the leaders of both nations in an attempt to correct the problem before it is too late. For something more immediate, Rolande’s tendency to ignore the national border could see the Federation arresting him as a possible terrorist. Players could be assigned to arrange his rescue — or they could even be part of the Federate team charged with arresting his in the first place. With slight modifications, Roland could be a central Non-Player Character for either of the two terraforming scenarios presented in this sourcebook.

5-A-2

HOOKS & TIPS



▼ GALIENA REINHART, FEDERATE LEITUNGSFACHMANN

Fräulein Reinhart is a LeitungsFachmann — an “Administration Specialist”, a combination of clerk and secretary — for the Ministry of Liberty. She has the same fair skin and light brown hair that grace many Federate citizens, though her eyes are a rich, striking green — a feature easily identifying her no matter how ordinary she otherwise appears. As a Politiker, she has spent long hours cultivating her outward behavior and emotions. It is very difficult to distinguish between sincerity and façade. When at work, she seems very much the devoted underling. Outside of her job, her demeanor becomes more authoritarian. She is often mistaken for a “high placed” Politiker, a mistake she has no compulsions against exploiting. Despite her manipulation of her status and contacts, she fervently believes in her society and the Demokratische Partei Martian. She despises the Republic and the chaos she believes it represents, and shares the general Politiker amazement that such an unstructured system has managed to endure for so long.

◇ DESCRIPTION

Fräulein Reinhart is currently a member of the successful Holtz faction, the group backing the most promising successor to the current Minister of Liberty. She is still rather low in importance to the faction, but she does have some influence and also access to interesting information in both the faction and the Ministry. She is also a morale officer, organizing meetings and attending public rallies on behalf of the Demokratische Partei Martian and the Ministry.

She is planning a major advancement in the Ministry. For the past year, Fräulein Reinhart has been collecting favors in preparation to discredit or embarrass elements of an opposing faction currently holding higher-level administrative positions. She possesses a small cache of incriminating video footage secreted away in a secure location. There is currently only a handful of camera and surveillance technicians who are aware that she has been collecting information, but none of them are aware of exactly to what use it will be put. None are particularly curious, either; it is not uncommon for surveillance recordings to be copied and exchanged by internal workers as part of their regular jobs. The legendary security of the Ministry applies only to outsiders and the lowest clerical levels. Past a certain point, Politiker have found ways around or through the regulations, though getting caught can still bring harsh punishments. If Fräulein Reinhart is successful, she could wind up with a regional directorship, in control of part of a major city. If she is unsuccessful, she could wind up with a junior clerical job, controlling very little of anything in some remote mining outpost.

◇ STATS

Fräulein Reinhart is based on the Official Archetype (**Jovian Chronicles Rulebook**, page 105), with the following changes: she is a LightWorlder, her INF is 2, WIL is 1 and she has the skills Language (English) 2/+1, Security 1/+1 and Theatrics 2/+2. She has used her position in the Ministry and as Party Morale Officer to cultivate a wide range of contacts; she should be treated as having the Connections Perk (**Companion**, page 24), though only the Contacts option (no Allies).

■ NOTES

Fräulein Reinhart is an excellent contact for any Federate Character, especially one with a career that may require occasional access to restricted information. However, her favors will eventually have a price: she will be calling in her debts when she is ready to make her move, dragging Characters into a messy political situation. She is also a natural target for a Republic Rook — her ambition could easily be exploited into revealing information to someone who knew just how to take advantage of her. Fräulein Reinhart could become the center of a Federate intrigue adventure, with agents attempting to either retrieve or destroy the data contained within her cache. Plot complications could include the accidental recording of a Republic operative or the embarrassment of a major Ministerrat official who is crucial to the Federate war effort. As a Politiker, it is unlikely that she will ever be encountered outside of the urban city domes or well-traveled maglev routes crossing the Federation.

ARVIN BRANDEIS, FEDERATION ROTESCHUTZKAPPEN ▼

At almost 50 years of age, Herr Brandeis is somewhat past his prime. His tall, thin figure is not in as good physical condition as some of the other Federates his age, though he is definitely not out of shape. He has a network of scars over his left hand from a training accident in his BundesArmee days. Despite extensive reconstructive surgery, he regained only about 80 percent of the use of his hand, though that number has been dropping somewhat lately. Herr Brandeis is not the most intelligent Federate, and has had difficulty all his life in learning new things — a flaw that would condemn him to the lower ranks of the Verbündeten were it not for his status as Roteschutzkappen. Fortunately, he has excellent observation skills and an odd intuition that is unusually accurate. He also has a pleasant, very engaging personality and has little difficulty in speaking with people. Whatever other troubles he may be having (see below), he is well liked in his neighborhood.

DESCRIPTION ◇

The family of Arvin Brandeis has always been staunch supporters of the Demokratishe Partei Martian; their names were among the first on the register when the Party was formed. Unfortunately, they have also always been relatively poor, even for Verbündeten. Coupled with his learning difficulties, Herr Brandeis had no hope of attaining advanced education or even getting a decent job. His best opportunity to make something of himself arose as a Red Cap, a job to which he has become totally devoted. He takes his career very seriously, but there is also a great deal of pride in what he does. He has gained an intimate understanding of his neighborhood, and though he has never received any official recognition, his achievements are quite numerous.

Recently, Herr Brandeis has begun to notice odd things, starting with his being passed over for promotion. Though this has happened many times before, there seems to be less and less acknowledgement that he is ever a candidate, despite his numerous qualifications. Even more disturbing, he is being followed or watched regularly. He is catching unfamiliar people observing him, though they quickly look away when he notices. His local Party representative denies there is anything going on, and insists that all this worry is for nothing. Herr Brandeis maintaining his public face rather well, but the certainty that something is happening is preying on his mind. It is becoming increasingly apparent that he will have to look after this matter on his own, but this requires a degree of initiative he is not used to showing.

STATS ◇

Herr Brandeis is based on the Official Archetype (**Jovian Chronicles Rulebook**, page 105), with the following changes: he is a LightWorlder, his KNO is 0, but his PER and PSY are both 2. He has the skills Language (English) 1/0, Notice 2/+2 and Streetwise 2/+1. He is equipped with a hand-held version of the Polizei communicator (see page 80). His occupation also gives him an equivalent to the 2 point civilian equivalent of the Rank Perk (**Companion**, page 26).

NOTES ▣

The good Herr Brandeis has been in his neighborhood long enough to have a very thorough knowledge of most of its aspects, from geography to personalities. He is not clever enough to work as a spy, but he could be used as a guide or an informant, especially by polizei Characters. He could also be a contact; he has resources (though limited) in the Party and has some influences towards performing minor favors for Characters. As far as his paranoia is concerned, it is up to the Gamemaster as to whether Herr Brandeis is having a nervous breakdown or if he is actually on to something. Possible plots could include a Rook infiltration of the community, a corruption investigation being carried out by the Ministry of Peace, or someone who is, for whatever reason, attempting to remove Herr Brandeis from his position and is following him because there is not enough evidence yet (direct or manufactured) to do so.

5.8.4

HOOKS & TIPS



5.A.5

HOOKS & TIPS

▼ BANNAN ELOY, BUNDESARMEE HAUPTFELDWEBEL

Eloy is a soldier in the Federate Army, holding a rank roughly equivalent to sergeant. Though not exactly the stereotypical Hauptfeldwebel, he certainly comes close. He is of the classic tough, no-nonsense type. He stands a little shorter and stockier than average, but his build is solid muscle capped with a face of hard, chiseled features (a popular rumor has it that he was sculpted from Martian stone). Eloy has the “Sergeant’s Voice”, a bellow capable of piercing any volume of noise as efficiently as a rifle shot. When not barking orders, he is surprisingly soft-spoken, though his voice has acquired a gravelly timbre after so many years in the service. Eloy was trained in most infantry techniques, and has picked up a generous amount of experience along the way. He is equally dangerous in or out of exo-suits, with or without weapons — a fact he has proven to Republicans and his own troops during training many, many times.

◇ DESCRIPTION

At 45 years old, Hauptfeldwebel Eloy is extremely old for a non-commissioned soldier in the BundesArmee. He is quite happy where he is, and has no aspirations to anything grander. Eloy has actual combat experience gained from full Army deployment — something that is lacking in most front line troops. He began his career as Verbündeten, but out of deference for his experience, he is now treated as a Fachleute. Those officers not arrogant enough to dismiss his low standing often come to him for tactical advice. His Verbündeten background initially made his commissioning as an officer problematic; now that he has independently achieved a more prominent standing, he prefers to stay with active units where his experience will have the best value.

In the BundesArmee, with its rigid command structure, Hauptfeldwebel Eloy has learned to show a surprising amount of initiative for a soldier of his rank. On the other hand, it has kept him alive while innumerable other Hauptfeldwebel were shot where they stood waiting for orders. He has tried to stay in peak combat form for the last 25 years, and has deliberately put himself out on border patrols in the hopes of staying sharp against Republicans. He is dismayed by the lack of combat experience in the Federate front lines. He keeps his own grupen in top form through a grueling training regimen, but even his soldiers have had few chances at real combat, save for whatever Republic raids they managed to intercept. Eloy worries that their baptism of fire could turn into a cremation.

◇ STATS

Hauptfeldwebel Eloy is based on the Mercenary Archetype (**Jovian Chronicles Rulebook**, page 104), with the following changes: he is a LightWorlder and his FIT, INF and WIL are all 1. With the higher FIT, his Secondary Traits also change: STR is 1, UD and AD are both 5. He has the Skills Combat Sense 3/+1, Language (English) 1/0, Leadership 3/0 and Survival (Mars) 2/0, though he lacks the Acrobatics and Streetwise Skills normally associated with the Mercenary Archetype.

■ NOTES

Eloy is what every military campaign needs: a tough-as-nails sergeant who could take on an enemy regiment alone, with maybe some help from his favorite pocket knife. Eloy’s abilities have already been boosted from the base Archetype, and while he is not a superman, Gamemasters should feel free to give him any additional increases to make is toughness unrivalled — especially by any Characters under his command. Eloy is also not limited to appearances in the BundesArmee. His type is common to all branches of the military, whether he be a BundesLuftWaffe Hauptfeldwebel or a PlatzMarine Gunnery Sergeant. Soldiers like Eloy function best when their orders are clear, even when their consciences are not. This will occasionally place Eloy at odds with Players, especially if their Characters carry additional moral baggage. Eloy is not stubborn — if given enough time, Players can talk him out of a course of action. In combat, however, Eloy runs on instinct and can be stopped only if Players are willing to physically take him down.

MARSHAL SAM HILL, FREE REPUBLIC RANGER ▼

Martial Hill is a career Ranger who has managed to work her way up through the service in a relatively short time. Her actual rank is Dragoon, though like most Ranger officers, she is addressed by the non-commissioned title of "Marshal." Her appearance was once rather plain, but combat has given numerous distinguishing features. She keeps her hair cut short enough to reveal two long scars down the right side of her head. She calls these her "twice lucky" charms; on two separate occasions, armor-piercing slugs penetrated her helmet but only grazed her skull. She has other such wounds, though none are as prominent. She carries a certain hardness about her, something that only comes through a bitter past. It has given her gaze intensity, and often prevents smiles from gracing her face. She is most at ease when she is traveling out on the Martian plain, free from anything even remotely resembling urban surroundings. Lately even the serenity of the desolate landscape has held little consolation for her.

5.A.B.9

DESCRIPTION ◇

Hill's hatred of the Federation is very personal. Her parents were both terrafarmers, but were captured in Federate reprisal raid when Sam was nine years old. They were tried and charged with terrorism, sentenced to "rehabilitation" and transferred to some gulag deep in Federate territory. Sam stayed with relatives until she was required to sign up for mandatory enlistment with the Rangers. She never left. Marshal Hill was extremely successful as a Ranger, and was invited to join the prestigious Scouts after a mere five years of service. She now commands a unit of five others, specializing in raids deep into Federate territory. She and all the Rangers in her unit are experts at Martian survival. They spend a great deal of time out on patrol along the western and southern borders. Hill has an extensive knowledge of these two regions, an appreciable amount of it on the Federate side.

Marshal Hill is losing what little empathy she has. Her hatred has kept her going in situations when there was nothing else left. After so many years, she has come to see Federate citizens more as biological automatons than actual people. As a result, she is becoming less mindful of potential civilian casualties when conducting operations. Despite her high mission success rate, her superiors are wondering if (or even how) they should pull her from active duty before something truly ugly happens. Her unit has noticed the change in her and is uneasy about it, though nobody is foolish enough to suggest she is slowly becoming the one thing that she hates the most.

STATS ◇

Sam Hill is based on the Soldier/Security Officer Archetype (**Jovian Chronicles Rulebook**, page 107), with the following changes: she is a LightWorlder, her CRE and WIL are 1, and her PSY is -2. She has the skills Camouflage 2/+1, Combat Sense 2/+1, Language (German) 1/0, Stealth 2/0 and Survival (Mars) 2/+1. She does not have the Streetwise skill normally associated with the Archetype. She behaves as if she had the 2-point version of the Beliefs Flaw (**Companion**, page 28).

NOTES ▣

Depending on the scenario, Marshal Hill can either be a powerful ally or a dangerous foe — even to other Republicans. She could never be a Rook, but her insurgency skills are excellent. She can easily slip through Federate lines and wreak havoc. Several BundesArmee units have come to know her by name for both her abilities and her utter lack of mercy for any Federates. As a plot point, Players could have to deal with her as her hatred finally pushes her over the edge into bloodlust and paranoia. Anyone who does not share her total hatred of the Federation is suspect, and anyone who appears sympathize with that nation (Gamemaster's discretion about how subjective Hill may be) will be reclassified as worth little more than a Federate. On a gentler note, the Marshal would very much like information about her parents, who have not been seen since their trial. This could be the center point of an infiltration or reconnaissance raid.

HOOKS & TIPS



▼ JAYE TRETAN, MARTIAN BIATHLETE CELEBRITY

Not enough time has passed for Jaye Tretan to become unrecognizable. He has allowed his hair to grow out since his competition days and now sports a mane of brown curls, but little else has changed from the time when his triumphant smile graced every vidscreen — and almost every sports-related product — on Mars. Tretan gives a poor first impression, leaving many wondering at his deep arrogance and self-centredness. In reality, Tretan is neither; the sad truth is that his entire life has been focused on training for this one type of sport. The isolation and intensity required means he has very little experience with anything else. He centers on himself because that is all he really knows. On the other hand, he is extensively trained in athletics and Martian survival techniques. He may no longer be the best in the sport, but his skill is unrivalled by most non-biathletes, including the Free Republic Rangers.

◇ DESCRIPTION

A former Federate, Tretan defected a decade ago in a very public event. He literally walked into a Republic town one day after spending a week crossing the wilderness around the western Federate-Republic border, all the while eluding several elite Federate units who were quietly searching for him. To add insult to injury against his former homeland, he was allowed to compete again for the Republic for several years. He won first place medals at most planetary division levels from 2204 to 2208, including the prestigious *Coupe Marinaris*, a grueling 4-part trek across the Valles Marinaris. Those few events he did not win saw him place no worse than third. After his retirement he became a professional celebrity, renting himself to endorse a wide variety of products and interests both on and off Mars. He had a second retirement from that a year ago, but not before becoming incredibly rich from his fame and incredibly bored from his incessant promotions.

He has now returned to the wilderness with an eye towards sharpening his skills again. It is unlikely he will ever compete again. At present, he is out strictly for the fun and the challenge. Over the past four years, Tretan has been repeatedly approached by the Free Republic Rangers to provide training to their members, particularly the elite Scouts. He had always refused in the past, but this time he is considering accepting the offer as a way of trying something new and also as a chance to maybe learn something of himself.

◇ STATS

Jaye Tretan is based on the Martian Biathlete Archetype (**Spacer's Guide**, page 75), with the following changes: he has a standard body type, his APP is +2 and PSY is +1. He has the skills Camouflage 2/+1, Combat Sense 2/+1, Language (English) 2/0, Stealth 2/0 and Survival (Mars) 2/+1. He has the 4-point version of the Famous Perk. Tretan also has numerous supply caches hidden in throughout the region where he currently resides. If necessary, he can survive outside for up to two weeks on these stashes alone.

▣ NOTES

It was not enough that Tretan defected, but he did the one thing that goes against all Federate doctrine: he became famous. As a result, the Federation would never lose a chance to take a shot at him, whether to humiliate, discredit, injure or even kill him. He may find himself pursued by Federate agents intent on doing him harm, especially now that he is considering working for the Rangers. Reprisals do not have to be a politically motivated; he has beaten many biathletes, some of whom still carry grudges. Even his fame and wealth could be a lightning rod for trouble.

Should a Gamemaster wish to run a Martian Biathlon, Tretan can always represent the main opponent. He could also be of assistance to the Players as a trainer (or even a coach if one or more Characters are biathletes). With his extensive knowledge of the Valles Marinaris and Hellas Basin, he would also make an excellent guide. More information about the Martian Biathlon is available in the **Spacer's Guide**, page 60.

ALISON WENDEL, CONTRACT PILOT ▼

Alison Wendel is 30 years old, and is at a very comfortable stage of her life. She owns a small transatmospheric shuttle and has the freedom to travel wherever she wishes in the Republic. She is easily recognized by her shoulder-length mop of dark, curly hair whenever she lets it out from under her flight cap. She is in reasonable physical shape, though she has not been taking good care of herself. The constant exposure to light gravity is beginning to cause some problems. There is nothing medically threatening yet, but she is very awkward while moving around in standard gravity. A cocktail of vitamins and calcium enhancers would easily correct her condition if she would spend the money. Most of her income goes to support the shuttle, with only a small allowance left over for other things. As far as she is concerned, the proper functioning of the shuttle is more important than the proper functioning of her body.

DESCRIPTION ◇

Alison Wendel was once a terrafarmer but came to dislike the extended periods of isolation. She purchased the shuttle seven years ago with the money she made from selling off her interest in her home settlement's bioengineering labs. She now freelances for various terrafarmer groups, ferrying them out to remote locations or flying in supplies. She likes the ability to travel into the Martian outback without having to also face the isolation that traditionally accompanies such trips if made by land. Wendel has an orbital license, though being Republic-based, orbital space is rather limited. Her surface cargo license is much more versatile, and will allow her to fly to most Federate cities within 200 kilometers of the border. This actually is the most lucrative aspect: though United Martian Delivery Services is a popular method of shipping goods, there are many clients who would prefer a less prominent mode of transport.

She worked for the relief effort in the aftermath of the Elevator fall, ferrying cargo down to Republic ports. Since the ZONet broadcast, Wendel has wisely chosen to focus on her Republic contracts, staying as far away from the Federation border as possible. Even the Republicans are getting a little frightening as local militias become increasingly insistent that she loan her shuttle to their causes. So far, nobody has tried to forcibly take it from her, but it is only a matter of time before someone decides the prospect of air power is worth the risk. Unfortunately, she cannot cut back on the settlement supply flights, as it would essentially reduce her income to the point where she could not fly.

STATS ◇

Alison Wendel is based on the Veteran Pilot Archetype (**Jovian Chronicles Rulebook**, page 109), with the following changes: she is a LightWorlder, her CRE is 1 and her FIT is 0. She has the Skills Aircraft Pilot 2/+1, Mechanics 2/0, Navigation (Air) 1/0 and Survival (Mars) 1/+1. Her shuttle matches the vehicle found on page 122 of the **Mechanical Catalog**, save that it has the Flaw Annoyance: Maintenance Heavy. The shuttle requires 1 hour of maintenance for every 4 hours of flight, or it temporarily gains a random Lemon Defect (**Companion**, page 107) until twice the required maintenance is performed.

NOTES ▣

Wendel is a good contact for nonmilitary Characters who work regularly in the wilderness. Her fees are quite reasonable, and she can take Characters anywhere in Republic space, or even a little way into the Federation. The only restrictions are areas marked off-limits by the military. She is unlikely to willingly take part in a Ranger operation. Not only is her shuttle is unarmed, but it will jeopardize her licensing, though given the current political climate her Federate transport licenses are useless anyway. Her cargo bay can hold 2000 m³, more than enough to accommodate most land vehicles. This is dry cargo only. Portable tanks need to be installed if Wendel is going to carry liquids. Possible plots involving her could include the theft of her shuttle. Players would have to track it down and retrieve it, most likely from a group of armed Republic malcontents.

5.8.B

HOOKS & TIPS
 end of section 5.8 faces of mars

► DUST STORM GUIDELINES

Martian dust storms are fed by solar energy; the worst occur during the southern hemisphere’s summer when Mars is closest to the Sun. Storm severity is rated by the “Lawrence Scale.” Storms above Scale 6 are very rare and may not occur for years, although several storms in the same year are possible. Scale 4 is a “Thermal Limit;” below this point, storms tend to collapse as too much dust accumulates in the air and overwhelms solar input.

Storm life is divided up into “cycles.” The first cycle lasts 1d6 days. Roll 3d6 in the standard fashion (take the highest single roll, each additional 6 adds 1) and apply the Starting Modifiers for season and storm location to determine the Lawrence Scale reached at the end of the cycle. Each subsequent cycle also lasts 1d6 days. Roll 3d6 to determine ending Scale, but apply both Starting and Subsequent Modifiers. If the results indicate Scale 3 or less, the storm dissipates by cycle’s end. Note that Predominant Terrain type and Hemisphere may change as the storm moves. There is no maximum number of subsequent cycles a storm may have.

▢ DUST STORMS TABLE

LAWRENCE SCALE	AREA COVERED	EFFECTIVE WIND FORCE	STORM SPEED	OBSCURATION
1 – Nothing (Nice sunny day)	n/a	0	n/a	0
2 – Mild Wind	1,000 km²	0	15 kph	0
3 – Strong Wind	10,000 km²	0	15 kph	1/3
4 – Mild Storm (Thermal Limit)	100,000 km²	1	60 kph	1/2
5 – Average Storm	1,000,000 km²	1	90 kph	1
6 – Strong Storm	10,000,000 km²	2	120 kph	1
7 – Severe Storm	Hemisphere	3	180 kph	1-2
8 – Planet-conquering threshold	Planet	4	240 kph	1-2

▢ STARTING MODIFIERS

PREDOMINANT TERRAIN	MODIFIER	HEMISPHERE	MODIFIER	CURRENT SEASON	MODIFIER
Flat, open desert	0	Northern Hemisphere	-1	Winter	-2
Broken ground	-1	Southern Hemisphere	0	Spring	+0
Mountainous	-3			Summer	+1
Ice Cap	-3			Fall	+0
Ice Cap Edge	-1				

▼ DUST STORM EFFECTS

Energy Modifier: for every five days the storm stays at the same Lawrence Scale strength, add 1 to the roll. This modifier is reset to 0 if the storm changes Scale.

Thermal Limit Modifier: this equals 4 minus Lawrence Scale of previous cycle.

Wind Force is fully explained on page 90 of the **Companion**, but to summarize: each WF level represents a wind speed of 30 kph — enough to move an aircraft one tactical air hex regardless of its actual movement. As Martian air pressure is roughly half that of Earth, the wind speed is must be double to exert the same force.

The **Obscuration** value is added to the Obscurement of every tactical hex when determining line of sight during the storm. Fractional values indicate accumulation over several hexes (e.g. 1/3 means Obscurement of 1 for every three hexes). A range indicates visual degradation during wind gusts (Gamemaster’s discretion).

Storm Movement is up to the Gamemaster. Generally speaking, winter storms move eastward from their seed points, while summer storms move westward. During spring or fall, the direction depends on whether the actual date is closer to summer or winter, but the storm also moves towards the equator. The storm covers a distance per hour equal to the Storm Speed listed above.

The solar energy feeding storms creates **Thermal Effects**. For each cycle a storm grows or stays at the same Lawrence Scale, its internal temperature grows by 1 degree Celsius per day of that cycle. The temperature also drops by 1 degree per day of a cycle ending on a lower Lawrence Scale.

In the **Aftermath**, dust lingers in the atmosphere long after the winds die down. The Obscuration of the last cycle before the storm dropped below Scale 3 lasts for days equal to 2d6 plus the highest Lawrence Scale reached during the storm.

5.9.2

The direction of the Wind Force depends on where in the dust devil an airborne vehicle finishes its movement. Dust devils spin clockwise in the northern hemisphere and counterclockwise in the southern hemisphere. If the Wind Force is rated at 2 or higher, the vehicle will actually be moved in an arc around the center of the dust devil, as opposed to a straight line. A Piloting test is required versus a Threshold equal to the Lawrence Scale to keep control of the vehicle. There is a calm spot exactly at the center of the dust devil where the effects of Wind Force are not applied. This space has a diameter in hexes equal to one quarter of the full diameter of the storm. A dust devil will move during a tactical scenario: to determine the number of hexes traveled per tactical turn, divide the Storm Speed by 6 (after halving).

Like most deserts, Martian dust is insidious, and somehow manages to find its way into even the most solidly sealed containers. This wreaks havoc with mechanical parts, eventually causing them to seize up and fail. The vehicle Perk of HEP: Desert provides some protection against this menace, but regular maintenance must still be performed. Maintenance can be resolved with an Opposed Mechanics Test against the vehicle's Lemon Dice, with the modifiers listed below. Regardless of the result, one hour is required to perform an inspection and basic work. If the Test is successful, no additional work is required. Each Margin of Failure indicates an additional hour of work at a cost of 25 x 1d6 credits. A Fumble means that some critical components must be replaced before the vehicle can become operational. For each 12 hours of vehicle use without maintenance, make a Lemon Dice Test against a Threshold of 6 using the same maintenance modifiers. A success indicates vital components have failed. Until they are replaced, the vehicle will not function.

TO THE LEMON DICE ROLL

+4 if vehicle has HEP: Desert.	+ the worst Lawrence Scale experienced since last mtce
+2 if vehicle has Easy To Modify Perk	+1 for each 12 hours passed without mtce
	+1 if the vehicle has the Difficult to Modify Flaw
	+1 if the vehicle has any Exposed Aux Systems Flaws

5.9.3 dust storm guidelines
end of section 5.9

5.9.3

5.9.3

5.9.3



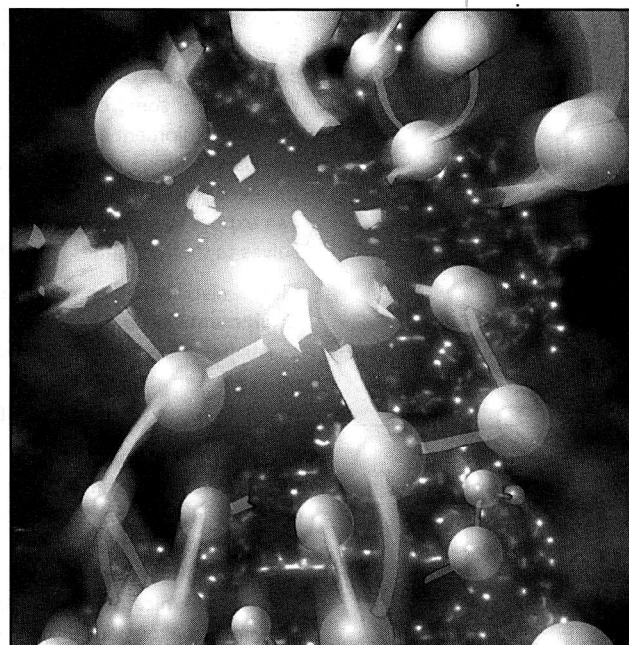
"How dare you tell us what tools we can and cannot use!
 We will not let you treat us like children because of your
 childish fears."

— Federation Ambassador addressing the Edicts Council

INTRODUCTION ◀

The constant fighting between the two nations has seriously affected much of the potential scientific development. Planet-based industry is split fairly evenly between the war effort and terraforming, with only a small portion being devoted to anything else. Any real growth in any other industry comes from "bleeding edge" technology from these two areas; that is, technological developments that just happen to have more than a purely terraforming or wartime application.

Martians rely heavily on modular technology. Versatility was a requirement of the equipment brought to Mars by the first teams of explorers, and considering the wear and tear caused by dust infiltration alone, easily replaceable components are welcome features. There are, unfortunately, at least three standards of compatibility. The Federation and the Republic each have their own standards, and the Federation has separate standards for civilian and military, mainly to prevent insurgents from using Federate civilian vehicles in military actions. In terms of vehicle design, this should be reflected through Perks and Flaws. Martian vehicles usually have the Easy to Modify Perk, although they should be treated as having the Flaw of Difficult to Modify if no compatible parts are available (see pages 114 and 120 of the **Companion** for more information).



Both nations have a voracious appetite for military technology to feed their endless quests for advantages over each other. Despite having developed military industrial complexes, shipments of modern war material are always welcome, particularly if exo-related. Though the Martians have managed to duplicate older Jovian exo-armors, new designs have been limited to exo-suits. All exo-armor variants are still based on the Explorer and the Defender designs. Both nations are still some ways away from making any significant innovations.

IN THE GENES ▼

The Martian bioengineering industry is primarily directed at the terraforming project. Biotech is a vital aspect of reintroducing life to the currently hostile ecosystem. Roughly 75% of the research is directed towards rejuvenating the radiation-sterilized soil. The remainder is devoted to living organisms, specifically microorganisms to help enrich the Martian atmosphere. Progress in the latter area has been slow - it borders on the areas of research prohibited by the Edicts, and is constantly scrutinized and reviewed.

Martian research has provided benefits (and profits) for several other industries, not the least of which is engineering microorganisms for the Venus terraforming project. Bioengineering has also been a boon for the medical industry in terms of genetic research and antibiotics. Even some manufacturing industries have benefited from developments of organically produced products such as Fabroline™, an extremely resilient silk-like material, or Rotesbewegungsol®, an inexpensive synthetic engine lubricant. The Solar nations welcome each new Martian discovery with some apprehension. It is generally believed that the Martians are not revealing the full extent of their advances. Much to the frustration of both nations, over the past few years each new advance has been rewarded with increased Solapol vigilance.

THE EDICTS ★

Though required for terraforming, it is not unrealistic to expect that Martian biotechnology will eventually be used for war. Solapol constantly faces questions of how far it will allow Mars to pursue certain lines of research regardless of potential benefits. Both nations openly criticize Solapol's threat assessment methodology, and have on several occasions demonstrated that certain forcibly abandoned projects were completely harmless. The Federation is actually suing Solapol over the latest incident, claiming Solapol's interference has caused negatively impacted on the terraforming project itself. On the other hand, the Federation's use of artificial near-intelligence (ANI) has forced the United Space Nations to greatly refine its AI definitions to prevent further exploitation of loopholes. Solapol remains unconvinced of the ANIs' non-sentience, and is only too happy to harass the Martian nation on this issue.

b-1.1

HISTORICAL FACTS
end of section 6.1 introduction

► PERSONAL EQUIPMENT

Both the Federation and the Republic are producers of consumer goods that find distribution across the Solar System. Much of what they produce, however, never makes it off-planet. It goes directly towards satisfying local consumer demand, even if (especially if) consumers include the military complex. These pages list of some of those personal items unique to Mars or Martian culture. Weapons and additional general equipment can be found in the **Space Equipment Guide**. Items listed as specifically belonging to one nation are generally not available in the other, and even items available in both nations show markedly different production methods and values. Any Martians seeking an item produced outside their home nation can expect to spend a long time looking, pay a significantly higher price and may have to explain themselves to the authorities along the way, especially in the Federation.

The Availability and Legality codes in the Equipment Summary table are designated according to the **Space Equipment Guide**. The Republic codes for restricted Federate gear reflects an attempt to protect what few assets it has managed to acquire as opposed to a desire to punish Republicans for using Federate items.

▼ VOLKSBEAKON AND READER

This is a personal data identifier, essentially a small radio beacon worn on the wrist in much the same way as a classic watch. It is based on the Personal Emergency Locator Transceiver (PELT), though it performs several additional functions, not the least of which is allowing the wearer's location to be tracked anywhere within Federate cities. Citizens are required to wear these outside of their residences at all times. It is available in a wide variety of styles and colors, and may incorporate additional features such as a timepiece, calculator or small communicator. In some locations, such as military installations or settlements near the Republic border, volksbeacons are worn permanently— they can be removed only by the proper unlocking tool, ten minutes of cutting with a standard metal saw or by severing the wearer's hand at the wrist. Delinquents are equipped with a special version of volksbeacons. These also cannot be removed, and should the wearer wander too near an intercity maglev or an exterior airlock, alarms will sound. Polizei are equipped with "Readers," devices that can detect Volksbeakon signals and match them with remotely accessed Population Registry records. Readers can be set to be either directional, with a detection arc of 10 degrees and a range of 50 metres, or volumetric, picking up every volksbeakon within 20 metres.

▼ BUNDESKARTE (TRAVEL CARD)

These wafer-thin electronic storage devices carry all the travel clearances necessary to get from one point to another within the Federation. Bundeskartes are created as required with the information hard-wired into the onboard chip. This makes the card nearly impossible to alter without damaging it in the process. The cards contain a number of "authorization passes" or "pass points" for a preset course of checkpoints. As each checkpoint is passed, the card is remotely scanned and one pass point is deducted. There are two pass points per checkpoint, allowing a traveler some leeway to return along his route without filing a travel request. If a cardholder tries to pass a checkpoint but has no pass points for that checkpoint left, he will be picked up by the polizei for questioning. New or partially used Bundeskartes are much sought after by Republic operatives; without those cards, travel in the Federation is next to impossible. The Republic has made numerous attempts to forge the card, but bundeskartes have numerous built-in safety and anti-forgery features, some of which have not yet been circumvented.

▼ POLIZEI COMMUNICATORS

These units function both as radios and cameras, allowing polizei to actively broadcast visual and tactical data. They are most often used to track pursuits and photograph crime scenes. The basic polizei device is a "hands free" voice-activated headset, with a camera pointing forward over one of the wearer's ears. The unit is quite compact — everything is contained within the headset — and can be fitted into a helmet or worn separately. The camera has limited zoom capability (x4) and can take still pictures or record for up to 60 minutes on removable memocards. The communicator is not intended for use outside the city domes and buildings. Its range is barely 2 kilometers, and relies heavily on local signal booster arrays (treat as -5 Comm systems in tactical conditions). The camera units on the communicators are usually left on at all times, though polizei patrol officers find themselves having to replace batteries every four hours. Red Caps are issued hand-held versions that are roughly the size of a deck of playing cards. These are less expensive and more awkward to use, but have a higher information storage capacity and can record for up to 120 minutes.

EVACUATION SUIT ▼

This emergency survival suit is available in both Martian nations. It is manufactured from a lightweight polymer and includes a self-contained breather mask. The suit offers some radiation protection, but has no Armor Value whatsoever. A battery-powered heating unit keeps the wearer at a comfortable temperature down to -40 degrees Celsius for 30 minutes. All suits are colored bright green or blue, and come with a small communicator (-5 Comm, 5 km range) and an emergency locator beacon. Evac suits are stored near airlocks, high-traffic areas, and beneath vehicle seats in "quick pull-out" boxes. Users can don a suit in less than a minute. Evac suits are intended only for short-term emergencies and are useless for long-term survival.

MARS SUITS ▼

Mars Suits are sealed environmental suits, designed to protect a wearer from the deadly atmosphere and ultraviolet radiation. Mars suits are not space suits. Though fully sealed, they cannot withstand extreme pressure changes, and are insulated only enough for the Martian climate. Some suits are quite massive, but can be used normally in Martian gravity where they weigh over 60% less. Most Republicans own a civilian Mars Suit; Federates are issued them only on a need-to-have basis.

All suits include UV radiation protection, external air and battery recharge sockets and basic radio communicators (-5 Comm, 10-kilometer range). Some models have adaptive fittings for modular suit components. Combat suits include an advanced radio (0 Comm, 30-kilometer range) and duraplast mail. Stealth suits contain thermal masking and sensor return dampening, but are effective only if the entire suit is worn; they are restricted to military use only. Commando suits feature stealth and endurance upgrades, though at the cost of armor protection. The **Space Equipment Guide** has full rules for customizing space suits.

MARTIAN SUITS TABLE □

SUIT TYPE	ARMOR	ENDURANCE	FEATURES
Civilian, Basic	5	6 hrs	Standard Radio, Standard Fittings, Choice of colors
Civilian, Deluxe	5	6 hrs	"Adaptive" Fittings
Combat, Basic	24	8 hrs	"Adaptive" Fittings, Military Radio
Combat, Endurance	24	16 hrs	"Adaptive" Fittings, 2 internal and 2 external endurance upgrades
Commando	12	16 hrs	"Adaptive" Fittings, Military Radio, 4 endurance upgrades, +2 Stealth Tests
Stealth, Light	24	8	Military Radio, +1 Stealth Tests
Stealth, Medium	24	8	Military Radio, +2 Stealth Tests
Stealth, Heavy	24	8	Military Radio, +3 Stealth Tests

EQUIPMENT SUMMARY □

ITEM	MASS ¹	AVAILABILITY (FED/REP)	AVAIL./LEGAL. (FED/REP) ²	PRICE (Cred./FM/RM) ³
Polizei Communicator, Headset	0.3 kg	Rare/Rare	8-C4/9-B4	NA/400/NA
Polizei Communicator, Hand	1 kg	Uncommon/Rare	6-D4/8-C3	NA/280/NA
Bundeskarte (Travel Card)	negligible	Uncommon/Rare	8-D4/10-B3	NA/ 2 x km travelled/NA
Volksbeakon	negligible	Common/Rare	2-E2/6-C2	58/50/NA
Volksbeakon, Delinquenten	0.3 kg	Uncommon/Rare	8-C4/10-C2	NA/450/NA
Volksbeakon Reader	1 kg	Rare/Rare	9-C5/10-B3	NA/2000/NA
Civilian, Basic	8 kg	Common/Common	3-D1/3-D1	5000/4350/4170
Civilian, Deluxe	12 kg	Uncommon/Uncommon	3-D1/5-D1	10,000/8700/8340
Combat, Basic	10 kg	Common/Common	5-B1/5-B1	6500/5650/5420
Combat, Endurance	17 kg	Uncommon/Uncommon	6-B2/6-B4	6000/5220/5000
Commando	18 kg	Rare/Rare	9-B4/9-B5	64,000/55,650/53,330
Evacuation	3 kg	Common/Common	2-E2/2-E2	750/655/625
Stealth, Light	11 kg	Rare/Rare	8-B4/8-B4	13,000/11,300/10,830
Stealth, Medium	12 kg	Rare/Rare	8-B4/8-B5	52,000/45,220/43,330
Stealth, Heavy	14 kg	Rare/Rare	9-B4/9-B5	208,000/180,870/173,330

1) When determining encumbrance on the Martian surface, equipment mass should be multiplied by 0.38.

2) Availability/Legality Codes are explained in the **Space Equipment Guide**.

3) NA – item cannot be purchased regularly using the currency in question. If purchased by an opposing government, multiply price by 20 after converting to appropriate currency (FM = 1.15 credits, FR = 1.2 credits).

6.2.4

6.2.5

end of section 6.2 personal equipment



► EQUIPPING FOR WAR

Both nations have learned one lesson from the constant warfare: versatility is vital. Most combat craft have been set up to carry easily swapped ordinance packages. These are self-contained systems requiring very little external power and can simply be plugged into a vehicle's targeting system. Missiles are easily the most common package, although machine guns and chaff dispensers are also available.

The following missile and pod systems can be attached to **missile mounts**. One missile mount carries one system, and the system MS rating cannot exceed the missile mount's MS. Attached systems gain the same firing arc as the missile mount. Unless otherwise noted, weapon systems are meant for planetside use and will not function in other environments. Space-based systems will not function in planetary environments. A/G denotes air-to-ground (or ground-to-air) capability).

▣ REPUBLIC MISSILES/PODS

NAME	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC	+TV
ALI Antitank Missile	x21	3	0	0	-	Mis, SD, G, IF, A/G	6	463	-	154
Bloodhound Missile	x18	6	0	0	-	Mis, SD, EH, IF, A/G	6	535	-	178
Diamondback Light Missile*	x15	5	-1	0	-	Mis, SK1, SD, EH, A/G	6	462	-	154
T-23 Kahuna Missile	x16	3	-1	0	-	Mis, AE2, SD, A/G	6	374	-	154
Viper Heavy Missile**	x30	4	-1	0	-	Mis, SD, SK1	6	386	-	129
Chaff Pod	x2	1	2	0	10	AM, Def, A/G	2	17	1	6
N-990 Rocket Pod	x15	3	-1	4	16	Mis, IF, AS, A/G	6	387	1	129
RM4 Minelayer Missile Pod	x15	3	0	3	30	Mis, Mine, A/G	6	333	15	233

*Functions in both Space and Planetary environments

**Space-based system

▣ FEDERATE MISSILES/PODS

NAME	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC	+TV
Liepzig Combat Drone	x15	5	-1	0	-	HEAT, SD, SK1/4, Smrt1, Mis, Clm, A/G	10	14,421	-	4807
Aux Vulcan Pod	x5	2	0	2	500	AI, AP, A/G	6	339	1	234
Arces SAM Missile Pod	x12	8	0	0	4	Mis, G, A/G	10	1968	8	732
Ogland Decoy Pod	x2	1	2	0	20	AM, Def, Smrt1, A/G	4	135	0.3	51
Kasper Anti-Tank Missile Pod	x20	3	0	0	4	Mis, G, IF	10	1922	5	647
PFK-16 Light Missile Pod*	x15	5	-1	0	4	Mis, SK1, A/G	7	700	3	237
PFK-21 Heavy Missile Pod**	x30	4	-2	0	2	Mis, SK1	9	1446	6	437
Zef AS Missile Pod	x20	5	0	0	4	HEAT, AS, G, IF, Mis	8	2363	6	796

*Functions in both Space and Planetary environments

**Space-based system

▼ OPTIONAL RULE: SPACECRAFT HARDPOINTS

Hardpoints allow rapid installation of large armament packages. The Perks *Easy To Modify (Fire Control)* and *Cargo Bay* are used together to represent hardpoints. An **enclosed hardpoint** is contained within the ship itself, and is protected by the vessel's armor. It requires an Enclosed Cargo Bay capable of holding the weapon's Minimum Size ((MS/2+1)³ in cubic meters). An **open hardpoint** sits on the hull and has no armor protection. It requires an Open Cargo Bay ((MS/2+1)² in square meters), and mounted weapons are damaged on Auxiliary Systems damage results. One hardpoint carries one weapon system, even if more will fit.

▣ ARMAMENT PACKAGE

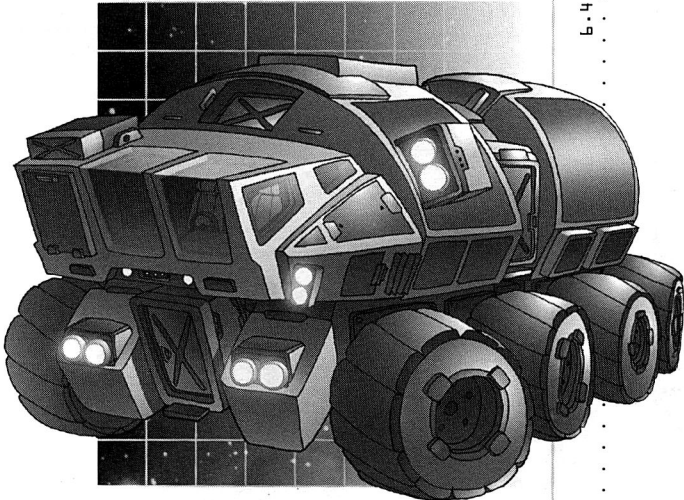
NAME	ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC	+TV	E M ³	O M ²
Light Laser Cannon	T	x12	3	1	2	Inf	HEAT, Inf, AD1	7	1380	0	828	92	21
Heavy Laser Cannon	F	x16	4	0	0	Inf	HEAT, Inf, AD1	7	1445	0	533	92	21
Anti-Missile Pod	T	x2	1	1	0	Inf	Inf, AM, Def	3	54	0	33	16	7
Kinetic Kill Cannon	T	x20	7	0	0	20	-	7	815	3	509	92	21
Particle Beam Cannon	F	x15	4	-1	0	Inf	HEAT, Inf, Hay, AD1	7	1734	0	2312	92	21

Notes: **E m³** is required volume for enclosed hardpoints. **O m²** is required area for open hardpoints.

Missile systems are available under each nation's respective list. Firing Arc is Forward.

"BONGO" ALL-TERRAIN VEHICLE ◀

This is a general type of all-terrain vehicle, built simple and rugged for use in all Martian environments. Models are either six- or eight-wheeled long body vehicles, large enough to contain passengers and cargo for long journeys over the surface. The internal systems are very modular, allowing for ease of replacement when a component succumbs to dust or fatigue. Entrance to a Bongo is via a small airlock located halfway down the body, with doors on either side. An internal door aft allows access to the rear cargo space. This area can be pressurized, but usually only its temperature is regulated. A second internal door opens forward into the passenger section. Depending on the configuration, this could have room for up to six passengers, or four passengers and a cramped sleeping area. The passenger section also contains a small store of water, emergency rations and evacuation suits. The Bongo takes its name from an early double-bodied Martian rover design that bore a passing resemblance to the musical instrument.

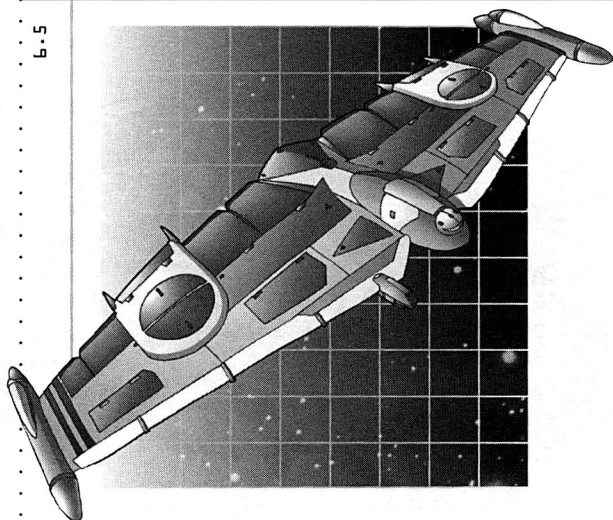


6.4

PRODUCTION DATA ▼

Threat Value										380 (190,000 credits)			
Production Type										Mass Production			
Indv. Lemon Dice										3			
Crew										1 (2 actions)			
Hull Size										7 (11.5 tons)			
Default Size										7			
Stacking Size										7			
Armor										6/12/18			
► MOVEMENT DATA													
MOVEMENT MODE					COMBAT SPEED			TOP SPEED			MANEUVER		
Ground					10 (60 kph)			20 (120 kph)			-2		
Deployment Range					500 km								
► ELECTRONICS DATA													
Sensors:										-2/1 km			
Communications:										-2/10 km			
Fire Control:										-5			
► PERKS AND FLAWS DATA													
NAME				RATING		GAME EFFECT				AUX			
Backup Life Support				-		Ignore first Life Support Hit				-			
Cargo Bay				-		Enclosed, 85 m³ (4x3.5x7m)				-			
Easy to Modify: All				-		+2 to repair and modify				-			
HEP: Desert, Extreme Cold				-		Mars Protection				-			
Improved Off-Road Capability				-		Ground, -1 MP per hex with a cost of 2 or more				-			
Life Support				-		Full, eight people				Y			
Passenger Seating				-		Seven passengers				-			
Searchlight				-		Swivel, 200 m				Y			
► OFFENSIVE AND DEFENSIVE SYSTEM DATA													
QTY	NAME	ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC		
None	-	-	-	-	-	-	-	-	-	-	-		

► “SEAGULL” AIR TRANSPORT



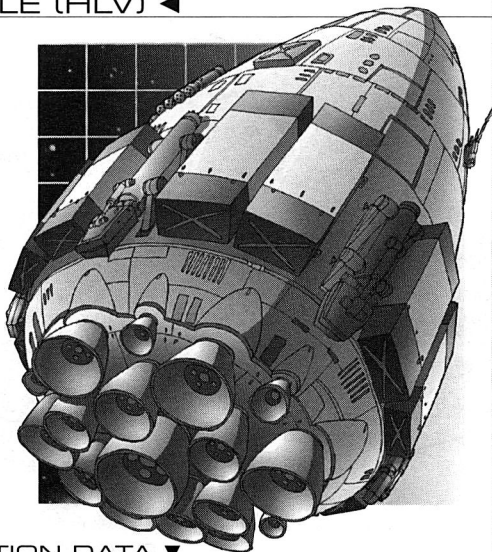
The Seagull is a large, heavy lift vehicle for use in the Martian atmosphere. It is easily recognizable by its flying wing silhouette and large ducted thrust engines. Cargo is stored laterally, in holds that extend into the wings. Though this makes for a much more spacious cargo bay, balance is a consideration when stowing freight for transport. The Seagull is a rugged aircraft, and requires only a crew of two. It can land on any type of terrain, providing the ground can support the weight of the plane. Versions can be found in use in both Martian nations, though the Seagull is much more common in the Republic, where numerous small transport agencies use these planes to ferry people and supplies out to remote locations. The aircraft was originally a Federation design named Kurier; the Republic version is an almost identical copy. Military versions of the aircraft feature heavier armor and the ability to perform airdrops. The Republic has equipped several of its Seaquills with stealth capability.

▼ PRODUCTION DATA

Threat Value										810 (243,000 credits)		
Production Type										Mass Production		
Individual Lemon Dice										3		
Crew										2 (4 actions)		
Hull Size										15 (105 tons)		
Default Size										9		
Stacking Size										15		
Armor										15/30/45		
► MOVEMENT DATA												
MOVEMENT MODE					COMBAT SPEED			TOP SPEED			MANEUVER	
Flight					15 (450 kph)			30 (900 kph)			-2 (Stall 120 kph)	
Ground (Taxiing)					0 (0 kph)			0 (0 kph)			-2	
Deployment Range					1200 km							
► ELECTRONICS DATA												
Sensors:										-1/2 km		
Communications:										-1/30 km		
Fire Control:										-5		
► PERKS AND FLAWS DATA												
NAME				RATING			GAME EFFECT				AUX	
Advanced Controls				-			Adds 1 to Crew Actions				-	
Autopilot				-			Acts as Level 1 Pilot				Y	
Backup Life Support				-			Ignore first Life Support hit					
Cargo Bay				-			Enclosed, 600 m³ (3x7x14.2m in each wing)				-	
Ejection System				3			Ejection seats				Y	
HEP: Desert				-			Desert Protection				-	
High Towing Capacity				-			Double				-	
Large Sensor Profile				2			Easy to spot				-	
Life Support				5			Full for 12 people				Y	
Maximum Ceiling				2			Cannot exceed 10 kilometers in altitude				-	
Passenger Seating				-			Ten passengers				-	
► OFFENSIVE AND DEFENSIVE SYSTEM DATA												
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC	
None	-	-	-		-	-	-	-	-	-	-	
► NOTES												
VARIANT		MODIFICATIONS									ADJUSTED TV	
Military		Increase Armor to 30, add 2 Turreted Chaff Pods, raise Fire Control to 0									940	
Republic Stealth		As Military variant, also add Stealth Perk at 3									1250	

HEAVY LIFT VEHICLE (HLV) ◀

This large, ugly brute of a rocket is meant to do only one thing: move cargo between the planet surface and orbit. The overall design is simple yet versatile, and engineered specifically for low maintenance and durability. This has been mostly achieved through a general lack of sophistication in many of the ship's components. The HLV has a high thrust and can achieve impressive acceleration when not carrying cargo. If extra thrust is required, boosters can be fitted to hardpoints along the hull. When fully loaded, however, this ship acquires maneuvering characteristics similar to a hurled brick. The HLV is a common vehicle in civilian cargo agencies, especially the United Martian Delivery Services. Military versions perform the same function, though they are usually assigned an aerospace fighter escort to cover their sluggish agility. A small number have been converted into makeshift carriers for both nations, though they are more typically used as transorbital assault landers.

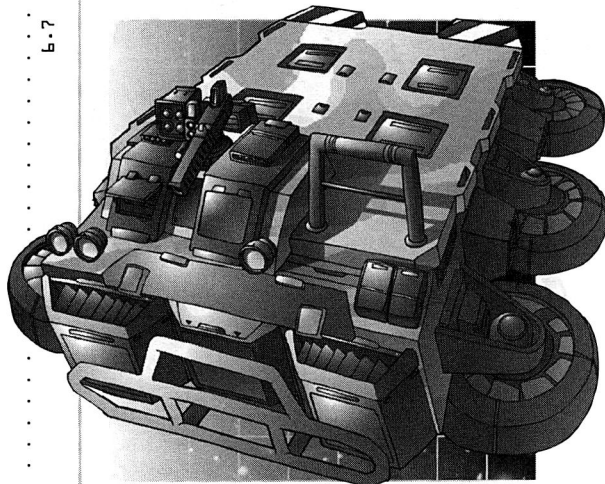


PRODUCTION DATA ▼

Threat Value		6300 (3,780,000 credits)											
Production Type		Limited Production											
Individual Lemon Dice		2											
Crew		2 (3 actions)											
Hull Size		50 (3500 tons)											
Default Size		18											
Stacking Size		50											
Armor		45/90/135											
► MOVEMENT DATA													
MOVEMENT MODE				COMBAT SPEED				TOP SPEED				MANEUVER	
Space (Empty)*				47 (4.7g)				94 (9.4g)				-4	
Space (w/ 40,000 tons of cargo)				6 (0.6g)				12 (1.2g)				-6	
Flight				20 (600 kph)				40 (1200 kph)				-6 (Stall 0 kph)	
Ground (Landing Gear)				0 (0 kph)				0 (0 kph)				-10	
Deployment Range				200 hours									
Reaction Mass				1000 BP (Hydrogen)				Reaction Mass (w/40,000 tons cargo)				130 EBP (Hydr.)	
► ELECTRONICS DATA													
Sensors:										-2/2 km			
Communications:										-2/10 km			
Fire Control:										-5			
► PERKS AND FLAWS DATA													
NAME		RATING		GAME EFFECT						AUX			
Autopilot		-		Acts as Level 1 Pilot						Y			
Backup Systems		-		Communications, Fire Control, Life Support, Sensors						-			
Cannot Glide		-		Aerodynamic qualities of masonry						-			
Cargo Bay		-		Enclosed, 40,000 m³						-			
Computer		2		CRE 0, KNO 0, PP2						-			
Ejection System		-		Escape Pods, 12 places						Y			
HEP: Radiation, Vacuum		4/-		10,000 rads per hour, Space Protection						-			
Large Sensor Profile		4		Extremely easy to spot						-			
Life Support		-		Full for 12 people						Y			
Passenger Seats		-		Ten passengers						-			
Reentry System		-		Permanent Feature						Y			
Reinforced Crew Compartment		-		Ignores first Crew hit						-			
Requires Airstrip		-		Cannot land on any rough terrain						-			
Stratospheric Flight		-		Can exceed 12 km altitude						-			
► OFFENSIVE AND DEFENSIVE SYSTEM DATA													
QTY	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC		
None	-	-		-	-	-	-	-	-	-	-		

*Ship is not structurally reinforced; exceeding 30MP/3.0g causes 1 Light Damage result per combat round (30 seconds).

► AUSF-23 "KAVALLERIE" TRANSPORT



This is the standard Federate armed transport, hover-equipped for rapid deployment. The Kavallerie comes in two versions: a flatbed for carrying cargo or a grupen of exo-suits and an enclosed infantry carrier. Vehicle armament is light, consisting of a mass driver and four light missiles. Troop transports are used on long-range patrols or in combat assaults, though for the latter they require proper fire support and air cover. The entire cargo bay can be depressurized, allowing troops to depart en masse instead of waiting for an airlock to cycle. Cargo versions are rarely encountered singly. They are grouped together into high-speed convoys where their combined defensive capabilities are much more effective. The Kavallerie been in service since 2198. It is a very simple design, and apart from some electronics upgrades has not changed appreciably. It is also relatively easy to service, which is a good thing considering how much dust gets into the cargo bay, particularly with the troop transports.

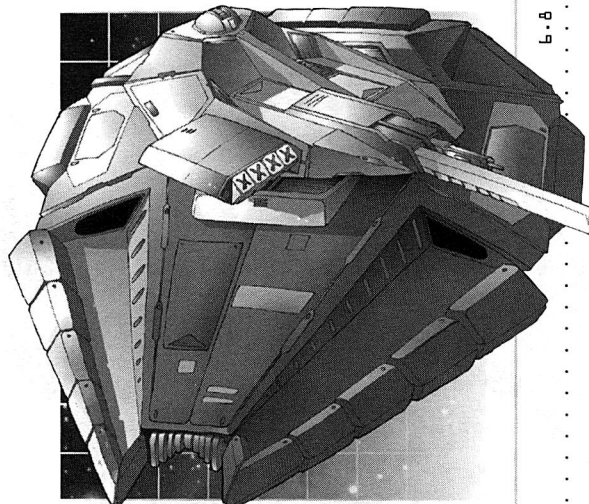
▼ PRODUCTION DATA

Threat Value		1800 (1,080,000 credits)									
Production Type		Mass Production									
Individual Lemon Dice		3									
Crew		2 (3 actions)									
Hull Size		10 (31.25 tons)									
Default Size		12									
Stacking Size		10									
Armor		30/60/90									
► MOVEMENT DATA											
MOVEMENT MODE		COMBAT SPEED		TOP SPEED				MANEUVER			
Hover		12 (72 kph)		24 (144 kph)				-2			
Deployment Range		500 km									
► ELECTRONICS DATA											
Sensors:		+1/2 km									
Communications:		+1/10 km									
Fire Control:		0									
► PERKS AND FLAWS DATA											
NAME		RATING		GAME EFFECT				AUX			
Autopilot		-		Acts as Level 1 Pilot				Y			
Backup Systems		-		Communications, Fire Control, Life Support, Sensors				-			
Cargo Bay		-		Open, 60 m²				-			
Computer		2		CRE 0, KNO 0, PP2				Y			
Ejection System		2		Ejection Seats for crew only				Y			
HEP: Desert, Extreme Cold		-		Mars Protection				-			
High Towing Capacity		-		Can carry 31 tons without penalty				-			
Large Sensor Profile		2		Easy to spot				-			
Life Support		4		Limited for 7 people				Y			
Reinforced Crew Compartment		-		Ignores first Crew hit				-			
Satellite Uplink		-		x1000 Comm range				Y			
Target Designator		3		Turret, designates for Guided weapons				Y			
Weak Underbelly		-		Half Armor vs. attacks from below				-			
► OFFENSIVE AND DEFENSIVE SYSTEM DATA											
QTY	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	RZG-4 GaussKannon	T	x5	4	0	2	60	AP, AI, A/G	7	760	1.8
1	Missile Mount	T	-	-	-	-	-	-	10	-	-

*Can carry any combination of Federation missile weapons/pods with a MS rating of 10 or less.
The above is the flatbed version. For the troop transport, add an Enclosed Cargo Bay (120 m³) and boost life support to Limited for 22 people. Adusted TV = 2000.

PZKLF-17 "ABDIEL" LUFTPANZER ◀

The Abdiel is a hovertank built with the requirement of being able to outgun and outrun any exo-armor in ground combat. It came into service in 2202 to replace the 50-year old (and utterly obsolete) Azrael hovertank. The luftpanzer is noted mainly for incorporating older but more durable control technology, avoiding linear frame cockpits and the anthropomorphic trend in armored vehicles. The main armament also consists of a 130mm autocannon instead of a railgun, though has the advantage of firing a wide variety of ammunition. It also sports a small array of missiles, and a laser-based anti-missile defense. So far the Abdiel has been untested in combat, save for occasional border skirmishes. The BundesArmee has high hopes for the design, hopes that stand a good chance of being realized if preliminary tactical data is accurate. The only major modification to the design in nearly a decade of service has been the addition of a surface-to-air missile package in 2209 to counter the threat of the Republic's fully flight-capable Hellwinds.



6.8

PRODUCTION DATA ▼

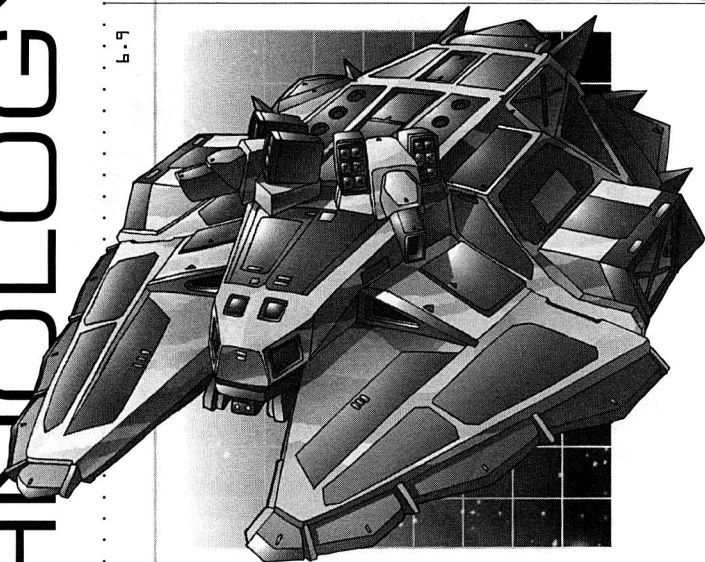
Threat Value	3500 (2,019,000 credits)	Production Type	Mass Production								
Individual Lemon Dice	3	Crew	3 (3 Actions)								
Default Size	18	Hull/Stacking Size	13 (59.7 tons)								
Armor	40/80/120										
► MOVEMENT DATA											
MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER								
Hover	12 (72 kph)	24 (144 kph)	-2								
Deployment Range	400 km (Turbine/Electric)										
► ELECTRONICS DATA											
Sensors:	+1/4 km	Communications:	+1/10 km								
Fire Control:	0										
► PERKS AND FLAWS DATA											
NAME	RATING	GAME EFFECT	AUX								
Autopilot	-	Level 1 Pilot	Y								
Backup Systems	1	Communications, Fire Control, Life Support, Sensors	-								
Computer	2	CRE 0, KNO 0, PP2, Flexible	Y								
Ejection System	-	Ejection Seats	Y								
HEAT Resistant Armor	10	Add to Armor vs. HEAT	-								
HEP: Desert, Extreme Cold	-	Mars Protection	-								
Life Support	-	Limited	Y								
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	-								
Satellite Uplink	-	x1000 Comm range	Y								
Stealth	2	Hard to detect (conceals Large Sensor Profile)	Y								
Target Designator	3	Turret, designate for Guided Weapons	Y								
Large Sensor Profile	2	Large Size, Hot Exhaust	-								
Weak Underbelly	-	Half Armor vs. attacks from below	-								
► OFFENSIVE AND DEFENSIVE SYSTEM DATA											
QTY	NAME	ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	130mm gun – AP Round	T	x15	5	0	0	20	IF, MR2, AP, HEAT	8	1680	11
-	130mm gun – AE Round	-	x10	5	0	0	10	IF, MR2, AEO, HEAT	-	432	2
-	130mm gun – Black Fog	-	x1	5	0	0	10	IF, MR2, AE1, Def, BlkFg	-	242	2
-	130mm gun – HE Round	-	x25	5	0	0	20	IF, MR2, HEAT	-	216	2
1	VC-130 Heavy MG	SlowT	x5	2	0	2	1000	AI	4	68	1
1	Vaop 7719 Laser	T	x2	1	+1	4	120	AM, Defensive	3	21	1
2	Missile Mounts*	T	-	-	-	-	-	-	10	-	-

*Can carry any combination of Federation missile weapons/pods with a MS rating of 10 or less.

end of section 6.8 PZKLF-17 "abdiel" LuftPanzer

6.9

► RCH-021 "CONESTOGA" TRANSPORT



The Conestoga is an older design, having been in service since 2196. It has a distinguished service history, and has fought quite well in numerous skirmishes and engagements. It was designed to be a versatile, hover-capable combat transport, moving not just troops and exos but also war materiel with speed and stealth. Unfortunately, crew comfort in the cargo compartment was a secondary consideration, and even regular infantry find the space awkward. Armament is impressive for a transport; its dual railguns can provide low-velocity indirect fire in support of carried troops. The Conestoga was originally equipped with stealth capabilities, but advances in Federate scanning technology have rendered this feature ineffective on all but a few carefully maintained vehicles. A large number of variants are available, including mobile surgeries, scout vehicles and even an unarmed civilian model. At one time, this hover carrier was nearly ubiquitous across the Republic. Many still remain in service, though a significant number have been surplused and turned over to local settlements as work vehicles.

▼ PRODUCTION DATA

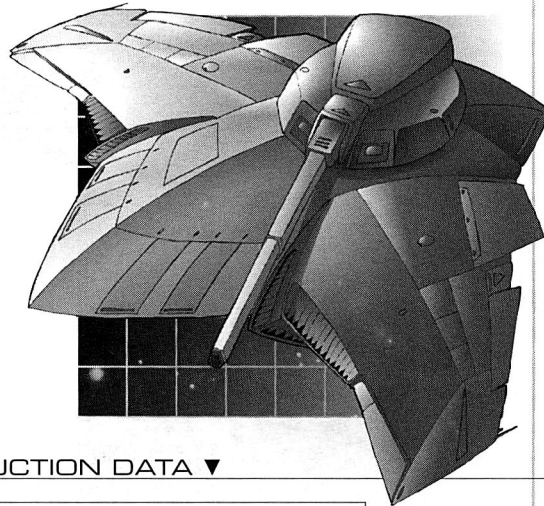
Threat Value	3200 (2,182,000 credits)					Production Type				Mass Production				
Individual Lemon Dice	3					Crew				2 (3 actions)				
Default Size	15					Hull Size				11 (41 tons)				
Armor	30/60/90					Stacking Size				11				
► MOVEMENT DATA														
MOVEMENT MODE					COMBAT SPEED			TOP SPEED			MANEUVER			
Hover					13 (78 kph)			26 (156 kph)			-2			
Deployment Range					500 km									
► ELECTRONICS DATA														
Sensors:					+1/4 km			Communications:					0/10 km	
Fire Control:					0									
► PERKS AND FLAWS DATA														
NAME					RATING			GAME EFFECT			AUX			
Autopilot					-			Acts as Level 1 Pilot			Y			
Backup Systems					-			Communications, Fire Control, Life Support, Sensors			-			
Cargo Bay					-			Enclosed, 260 m³			-			
Computer					2			CRE 0, KNO 0, PP2			Y			
Ejection System					2			Ejection seats for crew only			Y			
HEP: Desert, Extreme Cold					-			Mars Protection			-			
High Towing Capacity					-			Double, carries 41 tons without penalty			-			
Large Sensor Profile					2			Large Size			-			
Life Support					6			Limited, 26 people			Y			
Reinforced Crew Compartment					-			Ignores first Crew hit			-			
Target Designator					3			Turret, designates for Guided weapons			Y			
Weak Underbelly					-			Half Armor vs. attacks from below			-			
► OFFENSIVE AND DEFENSIVE SYSTEM DATA														
QTY	NAME	ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC			
2	K-24 Bombard - AP round	T	x8	4	0	0	30	AP, IF, A/G	8	960	2.6			
-	K-24 Bombard - AE round	T	x10	4	0	0	30	AEO, IF	-	410	9.8			
-	K-24 Bombard - Smk round	T	x1	4	0	0	30	IF, AEO, BlkFg, Def	-	37	9.8			
4	Missile Mounts*	T	-	-	-	-	-	-	6	-	-			

*Can carry any combination of Republic missile weapons/pods with a MS rating of 6 or less.

Mobile Surgery variant: Remove all weapons, add Lab (Medicine), Rating 2. Modified TV = 2300.

RTH-115 "HELLWIND" HOVERTANK ◀

The Hellwind is more than just a hovertank. It is also the first dedicated exo-suit carrier. Four slightly modified Sand Stalker exo-suits ride externally on the hovertank's undercarriage, providing versatile ground cover in conjunction with the Hellwind's speed and agility. The Hellwind has more in common with an aircraft than a tank — powerful vectored thrust engines provide vertical take-off and full flight capability, allowing the tank to move between ground combat and air support. Since its introduction in 2210, it has proven itself in limited skirmishes against BundesArmee vehicles, including the Abdiel. The only read drawback comes from the cost and complexity of the tank, both of which significantly limit production rates. Though tactically superior to Federate vehicles, the BundesArmee's high numbers practically guarantee victory in terms of attrition.



6.10

PRODUCTION DATA ▼

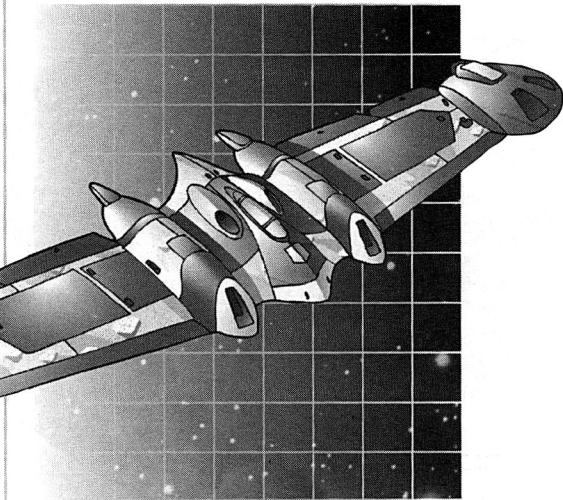
Threat Value	3500 (8,750,000 credits)	Production Type	Limited Production								
Individual Lemon Dice	3	Crew	3 (3 Actions)								
Default Size	15	Hull Size	12 (46 tons)								
Armor	25/50/75	Stacking Size	12								
► MOVEMENT DATA											
MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER								
Flight	5 (150 kph)	10 (300 kph)	-1 (Stall 0)								
Ground (Landing Gear)	0	0	-1								
Deployment Range	800 km (Fusion/Electric)										
► ELECTRONICS DATA											
Sensors:	+1/4 km	Communications:	0/10 km								
Fire Control:	0										
► PERKS AND FLAWS DATA											
NAME	RATING	GAME EFFECT	AUX								
Autopilot	-	Level 1 Pilot	Y								
Backup Systems	1	Communications, Fire Control, Life Support, Sensors	-								
Cargo Bay	-	Internal Ordinance Bay, 4 m³	-								
Cargo Bay	-	Open, 30 m², hardpoints for 4 x Exo-Suits	-								
Computer	2	CRE 0, KNO 0, PP2, Flexible	Y								
Ejection System	-	Ejection Seats	Y								
HEP: Desert, Extreme Cold	-	Mars Protection	-								
High Towing Capacity	-	Double	-								
Life Support	-	Limited	Y								
Low Profile	-	-1 to hit when Hull Down	-								
NOE Flyer	-	Can fly at Level 0	-								
Reinforced Crew Compartment	-	Absorbs first "Crew" hit	-								
Satellite Uplink	-	x1000 Comm range	Y								
Stealth	5*	Hard to detect (mask Large Sensor Profile)	Y								
Target Designator	3	Turret, designate for Guided Weapons	Y								
Cannot Glide	-	-	-								
Large Sensor Profile	1	Large Size, Hot Exhaust	-								
Maximum Ceiling	8	-	-								
► OFFENSIVE AND DEFENSIVE SYSTEM DATA											
QTY	NAME	ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	Meteor II Railgun	SlowT	x10	5	+1	0	40	AP, A/G	9	1689	7
1	Vulcan	T	x4	2	+1	4	500	AI, A/G	3	84	1
1	Chaff Pod	T	x2	1	+2	0	10	AM, Defensive, A/G	2	15	1
8	Missile Mounts**	F	-	-	-	-	-	-	6	-	-

*When carrying exo-suits, Stealth drops to 2 unless flying NOE or disposable stealth baffles are installed.

**Can carry any combination of Republic missile weapons/pods with a MS rating of 6 or less.

end of section 6.10 RTH-115 "hellwind" hovertank

► FE-109 "FALKE" SUPERIORITY FIGHTER



The Federation's Falke is a transorbital fighter, capable of operating both in the Martian atmosphere and an orbital environment. It carries configurable missile pods and lasers in the wings, though the latter is used mainly as a "dogfighting" weapon. The main engine located in the centre body, but deployable vernear thrusters in wing tips help maneuver the fighter when in space. With regards to planetary environments, the Falke is intended mainly for Mars. It does not have the structural strength to survive re-entry into a standard Earth atmosphere, nor does it have the fuel to escape a full 1 g of gravity if launched from the surface. The Federation has had transorbital fighters in its arsenal for some time, but was slowly moving away from multi-role combat vehicles. This unfortunately meant that pursuit of Republic harassers was difficult unless there were both orbital and atmospheric assets in an area. The Falke's ability to follow craft back into an atmosphere has significantly cut down on the number of orbital border probes.

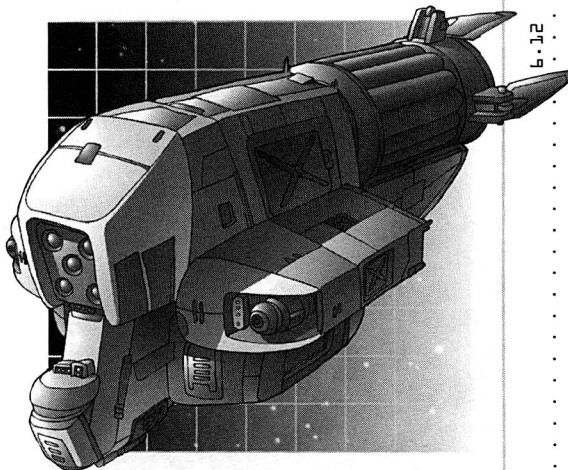
▼ PRODUCTION DATA

Threat Value	2600 (1,517,000 credits)	Production Type	Mass Production								
Individual Lemon Dice	3	Crew	1 (2 actions)								
Default Size	14	Hull Size/Stacking Size	12 (52.7 tons)								
Armor	30/60/90										
► MOVEMENT DATA											
MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER								
Space	13 (1.3g)	26 (2.6g)	-2								
Flight	20 (600 kph)	40 (1200 kph)	-2								
Ground (Taxiing)	0 (0 kph)	0 (0 kph)	-2								
Deployment Range	2000 km	Reaction Mass	200 BP (Hydrogen)								
► ELECTRONICS DATA											
Sensors:	0/2 km	Communications:	0/10 km								
Fire Control:	0										
► PERKS AND FLAWS DATA											
NAME	RATING	GAME EFFECT	AUX								
Autopilot	-	Acts as Level 1 Pilot	Y								
Backup Systems	-	Communications, Fire Control, Life Support, Sensors	-								
Computer	2	CRE 0, KNO -1, PP2, Flexible	Y								
Ejection System	2	Escape Pod	Y								
HEP: Radiation	3	1,000 rads per hour	-								
HEP: Vacuum	-	Space protection	-								
Life Support	2	Limited	-								
Reinforced Crew Compartment	-	Ignores first Crew hit	-								
Reentry System	-	Permanent System	Y								
Stratospheric Flight	-	Can fly above 12 km altitude	-								
Weapon Link	-	All KK-44 LaserKannons	-								
► OFFENSIVE AND DEFENSIVE SYSTEM DATA											
QTY	NAME	ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
2	KK-44 LaserKannon	FF	x10	4	1	0	Inf	HEAT, AD1, A/G	7	1388	0
2	Missile Mounts*	F	-	-	-	-	-	-	10	-	-

*Can carry any combination of Federation missile weapons/pods with a MS rating of 10 or less.

ADLER-CLASS FRIGATE ◀

The Adler is the PlatzMarine’s “mid-sized” spacegoing warship, though it is much smaller than other nations’ frigates. It is used primarily as an orbital patrol vessel, changing its direction by dropping and rising in altitude to allow it to patrol back and forth across Federation territory. It has enough endurance to function independently for roughly a month. As there are few Federation interests outside the orbit of Mars, a long deployment range is not deemed necessary. Armament consists of a single built-in heavy laser cannon and two enclosed hardpoints (see page 82). These hardpoints can be fitted with a small variety of weapon and ECM packages. The Adler has adequate power to support any combination. The craft also has an internal bay large enough to hold a single Size 12 vehicle or five Size 6 exo-suits. The life support is designed to cope with the additional crew required, although actual living space is crowded.

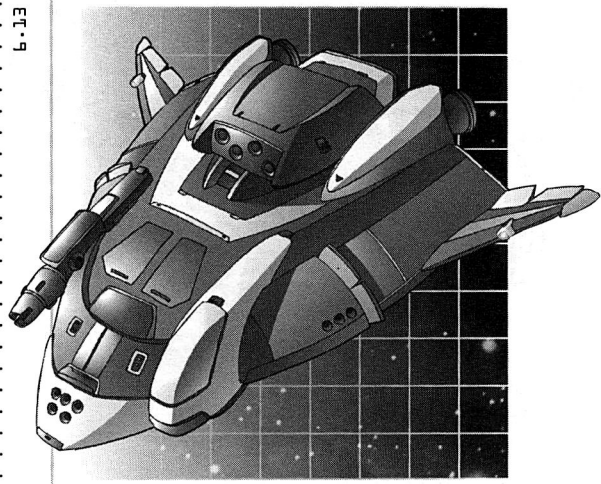


PRODUCTION DATA ▼

Threat Value	6500 (6175000 credits)	Production Type	Early Production								
Individual Lemon Dice	3	Crew	5 (4 actions)								
Default Size	19	Hull Size/Stacking Size	20 (233 tons)								
Armor	50/100/150										
► MOVEMENT DATA											
MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER								
Space	8 (0.8g)	15 (1.5g)	-3								
Deployment Range	750 hours	Reaction Mass	500 BP (Hydrogen)								
► ELECTRONICS DATA											
Sensors:	0/2 km	Communications:	0/10 km								
Fire Control:	0										
► PERKS AND FLAWS DATA											
NAME	RATING	GAME EFFECT	AUX								
Autopilot	-	Acts as Level 1 Pilot	Y								
Backup Systems	-	Communications, Fire Control, Life Support, Sensors	-								
Cargo Bay	-	Enclosed, 343 m³ (1x Size 12 or 5x Size 6 vehicles)	-								
Cargo Bay (Hardpoint)	-	Enclosed, 170 m³, mounts up to Size 9 weapon	-								
Cargo Bay (Hardpoint)	-	Enclosed, 170 m³, mounts up to Size 9 weapon	-								
Computer	2	CRE 0, KNO 0, PP2	Y								
Crew Accommodations	-	225 m³, 3 singles, 6 doubles	-								
Easy to Modify	-	Fire Control	-								
Ejection System	5	Life Pods, 15 Places	-								
HEP: Radiation	4	10,000 rads per hour	-								
HEP: Vacuum	-	Space protection	-								
Large Sensor Profile	3	Easy to spot	-								
Life Support	5	Full, for 15 people	Y								
Reinforced Crew Compartment	-	Ignores first Crew hit	-								
Satellite Uplink	-	x1000 Comm range	Y								
► OFFENSIVE AND DEFENSIVE SYSTEM DATA											
QTY	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	KM-72 LaserKannon	T	x20	5	0	0	Inf	HEAT, AD1	7	2777	0
1	PDS (ranged)	T	x8	1	0	0	Inf	HEAT, AM	8	2850	0
1	PDS (shield)	FF	x16	0	0	0	Inf	HEAT, Def, Eshield	4	278	0
2	Hardpoints, Enclosed	-	-	-	-	-	-	-	9	-	-

6.13

► RF-21 "CHARGER" TRANSORBITAL FIGHTER



Along with the Hellwind, the Charger is also a new addition to the Republic armed forces. A direct response to the Falke, this fighter is attempt to combine air and orbital superiority in a cost-effective package. It has been only marginally successful on the last point, but at the very least it can be produced faster than the notoriously complex Hellwind tanks. It also fills a vital role by providing additional orbital defense capability that can be based planetside. The Charger is currently operated by both the Air and Space Services.

The Charger's main heavy weapon is the KR2 heavy railgun, essentially a heavier version of the RJ-3 carried by the Explorer exo-Armor. Pilots have taken to calling it the "Buffalo Gun." It is meant mainly as an anti-ship system, though it can be modified to attack ground targets. Dogfighting armament consists of smaller laser weapons and four missiles, the exact types of which can be varied to allow for a variety of mission profiles.

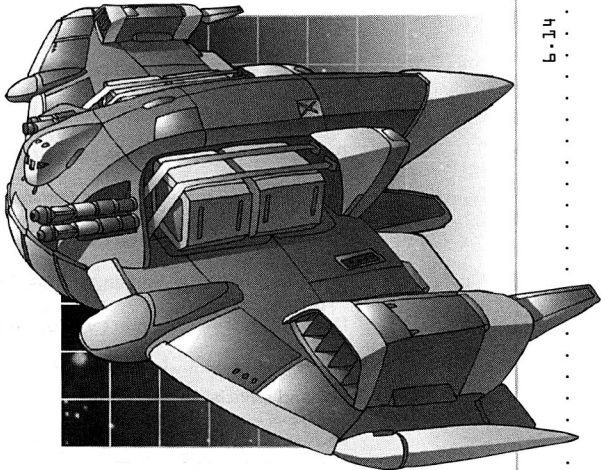
▼ PRODUCTION DATA

Threat Value		3100 (3,875,000 credits)				Production Type				Early Production					
Individual Lemon Dice		3				Crew				1 (2 actions)					
Default Size		15				Hull Size				12 (48 tons)					
Armor		30/60/90				Stacking Size				12					
► MOVEMENT DATA															
MOVEMENT MODE				COMBAT SPEED				TOP SPEED				MANEUVER			
Space		14 (1.4g)				28 (2.8g)				-2					
Flight		20 (600 kph)				40 (1200 kph)				-2					
Ground (Taxiing)		0 (0 kph)				0 (0 kph)				-2					
Deployment Range		1500 km													
Reaction Mass		250 BP													
► ELECTRONICS DATA															
Sensors:				0/2 km				Communications:				0/10 km			
Fire Control:				0											
► PERKS AND FLAWS DATA															
NAME				RATING				GAME EFFECT				AUX			
Autopilot		-				Acts as Level 1 Pilot				Y					
Backup Systems		-				Communications, Fire Control, Life Support, Sensors									
Computer		2				CRE 0, KNO -1, PP2, Flexible				Y					
Ejection System		1				Escape Pod				Y					
HEP: Radiation		3				10,000 rads per hour									
HEP: Vacuum		-				Space protection									
Life Support		2				Limited									
Reinforced Crew Compartment		-				Ignores first Crew hit									
Reentry System		-				Permanent System				Y					
Stratospheric Flight		-				Can fly above 12 km altitude									
Linked Weapons		-				RLT Laser Cannons									
► OFFENSIVE AND DEFENSIVE SYSTEM DATA															
QTY	NAME	ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC				
1	KR2 Heavy Railgun	FF	x20	5	0	0	20	AP, Slow5* , A/G, Sniper	11	2625	11				
2	RLT Laser Cannons	FF	x12	4	+1	0	Inf	HEAT, AD1, Link	7	1560	0				
4	Missile Mounts * *	F	-	-	-	-	-	-	6	-	-				

*Slow-charging Capacitors: Railgun fires maximum once per combat turn (30 seconds), regardless of extra crew Actions.
**Can carry any combination of Republic missile weapons/pods with a MS rating of 6 or less.

MAINE-CLASS CORVETTE ◀

The Maine is also considered a mid-sized combat vessel, and is often seen in the role of both patrol craft and combat support for the larger, refitted civilian vessels in the Republic Space Service. In order to cope with the Republic's lack of orbital military facilities, the Maine is capable of descending to bases on the planetary surface. It is rarely called to do so, as it is quite unmaneuverable in an atmosphere. Despite being called a "corvette," the Maine is farther ranged than the Federate Adler, and can make round trips to the trailing Martian trojan point. The Republic craft is more lightly armed; weapons consist entirely of four hardpoints, though additional combat vehicles can be carried in its cargo bay. The Maine has been in use for almost fifteen years, and though the craft has been repeatedly combat tested, designers constantly take advantage of its modular components to try out new technology.



6.14

PRODUCTION DATA ▼

Threat Value	6100 (5,490,000 credits)	Production Type	Early Production								
Individual Lemon Dice	3	Crew	4 (4 actions)								
Default Size	18	Hull Size	20 (232.6 tons)								
Armor	60/120/180	Stacking Size	20								
► MOVEMENT DATA											
MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER								
Space	10 (1g)	20 (2g)	-3								
Flight	20 (600 kph)	40 (1200 kph)	-5								
Ground (Taxiing)	0 (0 kph)	0 (0 kph)	-3								
Deployment Range	1000 hours										
Reaction Mass	500 BP (Hydrogen)										
► ELECTRONICS DATA											
Sensors:	0/2 km	Communications:	0/10 km								
Fire Control:	0										
► PERKS AND FLAWS DATA											
NAME	RATING	GAME EFFECT	AUX								
Autopilot	-	Acts as Level 1 Pilot	Y								
Backup Systems	-	Communications, Fire Control, Life Support, Sensors	-								
Cargo Bay	-	Enclosed, 343 m³ (1x Size 12 or 8x Size 5 vehicles)	-								
2 x Cargo Bay (Hardpoint)	-	Enclosed, 92 m³, mounts up to Size 7 weapon	-								
2 x Cargo Bay (Hardpoint)*	-	Open, 21 m², mounts up to Size 7 weapon	-								
Computer	2	CRE 0, KNO 0, PP2	Y								
Crew Accommodations	-	175 m³, 2 singles, 5 doubles	-								
Decreased Maneuver	2	Flight Mode Maneuver is 2 steps worse	-								
Easy to Modify	-	All systems	-								
Ejection System	5	Life Pods, 15 Places	-								
HEP: Radiation, Vacuum	4	10,000 rads per hour, Space Protection	-								
Large Sensor Profile	3	Easy to spot	-								
Life Support	5	Full, for 12 people	Y								
Reentry System	-	Permanent Feature	Y								
Reinforced Crew Compartment	-	Ignores first Crew hit	-								
Satellite Uplink	-	x1000 Comm range	Y								
► OFFENSIVE AND DEFENSIVE SYSTEM DATA											
QTY	NAME	ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
2	Hardpoints, Enclosed	-	-	-	-	-	-	-	7	-	-
2	Hardpoints, Open*	-	-	-	-	-	-	-	7	-	-
1	PDS (ranged)	T	x8	1	0	0	Inf	HEAT, AM	8	2850	0
	(shield)	FF	x16	0	0	0	Inf	HEAT, Def, Eshield	4	278	0

*Weapons carried on open hardpoints will not survive re-entry into an atmosphere.

► GLOSSARY AND COMMON PHRASES

- Aquifer — Underground accumulation of water or ice that can be tapped with a well.
- Aqueduct — Aboveground pipeline carrying water from an aquifer to a settlement or reservoir tank.
- Bundeskarte — An electronic tamper-proof passport used by the Federation.
- BundesArmee — Short form for the German name of the Martian Federal Army.
- Central Earth Government and Administration (CEGA) — The government controlling roughly 70% of Earth.
- Delinquenten — The name the Federation applies to Federate criminals.
- Demokratische Partei Martian (DPM) — The Martian Democratic Party, the only political party existing the Federation.
- Diamond Dust — Common term for ice crystals that form directly from the air.
- Edicts — A system-wide treaty banning or severely limiting research and development of nanotechnology, biotechnology and artificial intelligence.
- Fachleute — The Federation's well-educated "professional" or "specialist" class.
- FriedensPlan — Otto Kurtz's blueprint for completely remaking Martian society into a totalitarian state.
- Hauptfeldwebel — Enlisted Martian army rank equivalent to than of "sergeant."
- Ironwheel — A classic "wheel" space station design: a torus several hundred meters in diameter spins to provide gravity. A central hub contains docking facilities. Named after the first permanent colony orbiting Jupiter.
- Jovian Confederacy — The coordinating government of the Jupiter orbital and Trojan point colonies.
- Knockdown — Republican term for an unarmed brawl, usually fought as a type of informal duel.
- Lawrence Scale — 8-step scale of Martian dust storm severity.
- Ministerrat — Cabinet of Federate Ministers who manage the Ministries.
- O'Neill - A cylindrical orbital colony, rotating along its axis so the inside of the cylinder becomes the "floor." The cylinder is divided into sections of alternating solid and transparent materials allowing sunlight to illuminate and heat the colony interior.
- PlatzMarine — Short form for the German name of the Federal Space Navy.
- Politiker — The "government worker" class of the Federation, it includes any person in government, including the Premierminister. This is both the singular and plural form of the word.
- Polizei — Federation civilian police. Military police are referred to as Militärische Polizei.
- Polizisten — Uniformed Federate patrol officers.
- Pontonier — Nickname for Republic military engineer, based on class of engineers specializing in building pontoon bridges.
- Reeve — Municipal level Republic Law enforcement officer. Functions in the same manner as a sheriff. Position is elected.
- Roteschutzkappe — roughly translated as Red Caps; the Federation's civilian auxiliary unit intended to supplement polizei and emergency services.
- Solapol — The law enforcement branch of the United Space Nations. Short form for Solar Police.
- StaubSturmKrieg — The Dust Storm War.
- Terraformer — Informal term describing a terraforming engineer.
- Trojan Point — A position where gravity from a planet and the Sun cross at right angles, forming a weak independent gravity well. Asteroids and debris collect in Trojan points, and colony cylinders can be set to orbit them.
- Verbündeten — The basic working class of the Federation. Translates as "Federates."
- Vivarium — Cylindrical orbital colonies similar to O'Neils, save that Vivariums are completely enclosed.

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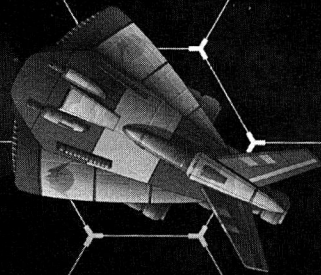
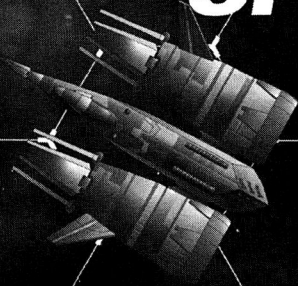
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