

LIVING STEEL

RHAND:2349



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Introduction

The Apocalypse has come to Rhand. In the chaos which covers the planet, the strong are taking control; but Humanity is faced with starvation and eventual extinction, and strength is no longer enough. Without intervention, Humanity will vanish, the forces of nature will reclaim Rhand, and only the Spectrals will remain. The scattered Teams of Operation Seven Swords are the only force with a chance of bringing order to the Apocalypse, and of coordinating the long, gruelling battle against the Spectrals and their agents.

This Supplement gives the players and the Game Master an extensive list of places and situations to challenge the Team. It defines what each community did and its rough state of repair after the first two months of the Apocalypse. Information is also given about the various Gangs and Organizations which control the ruins, their food supplies, and how they wage war. Lastly, a system by which Civilization can be rebuilt is also detailed, including the special skills this will require. Together, these items provide the backdrop against which the Characters will begin the task of rebuilding Rhand.

Also included is a 17" x 22" full color World Map of Rhand, which shows the major settlements, the Power Relay Station network, and of course the dominant terrain features.

Incidentally, the text is a little smaller than usual in this product; it was the only way we could fit everything in.

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THE COMMUNITIES OF RHAND

This Chapter explains how the communities and facilities on Rhand are defined, and how to find them on the World Map. The primary reference is the **Communities and Facilities Table (1)**, which gives the pertinent information about each Site such as the initial and current populations, the food supply, the state of repair, and the type of equipment and supplies it is likely to contain. The **World Atlas Table (2)** is a list of these Sites by their geographical positions, and makes it easy to find the facilities and communities in any given area. The World Map is also discussed, as well as the predators of Rhand.

1.1

The bulk of this supplement is devoted to describing Rhand's various communities and facilities, referred to as Sites. An overall listing of them is given in the **Communities and Facilities Table (1)**. Table 1 has been organized by Affiliation and Function; that is, the various communities and facilities have been listed by former ownership and by what they did prior to the invasion. This is a natural partitioning for the over 400 Sites covered and permits the GM or player to use it as a kind of "Yellow Pages" when looking for a particular subject or item.

The Table also allows the GM to set up a Site two months after the Invasion, and to run out the power struggles and actions of the first desperate year of the Apocalypse. It provides the starting point for determining the details of equipment and salvage, as well as areas the Team may wish to explore and secure. This Table is also used to begin generating the starving Refugees and the Organizations and Gangs which control the ruins, so the GM can easily inject the Team into the aftermath of the Apocalypse.

Facility or Community

The first column of **Table 1** identifies the Site by **Affiliation** and **Type**. For Sites which are not named, an **Identification Number** has been assigned for easy reference on the **World Atlas Table (2)** as well as the Site Descriptions of Chapter 6.

Location

The Site's geographical location is specified by its **ORCA Zone** and **Latitude**. The **World Map** divides Rhand into 16 ORCA Zones which define the ORCA teleporters' use and timing, as described in Section 4.16 of **Living Steel**. (For those with 1st Edition Living Steel, this information is in Chapter 5 of the **Operation Seven Swords** supplement.) These Zones are used to specify the Longitude at which various places are located. Each Zone is 1200 miles across and the number following the dash (-) gives the placement within the Zone in 10 mile squares. As an example, 5 - 67 indicates the Site is in ORCA Zone 5, 67 times 10 or 670 miles from the West border of the Zone.

The Site's Latitude is defined by 6 Zones indicated on the Map. Like the ORCA Zones, they are 1200 miles across and the number after the dash gives the Latitude within the Zone in 10 mile squares. For example, 2 - 110 means the Site is in Latitude Zone 2, at 110 times 10 or 1100 miles down from the North edge of the Zone.

Cities, Power Relay Stations, and many other Facilities are marked on the World Map, as noted on the Legend at the Map's lower right corner. For these Sites, the Location on Table 1 is of secondary importance. Other Sites, such as Subcons and Resorts, are not marked on the World Map and the Location on Table 1 is obviously far more important.

COMMUNITIES AND FACILITIES TABLE

"Yes, we are taking full advantage of the misfortune of others. What's your point?"

Simon DeBoer
Chief Executive Officer
Scan Medical Technologies, Inc.
Rhand Division

"Yes, he is bleeding heavily now. But as he runs out of blood, he'll bleed less."

Dr. Oscar Schneiderbunk
Visser M.D.

Population

The Population columns give the population at the Site when the ORCA shut down. The numbers of Starcaste "**SC**", Landcaste "**LC**", and Bondsmen "**BM**" are given. A number followed by a "K" indicates thousands; that is, 118K is 118,000 people. For more details, the GM may use the **Communities Table (G-4) of Living Steel** for personnel types and ratios.

The last column in this section is labeled **% Alive**, and gives the percentage of the population which has survived the Spectral bombing and the first two months of the Apocalypse. Survivors either have fled the area, are living off the land in the surrounding countryside, or are controlling the ruins. An "**E**" in this entry indicates the Site was Evacuated after the bombing. The number preceding the E gives the percentage of the population evacuated.

Primary Function

The Site's Primary Function or use prior to the Invasion is listed in this column.

Bombing Code

This section defines the damage inflicted to the Site by the Spectral bombing. Each Site has been divided into four Areas; "**P**" stands for its Primary Function, "**M**" for any Military facility or base on the premises, "**B**" for the Business and support Area, and "**R**" for the Residential Area. Each Area's bombing damage has been given as either "**H**" for Heavy, "**M**" for Medium, "**L**" for Light, or "**N**" for None. An entry followed by a number indicates the area sustained multiple hits. As an example, H2 indicates the Area sustained two Heavy bombing effects. These values are used in Chapter 2.

Space Port

This column indicates whether a space landing and launch facility was present at the Site, and the Bombing Level it sustained. Space Ports are fully described in Section 6.1.

% Visser

This is the percent of the survivors who have been infected by the **Spectral VISR Virus**. This virus was introduced by Spectral missiles, which soft landed **Weapon Pallets** containing Spectral X7MP1 weapons just after the aerial release of the VISR Virus.

Food Stores

In general, there are two entries in this column, separated by a slash (/). The first entry gives the **Number** of large Food Stores in the Site at the end of Month 2. Each is held by an Organization, as described in Section 3.1. The second entry gives the **Food Store Size** of each large Food Store in the Site. The Food Store Size is multiplied by a 00 to 99 number to determine the number of Gang Months of food contained in the Food Store. As an example, if the Food Store Size were 3 and a 50 were rolled for the 00 - 99 roll, the Store would contain $3 \times 50 = 150$ Gang Months worth of food. This is enough to support one Gang for 150 months, 2 Gangs for 75 months, and so forth.

There are some entries which look different. If the entry is simply a zero (0), that obviously means that no Food Stores have survived the Apocalypse, and people can only survive at the Site by Foraging (Section 5.6). Other Sites have a single number followed by a letter, either **W** or **M**. These entries mean that the Site has that number of Weeks or Months of food, regardless of the number of people being fed. This represents large supplies of perishable items. Lastly, some Sites have a Food Stores value of **SS**, meaning Self Sufficient. These Sites generate their own food supplies, and can support many thousands of people, for an indefinite length of time.

Gang Class

This gives the **Table Entry Number** used in the **Gang Generation Table (3)** when determining the types of Gangs which are present at the Site. It is also used to generate the Refugees and bandits in the surrounding area. This is discussed in detail in Section 3.2. A "Spec" entry directs the player to the Site Description entry of Chapter 6.

1.2

WORLD ATLAS TABLE

The listing of Sites by geographical location is found on the **World Atlas Table (2)**. There is a separate set of entries for each Zone and Latitude box, with each Site's name and number.

The players and the GM can use the table to find out what Sites they are near, which will obviously be important when they are forced to use surface transportation and when they are attempting to secure an area.

THE MAP

The **Map of Rhand** is mostly self-explanatory, and can be read normally. For clarity, the Terrain Types are described below, and brief notes are provided for each continent.

Terrain Types

Terrain Types are color coded on the Map and are briefly discussed below.

Bodies of Water: Ranging from Rivers to Lakes to Oceans, these are shown in blue on the Map. Note that only the largest rivers are shown, and compare with the Nile, Amazon, and Yangtze in scale. The Lakes are also extremely large, and some might even be considered inland Seas.

Desert: There is a single major desert on Rhand, the Jarvar, which is represented by a yellow area. Some of the Jarvar is made up of rolling sand dunes, but most of it is dry and rocky.

Forests: The green areas represent Forests of various types, including Coniferous Forests (pine trees) like the Periman and Deciduous Forests (broad leafed) like the Black.

Hills: Shown by a deep yellow, as on Cape Columbus on the north shore of Elandia.

Jungle: The primary Jungle is the T.M. Jungle, found in southwest Seleria. It is a Tropical Forest, with heavy rainfall and a high density of plant and animal life.

Mountains: These are shown by grey-white ridge lines, and have peaks of 5,000 feet and up.

Plains: Grassland with scattered trees. Typified by the Plains of Thostin, they are fertile areas with a great deal of wildlife.

Steppes: The Steppes of Ista are at the southern end of Aquila. The terrain is basically like Plains, except it is cold, windswept, and has less wildlife.

Swamp: The only large Swamp on the Map is Barnes Swamp, on Progon Island.

Polar / Tundra: The bluish white areas near the Poles. Most of the area is always frozen, and harbors little life. Near the edges, the top layers of ice and snow thaw during summer, creating vast marshes.

Continents

There are four Continents on Rhand, as well as several prominent Islands. The major notes about each are as follows.

Aquila: This continent stretches from the northern temperate zone all the way to the South Pole. It includes two major mountain ranges (the Calan and the Achilles), as well as the vast Steppes of Ista, a cold, bitter land with little protection from the icy polar winds. Just north of the Steppes is the Periman Forest, which is made up of evergreens and is also subject to very cold weather. North of the Calan Mountains, on the shores of the Tarmalina Sea, lies Bear Valley; a natural paradise protected from the cold by the Calan Mountains, yet far enough south to be free of excessive heat. Bear Valley was established as a nature preserve by the Trident Ecology and Resources Agency.

Elandia: This is the largest continent on the planet, spanning over 10,000 miles. Notable terrain features include; the Central Highlands, which are very rich in metal ores; the Jarvar Desert; the Black Forest and Black Ridge, covered by dense forests; and the Plains of Thostin, home to much of Rhand's farming industry. At the eastern end of Elandia, the two Cathedral Ranges and the Elandia Forest combine to create an immense wilderness, dotted with just a handful of human habitations.

Questar: This is the bleak continent at the North Pole. It is of course a forbidding land, with the sharp crags of Dragon's Head as its most notable terrain feature.

Seleria: This continent was the landing site of the first group of explorers on Rhand, and has many locations named after members of that crew. The Olsen Mountains dissect the continent, and cradle the Powder River and its fertile plains. To the east is the Emerald Peninsula, which is covered with lush vegetation, while the southwest of Seleria is covered by the T.M. Jungle. The two Bays at the southeast of Seleria (Timothy and Jonathan) are among the most scenic areas on the planet, and are consequently the locations for many Starcaste homes. The two areas offer nearly perfect weather and stunning views. There are few differences between the two areas, except for large rock deformities found on Jonathan Bay.

"He turned around at the last moment just to make it look like I stabbed him in the back."

Gil the Treacherous

"While you're planning the Great Food Store Robbery, bear in mind that our only getaway vehicle is a bulldozer."

Mean Marc MacMyer
To the rest of the MacMyer Gang
Valard Corporation: Subcon10
Day 49

Dionical Isles: This equatorial chain is dominated by Dionical Isle itself. Most of the Isles are covered with forest or jungle and there is much wildlife here, especially packs of Dionical.

Naila Island: This was used extensively by the Resort located just across Lek Strait, which was called Mister Beak's Survival Challenge. After a period of training and conditioning at the Resort proper, Tourists were taken across to Naila Island, where they faced natural dangers and special traps created by the staff at Mister Beak's. Tourists who were in danger were naturally taken to safety via the ORCA. In spite of the Apocalypse, the traps are still there, and are still operational. The ORCA, however, is not, and dozens of traps that were designed to be safe while looking dangerous, are now utterly lethal.

Progon Island: A large Island near the equator. It is hot and verdant, and is dominated by Barnes Swamp, a 500 mile expanse of shallow waters, overgrown vegetation, and dangerous lifeforms.

1.4

PREDATORS

When Rhand was civilized, the creatures in the wilderness posed little danger to the population. Sonic Barriers kept wild beasts away from inhabited areas, and people who travelled beyond the Barriers were equipped with tools and weapons to keep them safe, and were escorted by skilled professionals. If a situation did get out of hand, salvation was just seconds away via the ORCA. With the destruction of civilization, however, Humans are no longer safe in the wilderness. For bands of poorly equipped and untrained Refugees, predators which could once be casually dismissed are now among the greatest dangers on the planet. General guidelines for handling predators in combat are given below, particularly the most numerous and dangerous native predator, the Dionical.

"Hey, there was nothing in the brochure about being eaten alive. What kind of wilderness tour is this?"

Dionical

The Dionical is a reptilian creature which is indigenous to Rhand and lives in the warm, equatorial areas (Latitudes 3 and 4); it is clearly the most dangerous non-sentient predator on the planet, and takes its name from a very similar creature from Earth's distant past. A ferocious creature which weighs about 140 pounds, it walks upright on powerful hind legs, has a long tail for balance, and uses its forelimbs for grappling and manipulation. It travels in hunting packs of 20 to 30 and possesses a high degree of intelligence, including giving basic signals to other members of the pack regarding the location of prey and coordinating efforts while stalking or pursuing. Dionical are excellent hunters and trackers and are striped beige and brown, which gives them good natural camouflage.

In combat, a Dionical will attempt to Grab its prey with its forelimbs (Base Odds of 14, less the target's Hand to Hand Combat Skill Level). If it is successful, it Kicks upward with one sharply clawed foot; the Base Odds are 17, the damage done is 1 to 6 Stabbing ID, and the Hit Location will always be in the target's Body or Legs. The normal Hit Location and Damage Table (7A) is used, and any hit does double the PD listed in the table; for those using **Phoenix Command Hand to Hand**, just use the normal Stabbing damage rules. Each Dionical makes one Grabbing attack per Phase; if successful, it then executes one Kick during the same Phase. If it misses the Grab, it cannot attack again until the next Phase. The Dionical does not normally use its jaws or teeth in combat. When a Dionical is attacked, treat its Hand-to-Hand Combat Skill Level as 3, its PF as 1, and its KV as 45. When a Dionical is charging or attacking its KV is multiplied by 10, just as if it were using Anestalon. It has a Speed of 10 Hexes per Phase, and uses the same Target Size Modifiers as a Human.

Other Predators

There are many other dangerous creatures on Rhand, but most of them travel singly or in small groups, and pose little threat to organized bands of armed Humans. In general, the GM can assume that the inhabitants of the wilderness will leave Mission Teams and other Character groups alone. If a small band of people is left with few weapons, however, or if they are transporting sick or wounded members through the wild, they will probably attract the attention of predators. These creatures will tail the group, waiting to strike at stragglers and isolated weaklings.

The GM should assign the combat characteristics of these predators, using the following guidelines. Combat Skill Levels range from 1 to 4, with most creatures using Cutting attacks. Damage from Claws can be treated as Cuts from Knives or Swords, depending on the size of the Claw, while a Bite would be the same but would cause double the PD listed in the Table, as mentioned for the Dionical's Kick. PF's are from 0 for most creatures to 3 for heavily armored beasts. KV's range from 5 or 10 for smaller pack animals up to 100 for the most vicious and durable animals; additionally, most predators have a natural Anestalon when they attack, which increases the KV by a factor of 10. Speeds are from 4 to 15 Hexes per Phase. Lastly, large predators take less damage from attacks; subtract 10% from the PD taken for each 200 pounds of weight over 300 pounds.

Brewster MacAlpine
Large Resort 3
Day 11

2

SALVAGE IN THE RUINS

Members of the Operation Team will travel across Rhand for a variety of reasons but the ruined cities and facilities will be where they spend most of their time, as the bulk of the survivors are still near where they once lived. In addition, these places are the only sources of tools, spare parts and equipment. While the Spectral bombing has destroyed most of Rhand's primary industries, these are not necessarily what the Team is interested in. Each Site may still have valuable parts and equipment which could play an important role in rebuilding Civilization. The rules in this Chapter are used to determine what has survived the Apocalypse.

As mentioned earlier, each Site is divided into up to 4 Areas: Primary Function, Military, Business, and Residential. Each sustained a certain level of Bombing, as shown by the Bomb Code in **Table 1**, and the Salvage guidelines for each of the Areas are given in the Sections which follow.

Places where significant tools and equipment have survived will be on someone's "turf", and will be carefully protected. If an Organization is at the Site, it will have claimed the items. If there is no Organization, then a single Gang will have possession. The Team's attempt to control or use these places, and to Scavenge other parts of the ruins, will provide ample role-playing settings. Where there is particularly important or immobile equipment, the Team will probably try to set up a loyal group to hold the location. The GM is free to oppose this effort with local Organizations or Gangs, or to bring in an outside power groups, such as Scan or the Imperium.

2.1

The **Primary Function Area** usually contained the most sophisticated equipment at the Site. These Areas were very dense, for security reasons, which meant that where the bombardment was accurate, it was especially devastating. On the other hand, Areas which happened to suffer less damage are important places in which Major Equipment and parts might be salvaged.

For overall use, the Primary Function of a Site has been destroyed if it has suffered a Bombing Level of Light (L) or greater. This represents the fragile nature of technology and the dependence of each part of a facility on the whole for proper function. Many times, however, enough of a facility will remain to be of interest to the Team, such as tool rooms or assembly areas. These places the Team will wish to keep intact.

The GM should determine in which Subsection the items of interest to the Team can be found, using the following list as a guideline. This list gives the **Number of Subsections** of a particular type which are found in each Primary Function Area, and the **Damage Modifier** for that Subsection.

Number	Subsection Type	Damage Modifier
1	Raw Material or Components Stores	0
1	Repair and Maintenance Shop, with Level II Tools	0
1	Vehicle and Ground Support Equipment Pool	0
6	Medical Aid and Security Station	0
1	Primary Heavy Equipment (Tool Level III and IV)	+3
1	Primary Light Equipment (Tool Level III and IV)	+2
3	Subassembly Areas (Tool Level I and II)	+1

PRIMARY FUNCTION AREAS

"Frankly, I liked being a fat, happy Bondsman."

Big Dirk
Bondsmen Community 18

When a Subsection is being searched, the GM rolls a 0-9 number and adds the Damage Modifier. If the Primary Function's Bombing Level from **Table 1** was Heavy (H), and the resultant number is greater than 0, the Subsection was destroyed in the bombing and subsequent fires, and nothing of value has survived. If the Bombing Level was Medium (M) and the resulting number is greater than

"That which does
not kill me just
injures me severely."

King's Men Proverb

2, it was destroyed, and if the Bombing Level was Light (L) and the number is greater than 6, it was destroyed. If an Area suffered multiple hits, then each Subsection must survive the additional rolls. For example, if an Area has an H2 Bombing Level, each Subsection must survive two damage rolls to avoid destruction.

If the Subsection survived the bombing, larger equipment, tools, and material may remain for salvage. In general, small, portable items were looted during the two months following the Invasion, and are held by residents of the Site or nearby Refugees. Larger equipment and items remain, but will be difficult or impossible to transport and are under the control of a local Gang or Organization. Equipment which is part of a building or facility cannot be moved successfully, so the Team is often left with the option of holding the Facility as it is, or salvaging what they can and leaving the rest. This is what Scan is doing with the Medical Facilities it captures. Even the equipment which can be moved will not be ORCA transportable without disassembly. Disassembly for removal and transport requires a Repair and Technology Expert (see Section 5.2) as well as appropriate tools.

To determine the state of repair of a salvaged item, the GM refers to the following **Major Equipment Damage Table** and cross-indexes a 0 - 9 roll with the Area's Bombing Level.

MAJOR EQUIPMENT DAMAGE TABLE					
Bomb Level	None	MIN	MAJ	REP	Destroyed
Heavy	-	0	1 - 2	3 - 4	5+
Medium	0	1 - 2	3 - 4	5 - 7	8+
Light	0 - 1	2 - 3	4 - 6	7 - 9	10+

Example:

The Mission Team is searching a Subcon that sustained Heavy Bombing in its Primary Function Area. They come across a Medical Aid Station, which has a Bombing Modifier of 0. The GM now rolls a 0 to 9 number to determine if it has survived, and gets a 3. Since a Subsection only survives Heavy Bombing on an adjusted roll of 0, the Aid Station has been destroyed. A few hours later, the Team comes across another Station. Here, the GM rolls a 0, so the Station has survived. The overall damage to the Aid Station is now determined on the Equipment Damage Table. The GM rolls another 0 to 9 number, and gets a 2. This is entered in the Heavy Bombing Level row, and indicates MAJ damage. The Station has received MAJ damage and is not useful as a Trauma Center. It can be scavenged for supplies, using the Looting and Visser Damage rules of Section 2.4.

2.2

MILITARY AREAS

The Military Areas within most Sites were relatively small. They contained a variety of military equipment, but most of it was portable and is now in the hands of local forces or of Refugees. Little remains for enterprising Characters except for buildings and large components, such as bunkers, large prefabricated materials for fortifications, disabled vehicles, and some heavy equipment.

At Sites which were primarily Military, there was no industrial function and the Business and Residential Areas were within the Military perimeter. While Military Sites were heavily targeted by the Spectral bombardment, there were many bomb shelters available, so the number of survivors was fairly high. As mentioned above, most of what remains after two months of the Apocalypse are bunkers, prefab fortifications, and so forth.

Salvage of a Military Site follows the rules of the preceding Section, using the following Damage Modifiers and the Bombing Levels in the Military Column of **Table 1**. There is only one of each of the following Subsections. The GM must remember that Military equipment is extremely desirable during the Apocalypse, and everything mobile that is of obvious value has been looted. This includes all weapons and functioning vehicles. Items that still might be present are the more obscure pieces of equipment; vacuum suits, Grav Vehicle service equipment, forklifts and bulldozers, sonic barriers, barricades, blast and transport shields, and possibly Medical Supplies.

Military Subsections	Damage Modifier
Vehicle Pool (Service, Repair, and Maintenance)	+3
Barracks and Personal Arms Stores	+2
Supplies and Heavy / Vehicle Weapon Stores	+2
Grav Vehicle Landing Zone	0
Operations HQ	+1
Residential and Business	0

The **Business Areas** are where the stores, markets, entertainment centers, and supply outlets were found within each Site. These have all been looted in the two months following the bombing. A detailed list of the type of establishments found in this area is given on **Table 2** of the **KViSR Rocks! Supplement**; lacking that, the GM can apply common sense in deciding what is in the Business Area. The GM should note that the Starcaste and Landcaste communities are relatively small, and large outlet stores such as those found in 20th century cities do not exist. Starcaste and Landcaste stores catered to the individual, and inventory was always low due to the ease of ORCA transport and the low demand from the small populations.

In Bondsmen communities, the stores are likewise comparatively small and are set up for a total population of about 200,000. The GM should remember that Bondsmen did not own many items, and many of the products a 20th century consumer would take for granted simply were not available.

To use the Salvage rules in a Business Area, the Operation Team decides what they are looking for. The GM then decides in what type of outlet the particular item might be found, rolls a 0 - 9 number, and refers to the Business Area's Bombing Level from **Table 1**. As in Section 2.1, on a 0 the specific outlet survived Heavy Bombing, on a 2 or less it survived Medium Bombing, and on a 6 or less it survived Light Bombing. If the outlet survived, the Team has some hope of finding the item, but the GM should remember that anything portable that was of interest was looted long ago. If the outlet has been destroyed the item probably cannot be found, since there would only be a single outlet for any given item, except for the most basic goods.

Residential Areas are fairly homogeneous, with one residence much like another. To see if any one part of the Residential Area in particular survives, use the normal rules detailed in Section 2.1. In a similar manner, the level of damage sustained by a particular residence in any area which survived the bombing can be found from the **Major Equipment Damage Table** of Section 2.1. Like the Business Areas, the Residential Areas have been looted for food, tools, weapons, and clothing. Anything portable has been removed during the first two months of the apocalypse.

BUSINESS AND RESIDENTIAL AREAS

"That which does not kill me does not kill me. And I am grateful."

King's Men Proverb

Equipment which survived the bombing may not have survived the aftermath. The following rules apply to large equipment such as vehicles, large tools, and community equipment which cannot be easily removed, and to supplies and materials which are not of major interest to the average looter. The GM rolls a 0-9 number and cross-indexes it with the community's % **Visser** from **Table 1** on the following **Looting Damage Table**. The table gives the **State of Repair** or percent of damage to the equipment or facility. An entry of MIN indicates a piece of equipment has suffered Minor Damage. A 61 indicates a piece of equipment has a 61 percent chance of having suffered Minor Damage. For facilities, a 61 would indicate that the facility's function has been 61 percent destroyed.

LOOTING AND VISSER DAMAGE

LOOTING DAMAGE TABLE										
% Visser	0	1	2	3	4	5	6	7	8	9
00 - 09	MAJ	40	36	26	20	16	14	12	10	9
10 - 19	DES	MIN	76	54	42	34	29	25	22	20
20 - 29	DES	MAJ	MIN	83	64	53	45	39	34	31
30 - 39	DES	REP	MAJ	MIN	87	71	60	52	46	41
40 - 49	DES	DES	MAJ	MAJ	MIN	89	75	65	58	52
50 - 59	DES	DES	REP	MAJ	MAJ	MIN	91	79	69	62
60 - 69	DES	DES	REP	MAJ	MAJ	MIN	MIN	92	81	73
70 - 79	DES	DES	DES	REP	MAJ	MAJ	MIN	MIN	93	83
80 - 89	DES	DES	DES	REP	MAJ	MAJ	MAJ	MIN	MIN	94
90 - 99	DES	DES	DES	REP	REP	MAJ	MAJ	MAJ	MIN	MIN

Example:

The Team finds a damaged Medical Aid Station. The Site has a % Visser value of 44, so to determine if any Supplies have survived the GM rolls a 0 to 9 number and goes to the Looting Damage Table under the 40 - 49 range. The number rolled is a 6, giving a result of 75. This means 75% of the station's Supplies have been destroyed. If the roll had been a 4, the result would have been MIN, meaning that all of the Supplies had taken Minor Damage, and would be useless. Section 5.2 gives the amount of Medical Supplies that Aid Stations contain.

3

GANGS AND ORGANIZATIONS

"You're out of ammo?
Then I guess you're
our Point man."

Crazy Stan, The Visser Man
Ex-Sergeant, Battalion Reserves,
27th Starmarine Regiment
Day 64

Two months after the Invasion, the twin horrors of the bombing and the subsequent Visser rampage are over. Most technology has been destroyed, and society has unraveled. At present, life has been reduced to the harshest and simplest necessity; food.

Rhand's communities did not have large food supplies, and much of the available food was destroyed during the Apocalypse. The remaining food supplies are in the hands of organized mobs in the ruins of Rhand's cities and Subcons, and are well defended. The vast majority of the population is locked out of those areas, and is trying to live off the land or to depose the Organizations who defend the food supplies. Even those holding the food have a bleak future, for it will eventually run out, and they too will be left alone against the wilderness. Because of this, as one Organization's food runs low, it wages war on its neighbors. Without some form of central authority, the Gangs and Organizations will make the first year of the Apocalypse one of continuous war, and it will be followed by slow starvation and the slide to barbarism.

The following Sections define how the **Gangs and Organizations** in a Site are generated. This provides a framework for the GM, from which he can determine the activities of the first year. At a Site with more than one Organization, there will be relative peace until one starts to run short on food; it will then attack another. The Gang Warfare Rules of Section 4.1 give the GM an easy way of determining the outcome of these conflicts, and Section 5.6 defines what chance a broken Organization or Gang has of making it in the wilderness.

The system provides many ways for the Characters to become involved. Most of the action will be through negotiation and diplomacy as the Team contacts Organizations they can work with, protects them from destructive elements, and helps them on the road to Civilization.

Players and GM's familiar with **KVISR Rocks!** will recognize the use of Gangs and Organizations, and may integrate such rules from that Supplement as they desire. In general, the information in **KVISR Rocks!** is oriented around individuals within Gangs; those rules will only be of value when the Operation Team begins to work closely with a particular Organization or Gang, and individual Characteristics and attributes are important.

3.1

CREATING AN ORGANIZATION

The survivors of the Apocalypse have formed tightly knit groups and are trying to find shelter and steady supplies of food. In game terms, these groups are called **Gangs**, and each is led by a Warlord or a **Lieutenant**. When several Gangs are brought together by a powerful leader, they are referred to as an **Organization** and the leader is called the **Boss**. The strongest Organizations hold each Site's remaining assets of food, while weaker Organizations and independent Gangs live in the shadows, foraging and living off the land.

The **Communities and Facilities Table (1)** gives the number of **Food Stores** in a Site. For each there will be a Boss and his Organization. The GM should take a blank **Site Status Sheet** like the one at the back of this supplement and establish the **Food Store Size** for each Organization in Gang Months. As mentioned earlier, this is equal to the Site's Food Store Size (Table 1) times a 00 - 99 number. Record this value under Food Stores for each Organization in the Site.

Next the GM uses the following **Boss Leadership Table** and a 000 - 999 roll to generate the ability of each Organization's Boss. This is measured by the **Number of Lieutenants** the Boss is able to control.

BOSS LEADERSHIP TABLE

Roll	LCI Total	Number Lieutenants	Roll	LCI Total	Number Lieutenants
000 - 003	50+	100	217 - 348	44	12
004 - 011	49	80	349 - 509	43	8
012 - 029	48	60	510 - 680	42	6
030 - 063	47	40	681 - 834	41	4
064 - 123	46	30	835 - 946	40	2
124 - 216	45	24	947 - 999	39	1

Each Lieutenant has his own Gang, while the Boss controls his Lieutenants and his own personal Gang as well. Record the Number of Lieutenants the Boss can have, as well as his **LDR, CHR, and INT Total (LCI Total)** on the Site Status Sheet.

When generating a particular Site, the GM should decide how many Lieutenants are working for each Boss. The primary factors in this decision are the availability of food and the presence and danger of competing Organizations or military forces. In general, a Boss with a high LDR, CHR, and INT Total will not have all the Lieutenants he is entitled to. Instead, he will usually have 10 or less, to limit the demand on his Food Stores, and will only build up his forces prior to a War. If a Boss has more than 10 Lieutenants, more than one entry on the Status Sheet can be devoted to his Organization. In a similar manner, multiple Site Status Sheets can be used for a given Site or community.

Next, determine whether the Organization is made up of Visser. Do so by rolling a 00-99 number. If this roll is less than or equal to the Site's % **Visser** from **Table 1**, the Boss and his Gang are Visser. Note that an Organization will generally be either all Visser, or all non-Visser. The GM may elect to create mixed Organizations where they seem appropriate.

For simplicity, a Gang is not generated at the individual level. Instead, each Lieutenant is assumed to have about ten Gang Members who can fight, called **Warriors**, and another ten who are generally non-combatants, called **Affiliates**. In some Gangs, even the Affiliates have weapons and can fight. The abilities of the Gang as a whole are used in the War Rules and are discussed in the next Section.

The Organization is now established, in its most general form. The **Food Store Size** in Gang Months divided by the number of Gangs gives the number of months the Organization can survive on its current food supply. When a Visser Organization's food runs low, it will go to war. If it is not successful in replenishing its supply through violence, it will disband as the food runs out. Non-Visser Organizations will usually negotiate with other groups, and will attempt to trade, barter, or become self-sufficient before deciding to go to War.

"That wound looks really serious. But look on the bright side; you probably have a few more hours before you die."

Crestus Throle
Bondsmen Community 40
"Vissertown"

3.2

If the GM needs more information about an Organization than the general guide given above, the next step is to determine the makeup and weaponry of each Gang in the Organization. This uses the **Gang Generation Table (3)**, and allows the GM to easily handle the people involved with a minimum of record keeping.

For each Site, a **Gang Class** is listed on **Table 1**, and the GM should go to that entry on the **Gang Generation Table (3)**. For each Gang, a 000-999 number is rolled; this determines the actual **Gang Type**. Each Gang Type has a distinct set of attributes, including the background, equipment, and special abilities of its members. These are all presented in **Table 3**, and each of the values is discussed briefly below.

Gang Class

The left column of Table 3 is used to identify which group of entries applies to a specific Site. The GM enters Table 3 with the Gang Class value taken from **Table 1**.

Roll

This is a 000 - 999 roll used to generate the Gang's Type.

Gang Type

Gang type and the background of its members.

GENERATING GANGS

"I once read a book that had a picture of a tree on the cover. So yes, I do consider myself an Expert in Foraging."

Morris Angstrom
Professional Refugee

Weapons

These columns give the number of armed members in the Gang and the type of weapons with which they are armed. "R" for Rifles such as the AR8L, "P" for Pistols like the AP5-8, and "X7" for X7MP1 Spectral Machine Pistols. The number and weapon type of the first group mentioned in the Gang Type column is given under the first weapon entry in these columns. As an example, for the first Gang listed on Table 3, there are 4 Starforce Military armed with Rifles, 5 Pistol-armed Starforce Civilians, and 1 Civilian armed with an X7MP1 Spectral Machine Pistol.

If the exact weapon type used by a Gang becomes important, as in Section 4.3, the GM should refer to the Troops and Enemies Description Table (G1) for further information. In general, former members of the Starcaste will have Lase weapons, and others will have Caseless, Flechette, or Sliver weapons.

For some Gangs, more than ten Weapons are listed. This indicates that the Affiliates have military training, and that they will make a contribution in any Battle. These weapons have been added into the Gang's Military Value (see below).

Military Value

This is the Gang's Military Value and measures their combat effectiveness. It is used in the Gang Warfare rules of Chapter 4.

Expert Skill Chance

This is the 000-999 chance that the Gang contains an Expert in one of the Special Skill Categories required to rebuild Civilization. This value is used with the rules of Chapter 5.

Expert Skill Class

This gives the Skill Class from which the Expert's Skill is generated on the **Expert Skill Table (4A)**. It is also used with the rules of Chapter 5.

Manpower (MP)

This is the Gang's Manpower rating, which measures their ability to perform organized long term work. It is used with the Civilization rules of Chapter 5. This value applies only to Non-Visser Gangs; Visser Gangs have a Manpower of 0.

Espionage Skill

This is the Gang's overall Espionage Skill Level, and is used to determine their ability to coordinate offense and defense.

Example:

The GM wishes to generate an Organization holding the Food Stores at a Subcon. Table 1 indicates the Gang Class at this Site is 9, and the GM determines the Boss running the Organization can handle 4 Lieutenants. To generate the Boss' Gang, Table 3 is entered with a Gang Class of 9. A 025 is rolled, so the Boss' Gang consists of Starforce Support troops and Starcaste Civilians; it is made up of 4 Starforce Support Star Marines armed with Rifles, 6 Starcaste Civilians armed with Pistols, and a Starcaste Civilian armed with an X7MP1 Spectral Machine Pistol.

In a similar manner a Gang for each of the Boss' 4 Lieutenants is generated and recorded on the Site Status Sheet.

Note that this is also an appropriate time for the GM to determine if the Gang or Organization is made up of Vissers, using the Visser % for the Site, and to find out if there are Experts in the Gang and what their Expert Skills are. Rules governing Experts are given in Chapter 5.

Detailed rules for generating the exact numbers in each Gang and for creating individuals are found in **KViSR Rocks!**, if the GM wishes to have a higher level of detail.

4

GANG WARFARE

One of the primary ways in which Gangs and Organizations interact is by making War on each other. These disputes occur for a number of reasons, but the most common is food. The following is a simple system by which the GM can determine the outcome of **Gang Warfare** in a community.

4.1

The first thing to determine when two groups come to war is the actual Gangs which will be involved. Each Organization involved must determine which of its Gangs will take part in the Battle. Not all Gangs must take part, and the Boss is assumed to be involved only if his personal Gang is thrown into the action. Each Lieutenant operates as an independent element and the Boss is free to use them in any combination.

One side is then defined as the **Attacker**, and the other as the **Defender**. These roles will usually be self-evident. In situations where there is no clear Attacker or Defender, as might be the case if two groups are fighting over a recently discovered item, the GM should decide which group is which.

Each side adds up the **Military Value** of its Gangs involved in the Battle. The Attacker then compares his Military Value to that of the Defender. This ratio is rounded off, and then entered on the **Gang Warfare Table (5A)** to determine the results. Go to the appropriate **Combat Odds** column of **Table 5A** and cross index a 0 - 9 roll. This gives the **Casualty Number** for both the Attacker and the Defender. The Attacker's Casualty Number is on the left, and the Defender's on the right; the effects of Casualties are explained in the next Section. The lower, shaded portion of the table indicates an **Attacker Victory**, while the upper, unshaded area indicates an **Attacker Defeat**. If the Attacker wins, he is assumed to hold the field and to have driven the Defender away. If the Attacker loses, he has been beaten back by the defense and forced to retire.

Example:

An attacker with MV = 233 fighting a defender whose MV = 100 would enter Table 5A on the 2 to 1 Odds column. If a 7 were rolled, the results would be 2 / 4. The attacker has a Casualty Number of 2, while the defender has a Casualty Number of 4. Since this is in the shaded portion of the table, the attacker is victorious and holds the field.

In general, these fights take place over the Defender's base and food stores. For an Attacker to capture a Defender's camp, he must win three Battles. It is assumed that the first Battle takes place near the Defender's base, that the second is at the Defender's fortifications, and the third is for final control of the base itself.

GANG WARFARE

"Oh, relax. Just because the last six Warlords have died violent deaths doesn't mean its a trend."

Goomah Al-Ferd
Member of the
Crimson Weasels Gang
Valard Corporation: Subcon 10

4.2

Once a Battle is over, the effects on the Organizations must be determined. Each Gang involved in the fighting rolls a 0 - 9 number and compares it to the Casualty Number for its side. If the roll is less than or equal to the Casualty Number, the Gang has taken significant casualties and is **Out of Action** for one Month. This obviously weakens the Organization; the effects on the Gang itself are covered in Section 4.3.

BATTLE AND AN ORGANIZATION

The effects of defeat on the Organization itself can be much more drastic than the temporary loss of a few Gangs, however. Each time an Organization loses a Battle, the Boss must attempt to **Rally** his Lieutenants. To do so, he must roll less than or equal to 15 on three six sided dice, for each Lieutenant. If he fails to do so with a particular Lieutenant, that Lieutenant and his Gang lose faith in the Boss and leave the Organization. (For players who have **KViSR Rocks!**, the Boss must attempt to Rally each of his Lieutenants, using the rules in Section 4.1 of that product.) The Gang is lost to the Organization, but can be replaced next month by a new Gang. If the Gang has no special value, this is no worse than having the Gang knocked out of action. If the Gang had valuable or unusual equipment, or had a member who was an Expert (Section 5.1), this can be a significant loss to the Organization.

In addition, if the Boss' Gang was involved in the fight, then the Boss was present and may have been killed. As for normal Gangs, a 0 - 9 roll is made, and if less than or equal to the Casualty Number is rolled, the Boss' Gang took casualties. The Gang is out of action for a month, and the **Gang Mortality Chance Table (5B) or (5C)** is also used, as described in the following Section, to determine if the Boss has been killed.

If the Boss is killed, the Organization immediately fragments and can no longer carry on the War. The Gangs will leave the area, with each Gang taking 1 to 6 Gang Months worth of food from the Organization's Food Store, if that much food is available. If the GM desires, he may create a new Boss in the area who can try to rebuild the Organization, but this is optional.

4.3

BATTLE AND A GANG

In spite of their limited structure, Gangs are very durable. A Gang can shrug off light casualties, and is even resilient enough to withstand significant losses. The key to this is the Warlord or Lieutenant; as long as the leader is not killed and has the faith of the members, the Gang will survive.

If a Gang does not fail its Casualty Roll after a Battle, as described in the preceding Section, it can continue combat at its full Military Value. This does not mean that no one in the Gang has been hurt or killed; instead, it indicates that the primary Warriors are in good shape, and casualties were low enough that they could be replaced immediately by capable Affiliates or by new Gang members.

If it fails its Casualty Roll after combat, it is **Out of Action** for one month. What this represents is that enough of the Gang has been injured or killed that the members refuse to return to combat. During the month Out of Action, the Gang heals, gets new members from other Gangs which are failing, or brings some of its Affiliates into active roles. Unless the Gang has lost its Leader (see below), at the end of the month it is back at full strength.

Deaths

Whenever a Gang takes casualties, the GM needs to determine if the Lieutenant has died. To do this, refer to the **Gang Mortality Chance Tables (5B) and (5C)**. Table 5B is used if the enemy's weapons would do **Low Velocity Damage**, or have a Damage Class (DC) of 1 or 2; **Table 5C** is for weapons with a DC of 3 or more which would do **Over Penetrating Damage**. When determining the type of damage being done, compare the PEN of the enemy's least effective weapon with the Armor PF for the leader. This will usually be the best armor in the Gang; refer to the **Troops and Enemies Description Table (G1)**. Once the proper Table has been chosen, cross-index the Casualty Number for the Gang with the level of Medical Aid available. The number which results is the **Percent Death** value, the chance that each individual in the Gang has been killed. To determine if the Gang Leader has been killed, a 00 - 99 roll is made. If less than or equal to the Percent Death value is rolled, the Leader was killed and the Gang fragments.

Leadership Failure

The death of the Gang's Leader is not the only reason a Gang may disintegrate. Each time a Gang is on the losing side in a fight, the Leader must make a Leadership Roll to hold the Gang together. To do this, he must roll three six sided dice, and the sum must be less than or equal to 15. If he makes this roll, the Gang is stable. If he fails the roll, the Gang fragments and the survivors (including the Leader) disperse or are absorbed into other Gangs. Again, the rules in **KViSR Rocks!** may be substituted as desired.

"I can either stay in
and be annoying, or
go out and be stupid.
The choice is yours."

Axly

EXPERTS AND CIVILIZATION

Once the initial chaos has begun to settle the Team will probably attempt to set up stable societies, where there is protection from roving bands and where at least some limited technology can be developed. These societies are called **Civilizations**, and will tend to be near the ruins of the old facilities and communities, because of access to salvage, power and water supplies, and the presence of populations. Since the first concern of these new Civilizations will be food, the small, disheveled Organizations which now stand in the ruins of Rhand are probably the seeds from which the Civilizations will grow.

Once the food supply is established, the next primary requirement for a Civilization is knowledge, mostly of the kind that is only found in the minds of trained and talented individuals. These people are referred to as **Experts**, and rules for how they are used are given below. Further Sections show how an Organization can mature into a true Civilization.

5.1

The skills necessary to transform an Organization into a fully developed Civilization are divided into three categories; Food Production, Civil Engineering, and Manufacturing. Each of these three categories requires an Expert, whose job it is to organize, train, and manage a work force. There are also three Expert Skills which are not necessarily related to Civilizations; Foraging, Repair and Technology, and Medical Aid.

Each Gang has a chance of having a member with an Expert Skill, which is given on the **Gang Generation Table (3)**. Whenever a Gang is generated, the GM can roll an additional 000 - 999 number. If less than or equal to the **Gang's Expert Skill Chance** from **Table 3** is rolled, the Gang has an Expert in its ranks.

To determine the type of Expert Skill possessed by the Gang member, check the **Expert Skill Class** for the Gang, which is listed on **Table 3**. Enter the **Expert Skill Table (4A)** with this Class, and cross-index it with a 00 - 99 roll. Record the Expert Skill on the Site Status Sheet next to the Expert's Gang.

Each of the Expert Skills is discussed below, with rules pertaining to using and losing them, as well as how they affect a Civilization.

Foraging

Knowledge of wilderness survival and living off the land. This Expert Skill is equal to at least 6th Skill Level in Survival. The Skill gives the Expert the ability to support himself and others in the wilderness. This means that one member of a Gang with the Foraging Expert Skill normally allows a full Gang to survive in the wilderness.

Food Production

Knowledge of how to plant, harvest, store, and process food for large groups. This is the basic Expert Skill required for starting a self-sufficient community, and allows the creation of a **Stage 1 Civilization**. The Expert has a Skill Level of 8th or higher in three or more skills related to food production and processing. Typical skills include Agriculture, Horticulture, and Food Processing.

Civil Engineering

Construction and building skills with knowledge of water, housing, city planning, and civil engineering. This Expert Skill is necessary to advance to a **Stage 2 Civilization**. The Expert has a Skill Level of 8th or higher in three or more skills related to construction and civil engineering. City Planning and Water Systems Management are common Civil Engineering Expert skills.

EXPERT SKILLS

"Is it our turn
to eat tonight?"

Humbert No-Dose

"If I wasn't here to break things, when would you practice your Repair Skills?"

Axly

5.2

USING EXPERT SKILLS

"Bombings, firestorms, looting... it's been a busy day."

Hosef Pharra
Chief Executive Officer
BrutalVision: Subcon 98

Manufacturing

Broad skill in finding and forming raw materials, salvaging existing devices, and creating tooling, as well as a thorough understanding of processes from metallurgy to woodwork. This Expert Skill is necessary to advance to a **Stage 3 Civilization**, and the Expert has a Skill Level of 8th or higher in at least five skills related to engineering and manufacturing, such as Metalworking, Mechanical Engineering, and Mechanical Technology.

Repair and Technology

Skill in operating and repairing the existing technology on Rhand. It represents a wide range of hands-on skill with hardware, as well as a detailed knowledge of the engineering and theory which make things work, and is necessary to maintain the technological devices at a Site. This Expert Skill represents a person who has a Skill Level of 8th or higher in three or more skills related to technology and repair. Special rules for using this Expert Skill are contained in the next Section.

Medical Aid

This Expert Skill represents a skilled physician who has the abilities necessary to operate a Trauma Center. To make use of this Expert Skill, the physician must have access to an Aid Station, Field Hospital, or Trauma Center, and to Medical Supplies. A Medical Aid Expert has a Skill Level of 8th or higher in Medical Aid. Special rules for using this Skill are given in the next Section.

Maintaining Expert Skills

In the ruins, most Gangs have little appreciation of the skills and knowledge an Expert possesses. They are treated no differently from any other member and are exposed to the same risks. Each time a Gang is used in Battle, there is a chance of losing the Expert. To determine if this happens, use the rules of Section 4.3, just as when determining if the Gang's Leader has been killed. Only Foraging Experts are exempt from this rule; they are usually carefully protected.

For Gang's which are part of a Civilization, the Experts are separated from their Gangs and protected. They are normally placed in a Support Gang, which has its own security team.

The Expert Skills of Foraging, Construction, Manufacturing, and Food Production are self-explanatory. They represent specific knowledge and require no special rules. The Repair and Technology and Medical Aid Expert Skills require a few special rules and are discussed below.

Repair and Technology

The Repair and Technology Expert Skill is used to maintain Rhand's existing technological equipment. Each month that a facility or major piece of equipment such as a vehicle is used, it is subject to **Breakdown**. The odds of a breakdown are 20% per month if the equipment is not tended by qualified operators, but the odds drop to 5% per month if the equipment has qualified operators, and 1% per month if it is supported by a Repair and Technology Expert. If the equipment breaks down, it suffers MIN damage and the normal rules are used for Repairs. The GM should note that the equipment has suffered a Breakdown. If the equipment breaks down a second time, the damage sustained is MAJ and the repairs will require spare parts. The normal Repair rules are used, but unless entirely new parts are available for the repairs, the equipment remains subject to MAJ Breakdown. If new parts are used in the repair, the equipment is considered new. This represents the slow decline of equipment, especially when one set of worn-out parts is used to replace another.

When applying these rules to a facility or large production plant, the GM must remember that the parts and technology for large-scale and complex repairs are no longer available. Each time a facility or plant suffers a breakdown, it loses 10% of its capacity. This loss is not repairable, as it is no longer simply a matter of parts, but of shortages of specialized tools and other supporting technology.

For equipment which uses very reliable high technology, such as Grav Vehicles and Power Relay Stations, the chance of breakdown is one tenth the odds above.

This Skill is also necessary for the safe disassembly and transportation of large equipment.

Medical Aid

A Medical Aid Expert working out of a functioning Medical Facility makes countless contributions to a Civilization. Most of these are outside the normal activities of the Operation Team; inoculating children against virulent diseases, ensuring basic health practices, tending to the ills of the elderly. One contribution that is certainly within the scope of the game is providing Medical Aid to Gangs after Battles. Gangs which fail their Casualty Rolls will ordinarily use the No Aid / First Aid column of Table 5B or 5C when determining if members have died. If a Medical Expert with a Medical Facility is present, Gangs can use one of the better columns on the Table, as appropriate.

Each time a **Medical Facility** is used to treat a Gang which has failed its Casualty Roll, five pounds of **Medical Supplies** are used. To determine the pounds of Supplies a facility has initially, use a 00-99 roll times the community's Food Store Size from **Table 1**. New Medical Supplies can be salvaged from other Medical Facilities or purchased from Scan.

5.3

ORGANIZING A CIVILIZATION

One of the goals of the Team is to build self sufficient communities, from which a stable Civilization can emerge. These basic Civilizations are divided into three early Stages, rated 1 to 3. **Stage 1** is simple food self sufficiency. Such a Civilization can produce a surplus of food and begin to create stockpiles to protect themselves from bad harvests or war. Their ability to produce surplus food means they can begin to attract more diverse skills and start to improve the quality of life.

The next vital step is to find a Construction Expert to advance the community to a **Stage 2** Civilization. To support this Expert, an entire Organization must be devoted to Construction. After a year with a functioning Construction Organization, the Civilization can advance to **Stage 3** with the addition of one or more Experts in Manufacturing. Each Expert requires an Organization to support him, and will begin to produce some of the basic goods and commodities which improve everyone's life. For every Expert with an Organization, one general class of goods can be created; ceramics and glass, textiles, metalwork, and so forth. In general, the items produced will be similar to those from the 18th century, although with some improvements based on modern knowledge about basic science.

5.4

SETTING UP A CIVILIZATION

A Civilization is formed when one or more Organizations are able to create a stable environment, and acquire enough internal structure and discipline that the community begins to develop its own identity. When this happens, the loss of an Organization's Boss no longer results in the fragmentation of the people involved. They have enough faith in their small society that instead of abandoning each other, they find a new leader and continue with their lives.

Forming and Governing a Civilization

It is rare for a single Organization to be strong enough to support a full Civilization. Usually, it is necessary for several Bosses in an area to settle their differences through negotiation, and agree to cooperate for the greater good. The GM may decide when a certain area can make the transition, as seems appropriate.

A more interesting way of forming a Civilization is to let the Operation Team work to get the Bosses in a particular area to cooperate. This obviously opens vast avenues for role-playing, as each Boss will have his or her own priorities and needs, and the Team will have to find necessary items, use their diplomatic abilities, and perhaps even use force to bring a Civilization into existence. This task obviously takes the Operation Team into its most important function, and adds tremendous depth to the game.

Once a Civilization has formed, it is suggested that the GM should continue treating each Organization as a slightly different political entity. There will not be perfect cooperation among the groups; some Bosses might be attending to their own interests at the expense of everyone else, while others attempt to represent their followers. Depending on each Organization's background and strengths, and the personalities of their leaders, they will have different approaches to the difficulties faced by the Civilization. The Operation Team may have to maintain precarious allegiances in order to keep the Civilization intact, and this will create an on-going role-playing setting.

One option, when determining the policy of a Civilization, is to have each Boss present his or her solution to a problem, and then make a Success Roll based on the Diplomacy Skill. Whichever Boss succeeds by the largest margin is the one who has won the debate, and the players could then attempt to carry out this Boss' plan. This will often be frustrating for the players, but it is painfully realistic and will teach them to live with the ups and downs of diplomacy and politics.

Requirements

The first requirement for a Civilization is that the group attempting to create it must have a total **Military Value** greater than 300, and also greater than the largest hostile Organization in the area. This represents the basic level of military security necessary to survive. The group must also have an **Expert** in **Food Production** and the necessary leaders qualified to be **Bosses**. To be a Boss,

"Somebody has to take responsibility eventually... Don't they?"

Eve Malcolm
Startech Fuels: Subcon 77

the sum of the Leadership, Charisma, and Intelligence Characteristics must be 39 or greater. Each Leader should consult the **Boss Leadership Table** in Section 3.1 to determine how many Gangs (groups of 20 people) he can coordinate. The Civilization must have enough Leaders to handle its total population; population which cannot be incorporated into an Organization will remain at the edge of the Civilization, and will form an **Exile Group**. Exile groups are discussed below.

Next, the group must decide which Gangs of the community will be put into the **Work Force** and which will form the **Defense Force**. Total the **Manpower Values** from **Table 3** for those in the Work Force, while the Gangs in the Defense Force sum their **Military Values**. **Visser Gangs** may not be used for Leadership nor in the Work Force, and no more than 5% of the Gangs which are part of the Civilization can be Visser Gangs. The next step is for the Work Force to plant the first crops.

Crops and Harvest

It takes four months for crops to be planted, to grow, and to be harvested. This harvest yields a number of Gang Months of food equal to the area's **Food Production** times the Work Force's Manpower Value. The area's Food Production is taken from the following **Food Production / Survival Base Odds Table**. Cross index the Site's Latitude with the Terrain Type, and take the value before the slash in the Table. For example, the Food Production of Plains in Latitude 4 is 1.3.

Harvest, in Gang Months of Food = Food Production x Work Force MP

Although it always takes four months for a Crop to reach Harvest, the number of Crops which can be grown per Year varies depending on the climate. In Latitudes 1 and 6, only a single Crop can be grown per Year, while in Latitudes 2 and 5, two Crops can be grown per Year. The weather is good enough in Latitudes 3 and 4 for year-round growth, and three Crops may be grown each Year here.

Gang Months of Food beyond those necessary to feed all members of the Civilization can be used for barter, to support allied groups, or to bribe hostile forces.

The Survival Base Odds columns are used with Section 5.6 below.

FOOD PRODUCTION / SURVIVAL BASE ODDS TABLE				
Latitude	Terrain Type			
	Plains & Steppes	Hills & Forest	Mountain & Desert	Jungle
1	.8 / 8	.8 / 10	- / 2	- / -
2	1.3 / 11	1.1 / 13	.5 / 3	- / -
3	1.3 / 12	1.1 / 14	.6 / 6	1.2 / 15
4	1.3 / 12	1.1 / 14	.6 / 6	1.2 / 15
5	.9 / 9	.9 / 11	.4 / 2	- / -
6	.7 / 6	.8 / 8	- / 1	- / -
Pole	- / -1	- / -	- / -2	- / -

Exile Groups

Surrounding every Civilization are thousands of Refugees, Vissers, and bandits. It is not possible for a fledgling society to absorb these masses, but at the same time those on the outside want to get what the Civilization has to offer. Sometimes there will be trade between the two groups; very often, there will be violence.

The GM should determine the basic number of Exiles, and enter this value on the Site Status Sheet. This is equal to the initial population times the **% Alive**, minus the number of people in the Civilization. The initial population and the % Alive can be taken from **Table 1**. Each Month, the GM rolls a 0 to 9 number one or more times to see if an outside group attacks the community. If the number of Exiles is 6,000 or less, one roll is made each Month; for 6,000 to 20,000, two rolls are made, and three rolls are made if there are more than 20,000 Exiles. If the roll is a 0, then a temporary Organization has been formed among the Exiles, and the Civilization will be attacked.

The GM should generate a random Boss and the Gangs which are part of the Organization using the rules of Chapter 3. Unlike normal Organizations, which are long-term groups and are limited by their food supplies, this temporary Organization will include the full number of Gangs possible for the Boss. The War Rules are used to determine the outcome of the attack, with one modification. The Civilization can make a Success Roll against the Espionage Skill Level of its Leader or head of Security, with a Base Odds of 6. If it makes the roll by 3 or more, it has detected the danger while the Exile Organization is still forming, and can plan an operation to disrupt them. This would typically be a normal Disruption or Guerilla Operations Mission, which might have as its goal the capture of the Exile Boss, an attack on his Gang, an attempt to set up negotiations, or outright bribery.

"Any way you look at it, we win. If we beat them, we get all the food. If we lose, it's just that many less mouths to feed."

Gil the Treacherous

"If I didn't know better, I'd say we'd just been Exiled."

Tazuya the Mook
Bondsmen Community 30
Day 16

ATTACK ON A CIVILIZATION

If a community is attacked, the GM uses the **Attacker's Espionage Skill** from **Table 3** to determine how well the community's Defense Force responds to the attack. The Defense Force must make a Success Roll with a Base Odds of 6 against the Attacker's Espionage Skill using the Defense Force leader's Espionage Skill Level. If the Defense Force makes its Success Roll, it can use its full MV in the first Battle. If it fails, they can use only a fifth of their MV in the first fight.

If the Civilization loses the Battle, the attacker overruns some of the outlying fields. The attacker then has the option to retreat with spoils, or continue the attack.

If they retreat with the **Spoils**, the attacking Organization gets a number of Gang Months of food equal to 5 times a 1 to 10 roll. In the process, they destroy a percentage of the Harvest equal to 3 times a 1-10 roll. Note that the Spoils cannot be greater than the amount of the Harvest destroyed. Once the attacker retreats the Spoils are lost, since even if the Civilization pursues they will not be able to retrieve them. At this point the GM can keep track of the attacker's food supply, which can be used to get them through hard times, to attract more Gangs for another attack, or supply them as they leave the area.

If the attackers decide to continue the attack, they can use the surviving MV attacking the Civilization's full remaining Defense Force MV. This attack takes place at the perimeter of the community. If the attacker loses, he retreats with the Spoils from the first fight. If he wins he can continue, and attempt to overrun the Civilization in a final Battle. In this fight, the remaining attacking MV goes up against whatever remaining MV the community decides to use in the defense. This MV will certainly include the Defense Force, but it may also incorporate the Work Force.

For each Gang in the **Work Force** that is to be used in defense, 3 six-sided dice are rolled. On a roll of 9 or less, the Gang temporarily joins the Defense Force. On a roll of 10 through 14, the Gang refuses to fight, and does not add its MV to the Defense Force. On a roll of 15 or higher, the Gang leaves the Civilization, fleeing into the wilderness with 1 to 6 Gang Months of food, if there is that much available, and their personal belongings.

If the attacker wins the third Battle he has overrun the Civilization. Any of the Civilization's Gangs which have failed their Casualty Roll are considered captured, while Gangs who are still in action will probably flee, although surrender is an option. The community is lost and any stockpiles are captured, and will soon be consumed, traded away, or simply destroyed. In all these Battles, the normal casualty rules apply to each side.

Community Leadership in Times of Crisis

A Civilization is a stable structure and will not disband after losing a fight due to loss of faith in or the death of a Leader. The Boss of each Organization must total the roll of three six sided dice each time a Battle is lost. If greater than 15 is rolled, the Organization has lost faith in its leadership and has its Military Value temporarily cut in half. This does not result in the disintegration of the Organization, however. It simply means that until a new Leader takes control, the Organization's MV is reduced. Note that Gangs belonging to different Organizations within the Civilization do not have their MV's reduced; only the Organization which has lost faith in its Boss is affected.

After the attacker has been turned away, an Organization which has lost faith in its Leader can find new leadership. This must be done before the end of three months. If a Leader with Characteristics good enough to take control cannot be supplied, the Organization begins to fragment, and Gangs beyond the new Leader's limitations are lost. These excess Gangs are assumed to leave the area.

Leaders who the Organization has lost faith in are not eligible to be Leaders within that Civilization ever again. They can be reassigned to other Civilizations, but permanently lose 1 point in their Leadership and Charisma characteristics.

"There are 15,000 barbarians at the gate. Quick, turn off the lights; we'll pretend we aren't home."

Grant Tank
Head of Security
Osiris: Subcon 23

SUPPORT DATA

The following data can be used by the GM to flesh out the people encountered and provide other Power Groups to confront or interact with the Team. Each section can be used independently.

Ages

The **Rhand's Population by Age Table (4B)** can be used to randomly generate the ages of the various people on Rhand. The three major groups of people are shown (RMBK Bondsmen, Landcaste and other Bondsmen, and Starcaste).

The GM must also use common sense when applying these tables. As an example, when generating the age of a person with an Expert Skill or another factor which indicates considerable experience and age, the GM should roll on the Table until a reasonable value is attained.

Individual Data Table

The **Individual Data Table (6)** is identical to **Table 3**, and details the abilities of various individuals and groups. These range from Refugees to intact squads of Surrogates or Scan Starmarines.

Military Value

In game play the GM will often want to estimate the Military Value of a group of characters or individuals. In this way, the GM and players can introduce their own units into play on the Gang scale. The following Table gives the MV for individuals based on **Morale Grade** and **Skill Level**. In general, the sum of the MV of the individuals of a squad is the squad's MV.

This value can be adjusted up or down based on a group's training as a unit, its leadership, and their actual experience fighting together. The GM should assign a factor, which is multiplied into the MV. For a highly trained and well led squad, the factor can be as high as 2, while a squad with little training and bad leadership could have a factor as low as .33. In terms of group experience, the factor for a squad which has fought together as a unit with a long and illustrious career can be as high as 3, and is equal to 1 for squads with little experience.

In general, all small arms are treated the same when determining the MV. **Power Armor** has a major effect, however, and multiplies the individual's MV by 5; the GM should decide the value of other special pieces of equipment.

Individual Military Value

Morale Grade	Factor	Skill Level	Factor
Untrained	1.00	0	1.00
Militia	1.25	1	2.25
Green	1.40	2	2.75
Line	1.55	4	4.00
Crack	1.75	5	4.50
Elite	2.25	6	5.00
Guard	3.75	8	6.25

Example:

A Non-Powered Infantry Sword who is of Elite Morale Grade and 8th Skill Level has an MV of 2.25 times 6.25 = 14. If he were part of his original Combat Team (such as a Dragonstar Team) his MV might be increased by a factor of 2 due to good leadership and raised by another factor of 2 due to experience working with his unit. This would give him a MV of 56 as part of his original squad.

Foraging and Wilderness Survival

The following is a simple set of rules which can be used to determine the fortune of individuals in the wilderness. More detailed rules covering wilderness this topic are contained in the **The Apocalypse Trial: Weather and Wilderness Survival** Supplement. The rules given here are designed to provide the GM an easy system for determining the fate of specific individuals after the Apocalypse.

Whenever an Organization disintegrates, its members disperse and normally must make their own way in the wilderness. The same occurs whenever a Gang disintegrates. Even if a parent Organization still remains, some of its members fall out of the Organization and disperse.

To determine if they can survive and live off the land, each individual in the group must make a Success Roll each month against his or her Survival Skill. The Base Odds are given in the **Food Production / Survival Base Odds Table** of Section 5.4, depending on the Latitude and the terrain type. If the individual just makes his Survival Roll he survives the month but is barely able to feed himself. If he makes his Success Roll by 1 he can support 1 other person; if he makes it by 2 he can support 3; makes it by 3 he can support 7; makes it by 4 he can support 11; if he makes it by 5 or more he can support 19 others. In this way the group can determine how many people it can support each month. If this number is less than the number in the group, each member sums three six sided dice and adds his Health Characteristic. The excess people with the lowest totals perish. The following are a number of modifiers to apply to the Base Odds of the **Food Production / Survival Base Odds Table**.

Spring or Summer	0	Group Supplied	+3
Fall	-1	Group has Shelter	+3
Winter	-3	Group not Equipped	-3

SITE DESCRIPTIONS

The following is a list of the communities and facilities of Rhand, with a brief description of each.

6.1

SPACE PORTS

There were over 60 **Space Ports** on Rhand. Each consisted of a Mission Control and Tracking Center, Grav Vehicle Service and Maintenance Area, Grav Vehicle Landing Area, military and commercial zones for import and export, and a Military Post manned by the Starcaste organization which operated it. These facilities handled the Grav Vehicle traffic to and from the planet and were the vital link between the communities and their Starfleets. They were also the only places other than Military Bases and the Space Launch Rails that handled the servicing and fueling for the planet's Grav Vehicles. They were located close to their parent communities but were self contained. Facilities and communities with a space port are listed on **Table 1**.

Almost all of Rhand's Space Ports were bombed by the Spectrals, as indicated on **Table 1**. The primary targets were the Service and Maintenance Areas and as a result few vehicles have survived. Service at these places is now impossible.

The **Fueling Stations** were located in the Service and Maintenance Areas, but were more durable than the Service equipment and have normal rules for surviving the bombing. If the Fueling Station survives, it has 000 - 999 pounds of Grav Fuel, before any Looting and Visser Damage. If the Fueling Station does not survive the bombing or was damaged to any extent, the fuel has been automatically neutralized to prevent potential detonation and is now useless.

6.2

TRIDENT CORPORATE COMMUNITIES

Communities established by Corporate Trident were set up like communities on other Starguild worlds. No advantage of the ORCA teleportation system was used to spread these communities out, and there was little more open space than would be found in a Subcon. The standard radial layout of these communities was maintained, with the center devoted to business, retail, service, and entertainment.

Deerfield

Small community which had a few Bondsmen night workers present when the ORCA went down. The population suffered heavily from the Visser Virus and dispersed in the first Month of the Apocalypse. Today there are only small Gangs foraging off the land.

Topaz

Topaz was located at the foot of the Black Ridge Mountains in the Black Forest. The Visser Virus was not effectively dispersed in the area's dense woods, and local government did not collapse. After the Invasion, the community sent a small group across Black Ridge with the hope of reaching the rich farms in the Plains of Thoston; this group returned four weeks later having navigated the Ridge. The majority of healthy adults set out for the Plains, intending to establish a permanent base, while the rest of the population, including the old and the young, were left at Topaz with supplies. Plans were made to send food back before winter.

Since then, a coup has changed the leadership at Topaz, and a group of Order Inc. (Section 6.11) advisers are in control. In order to cut back on food use and to minimize the number of dissidents

"If you want compassion, there is an extra charge."

Dr. Buen-Scheuk

"To survive because of my station, when so many are dying, is a painful burden. But it is not the worst thing I must face. Far worse is the knowledge that this will not be resolved until long after I am dead; that I will go to my grave not knowing if I made the right decision."

Petra Riesen
Director, Trident/RMBK
Day 7

in the community, 3,000 of the old and young have been turned out into the wilderness. They will lose half their number each month until supplied. Unfortunately, the relief group from the Plains, with enough supplies to last the winter (300 Gang Months), is not due back until the end of Month 8. In addition, when they return they will have to deal with the new leaders at Topaz; Surrogate officers who have proven that they will not let conscience or humanity dictate their actions.

Sunrise

This coastal community was very rich, and many of the families spent a great deal of time out on the ocean. It did not suffer heavily from the Visser Virus, but shortly after the Invasion a Bondsmen revolt secured the Business Area and the Food Supplies were given to Bondsmen survivors. At this time, many of the wealthy fled by sea in their recreational vessels. The Bondsmen then waged war among themselves, and at the end of Month 2 only 1 Organization remains.

Artesia

Beautiful coastal community which has been the site of a conflict between Bondsmen and Starcaste over food supplies. Most Starcaste have fled in private boats, but the tens of thousands of Bondsmen survivors continue to fight in the ruins.

Victoria

This community is settled in the cold forests at the edge of the Steppes of Ista. It was inhabited by a populace which loved the snow and cold weather. This climate has meant the death of the majority of the people, and a bitter struggle over food and shelter is taking place. Only one Food Store remains and it has been overrun and looted a number of times. The Organization which holds it intends to evacuate very soon, and is assembling materials for the journey. Starving Refugees constantly attempt to steal their supplies.

Sterling City

Once the largest of the Corporate Trident communities, it is currently deserted except for a few Refugees and Vissers, and the three Organizations which hold the remaining Food Stores. Most of the Refugees have fled toward the Scan community of Chemex.

Columbia

A major fire destroyed most of this Site's Business Area. A group of Starcaste survivors, led by remnants of the 8th Trident Starforce Regiment, has taken the last Food Store. The rest of the population has scattered along the coast.

Clearwater

Three Organizations hold the Food Stores and the rest of the population has fled down the Rambling River, toward the numerous Subcons located near the coast.

Summit

The central Business Area and the warehouse district were utterly destroyed by the bombing. Most of the survivors have fled west to the coast and only a few scattered groups remain, foraging off the land.

6.3

RMBK COMMUNITIES

The communities established by Trident RMBK were very different from normal Starcaste settlements. Bondsmen and Starcaste lived side by side, and many of the Bondsmen even lived in what was actually Starcaste housing. This was a carryover from the initial colonization period on Rhand, before the ORCA was operational. Many Starcaste residences were established within the communities during that time, but after the ORCA was put into operation the Starcaste scattered to the surrounding areas, making full use of the ORCA system. RMBK then turned these residences over to Bondsmen, one of many moves which infuriated the rest of the Starcaste. The remote estates where the Starcaste lived are within one ORCA Zone of their base Site, and about 80% of them are in the same ORCA Zone as the Site.

Crestview

It was night in Crestview at the time of the Invasion, and few of the Starcaste were in the Site itself. Most were asleep in their remote homes, scattered through ORCA Zones 2, 3, and 4. Crestview suffered heavily from the Visser attack, and in the violence which followed all remaining Food Stores were destroyed. Today only scattered Gangs remain, living off the land. There are a number of Starmarines from the 1st and 2nd Trident Mechanized Regiments searching the area for Bondsmen friends and Starcaste survivors.

Startouch

Startouch had its Starcaste homes scattered through ORCA Zones 7, 8, and 9. At the time of the Invasion 40% of the Starcaste population was at the community proper, monitoring the ongoing crisis. In the months following the Invasion, the 1st and 2nd Trident Mechanized Regiments gathered survivors from the outlying areas. These troops were told not to enter the community proper for fear of Visser contamination. A number of them broke these orders and entered the community searching for their families, and were left behind by the Grav Vehicle crews.

Benedict

Benedict was the first and largest of the RMBK communities. It was the heart of the liberation movement and the cultural center for progressive Starcaste. Nearly all of the Starcaste population of Benedict was at the community proper the day of the Invasion, protesting Imperial intervention. Shortly before the bombing a general evacuation was begun, but it was not completed before the ORCA went down. Over 60% of the Starcaste were stranded, along with most of the Bondsmen.

The Visser Virus led to the destruction of the society by the end of Month 2, and today only one large Visser Organization remains in the ruins. The Trident 1st and 2nd Mechanized Regiments are actively retrieving non-Visser survivors who are scattered through the area.

6.4

RMBK's Research Lab was located on the Island of Orion. It was a large research and test facility, which was powered by its own self-contained generator. The plant included manufacturing and test operations and was where RMBK produced the ORCA teleporting equipment, the **DRGN** project, and some of the components of the **Avatar** and **ICON** projects.

Just before the Invasion the Imperium and RMBK were in a standoff. The Imperium had seized many of RMBK's smaller facilities and was preparing to take RMBK by force when the Spectrals invaded. Hours before the Spectral bombardment leveled the center, RMBK personnel were evacuated by Grav Vehicles and the ORCA. The breakout of RMBK forces through sieging Imperial units is detailed in the **Trident / RMBK Supplement**.

Today the center is abandoned and in ruins. It was completely leveled by the bombing and little of value remains. The island is presently uninhabited.

RMBK RESEARCH LAB

6.5

There were two Scan communities on Rhand. They specialized in medical services and have come out of the Invasion largely untouched. Each was protected by a sophisticated **Air Defense System**, which was made up of radar pickets and hypersonic missile launchers. This system is effective against air vehicles and missiles alike, and was able to stop almost all of the Spectrals' attacks. Protection was concentrated on inhabited areas, however, and Scan's Space Port (located close to Matrix) was destroyed.

Scan's communities and a full Regiment of Starmarines are intact. Chemex is located on Aquila and produced Medical Supplies, while Matrix, located on Elandia, was the main Medical Service Center. Today each of these communities is fully functional and able to produce Medical Supplies and provide full medical services.

In the first two months of the Apocalypse, Scan worked to consolidate its position. The Scan Starforce transported the Bondsmen farm workers from Remote Farms 22 through 28 to Matrix and Chemex, where they were put to work clearing fields and preparing to supply future food demands. All the useful equipment from Remote Farms 22 through 28 which could be transported by Grav Carrier has been removed from those farms.

Scan forces have also set out to commandeer a fleet of naval ships. These they are gathering from the Fishing and Seafood Operations on Timothy and Jonathan Bays in Seleria, as well as Mercury Bay in Aquila. They are being escorted to Chemex one by one, with the intention of using them for sea transport between Chemex and Matrix. Only two sections of the route linking these two Sites are outside Power Relay Station range, and a small group of self-powered commercial vessels will be used to make this leg of the journey. This will give Scan a fast and safe communications line between Matrix and Chemex, once their Grav Fleet runs low on fuel.

In addition to these actions, Scan has also moved to salvage the food, equipment, and medical supplies from many nearby communities. The goal in this salvage is to make sure that no other Medical Supply and Service facility has escaped the bombing, so that Scan can maintain its monopoly on advanced Medical Aid.

SCAN COMMUNITIES

"We must, and we will mobilize to secure our vital interests throughout Rhand. That is your priority, ladies and gentlemen. That is your only duty."

Simon DeBoer
Speech to a gathering
of executive officers.
Day 3

SCAN RESEARCH CENTERS

"Confirmation that Flynn has been captured. That puts Narjack in command at RA1, and he's a Targa; we can't have that. I want a Dragon in there now."

Vladimir, OSS HQ
02.03.2349

"Who cares about things that go Bump in the night? It's the ones that go Chomp that worry me."

Fargus Liverwort
Asha Tatum Products: Subcon 73

The three Scan Research Centers (RA1, RA2, and RA3) were part of a joint research effort by Scan and RMBK into technologies of questionable legality. These Centers and RMBK were established in seclusion, and it was only in the years preceding the Invasion that Imperial intervention disrupted their isolation. Because Imperial interest in the Centers threatened Scan's reputation, the corporation's Directors advocated transferring the projects to the Imperium. Richard Pendelton, Scan's CEO on Rhand, fully supported the Centers and fought with the Directors to maintain their independence. Imperial attention was diverted to the RMBK facility.

For several years, Scan was successful in focusing the majority of the Imperium's interest on RMBK. The Research Centers became a side issue and work there continued. To bolster their position, Scan's Directors sent a special investigating committee to Rhand to inspect the Centers, and their report in 2345 fully supported Pendelton's position that the work in progress was legal. This convinced the Directors to stand behind Pendelton, and the Imperium continued pressuring RMBK.

As RMBK's position deteriorated under Imperial pressure, Pendelton's position as CEO also weakened. By 2347, Scan's Directors had lost confidence in Pendelton and a new CEO and staff were sent to Rhand with the Imperial Guard. This group arrived in August of 2348, and began the shakedown of Scan's operations. RMBK was able to secure sensitive portions of the operations on the grounds of its partial ownership, but it was clear that Scan had taken sides with the Imperium.

Four days before the Invasion, Scan's Board ordered the Research Centers to admit Imperial auditors. As soon as this order was issued, RMBK military and Law Enforcement Agents seized all three Centers and took Scan security forces into custody. This naturally led to Scan's full commitment to the Imperium, which laid siege to all three Centers. Hours before the Spectral bombing, RMBK forces broke out of all three Centers; information about these breakouts is contained in the **Trident / RMBK Supplement**. Today all three Centers are abandoned and in complete ruins. Scan personnel were evacuated on foot just prior to the bombing, and were rescued by Scan in the month following the invasion.

Research Center RA1

This Center specialized in Immunology and was a special focus of tension between Scan and RMBK. Seven days before the Invasion, Imperial military forces ambushed a Squad of command personnel from Trident's 1st Mechanized Regiment outside of RA1. The Squad was taken into custody, and its current status is unknown. Four days later, Trident security forces within RA1 attacked Scan's security forces in a battle for control of the Center. The combat was intense, and casualties were high on both sides. Scan's forces eventually withdrew, taking a number of their own personnel, while RMBK retained control of the Center. Many of Scan's staff members sided with RMBK, and remained in the Center when the rest of Scan was driven out.

Scan was able to take a portion of the research efforts from RA1 with them as they retired from the facility. This work was the initial lot of **Visser Vaccine** developed to protect people from the Spectral Visser Virus. Interference from Scan and the Imperium, and the blockade of RA1 in the month prior to the Invasion, had delayed completion of the project and resulted in the Vaccine not being put into mass production for planetary inoculation. In the few days before the Invasion, Scan was able to reproduce this Vaccine and administer it to their own population; this Vaccine would obviously be a major coup for Scan, if they could get it off Rhand. Currently, their own population has benefitted at the expense of the rest of Rhand.

On the day of the Invasion, Trident's forces broke out of RA1 on foot and were supported by Grav Vehicles from Trident's 1st and 2nd Mechanized Regiments and by Grav Vehicles sent from RMBK. All personnel were evacuated by Grav Vehicle before the bombing. The other projects developed at RA1 were secured and removed by Trident's forces and will be the subject of later supplements.

Research Center RA2

This center specialized in Genetic Engineering. A few days before the Invasion, most of Scan's Star Marines within RA2 defected to RMBK. Those troops which remained loyal to Scan were escorted off the grounds, and were picked up by Scan. This left RA2 firmly in RMBK's hands and Scan in turmoil. During the Invasion, RMBK's forces broke out of RA2 by ground and in Grav Vehicles. Most elements escaped the Imperial blockade and their current status is unknown. One ground element escorting the **Avatar Project** was ambushed and captured by the **Imperial Robotics Section**, an experimental unit, and is currently in the hands of the Imperial Secret Service. This action is the subject of the **Trident / RMBK Supplement**.

Research Center RA3

RA3 specialized in Neurology. Three days before the Invasion, RMBK undercover agents dropped the Transport Shield which protected the facility and an RMBK Assault Team took control of the site in a quick raid. Scan's forces surrendered without a fight and were escorted off site. Just before the invasion, RMBK forces and personnel broke through the Imperial blockade in Grav Vehicles. The Site was destroyed by RMBK as they left, and was then bombed by the Spectrals. It was the home of the **ICON** Project, which will be the subject of a later supplement.

6.7

The 8th and 9th Starforce Regiments were brought to Rhand only a few years ago, on the demands of Trident's nine Corporate Communities. In the Imperial / RMBK standoff just before the Invasion, the 8th and 9th Regiment stood down; they retired to their bases and the Corporate Trident communities. Their entire Grav Fleet and support equipment were parked in the open at their bases, in full view of Imperial space reconnaissance, in a show of neutrality.

When the Invasion came, they were caught in the bombing and less than half of their personnel survived.

8th Regiment

The survivors of the 1st Battalion are moving west from their base along the Power Relay Station track toward Deerfield, while what is left of the 2nd Battalion is moving north from its base toward the same Site. The two groups are in loose contact, and there are preliminary plans to join forces as Newlords, and to consolidate a holding centered around Deerfield.

The 3rd Battalion is organized and has taken command of Remote Farm 2. They are using the Bondsmen and Starcaste Refugees in the area to work the fields, and they are fortifying their positions. About a Company of Starmarines is present, supported by 400 Ground and Field Support troops.

9th Regiment

Command elements of the 1st Battalion suffered a direct hit during the bombing, and the unit has dissolved into small bands of Refugees. The 2nd Battalion remained organized, and has moved south from its base to Remote Farm 30. There they have taken control of Landcaste Prison 2, and they are using the inmates as a work force. The Prison is their base of operations, and they intend to hold the two Sites as Newlords. Survivors of the 3rd Battalion have scattered in small bands, heading south toward Hawthorn or inland toward the Ranching Centers along the Olsen River.

CORPORATE TRIDENT STARFORCE BASES

**"Well, I say you're
dead. So settle down
and take it like a man."**

Dr. Oscar Schneiderbunk
Visser M.D.

6.8

Trident's 1st and 2nd Mechanized Regiments have served RMBK since its early formation and sided with RMBK prior to the Invasion. These Regiments were the retreat for Trident soldiers disenchanted with the Starguild system. Over the years they were transferred to the backwater world of Rhand, and found a home with RMBK. This process took place quietly and before Corporate Trident realized the situation, RMBK had its own loyal military force in control of the planet. These Regiments have exceptional Officers and NCO's, and can be ranked with the top forces anywhere in the Starguild. All Field Support personnel and Starmarines were on full alert at the time of the Invasion, with only a handful of troops and Ground Support personnel on the bases. Prior to the bombing, as many people as could be transported by the Grav Fleet were evacuated. Shortly after the bombing, survivors were picked up and relocated to the Remote Farms along the Powder River in Seleria. The Bases were methodically scavenged for equipment, supplies, and spare parts during this evacuation, and are currently abandoned.

RMBK STARFORCE BASES

6.9

The 27th Regiment was on full alert at the time of the invasion and their Troops and Field Support elements were dispersed around Rhand. The Bases had only a handful of troops, along with some Ground Support personnel and dependents. These people were caught in the bombing, and today

IMPERIAL STARFORCE BASES

survivors are found in small bands. Most of the survivors from the 1st Battalion's Base are moving along the Power Relay Station (PRS) line into the Plains of Thoston, while some have tried to cross the North Cathedral Range. Survivors of the 2nd Battalion are moving north along the PRS line toward the Ranching Complexes along the Olsen River.

At the 3rd Battalion's Base, a Warrant Officer named Sylvester Gelding has taken command of about 150 troops, including both Starmarines and Ground Support personnel, and has organized them for a march northwest across the Achilles Mountains toward Bondsmen Community 40 (Vissertown) and its adjacent Remote Farm. They are making slow progress as they clear a trail for three All Terrain Fighting Vehicles.

6.10

IMPERIAL GUARD LANDING ZONE

"Explain again how
feeding people to the
Dionical and then
eating the Dionical is
a closed ecosystem."

Lars Swedenborg
Bondsmen Community 17

When the 7th Imperial Guard Strike Battalion came to Rhand they set up a field base near the Imperial Secret Service Facility. This location put them close to the communications and ISS center on Rhand. The field base was set up quickly, and is similar to that used on hostile worlds. It had full life support capability and blast bunkers. At the time of the Invasion the Grav Service Facility was operational, as well as the munition depot and Headquarters. Troop barracks were operational, but they were not dug into hardsites.

The base was abandoned just before the Spectral bombing except for some Ground Support personnel, for whom there was no transport. These people retired to the blast bunkers and hoped for the best. The Base was destroyed by the bombing, and survivors regrouped with the field elements the next day.

On Day 31 of the Apocalypse, the Guard began to reassemble with the command elements of the 27th Regiment at the bombed site. They were planning a campaign for the reconquest of Rhand when they were attacked and overrun on Day 42. The attackers destroyed the majority of the Grav Fleet and took all operational vehicles and valuable components with them. The ammunition depot was destroyed in place. Today, only ruins of the Base exist. The Site is littered with destroyed Grav Vehicles and other equipment, but most other evidence of the attack has been cleared away. There are no footprints, no expended munitions, and no auxiliary pack magazines. In the walls of the structures, however, there is a great deal of evidence that Scatter Packs and Ripple Packs have been used, as well as Lase fire and Rocket Rifles. The refuse of a field Medical Aid Station is present, but there are no bodies. All personnel were apparently moved to another site, and there is no sign of the nearly 300 suits of Power Armor which belonged to the Guard.

6.11

SURROGATES

There were eight Surrogate communities on Rhand. None of them were bombed by the Spectrals, and only Antex in the South Polar Region was hit by the Visser Virus. The others came out of the Invasion intact and are consolidating their positions. These communities were already self sufficient in food and basic supplies and many were isolated without even Power Relay Station support. This isolation has proven to be an advantage, since most of the people on Rhand don't know where they are or how to find them.

The Surrogates are preparing for long term operations. They are slowly pushing out to explore the areas near their communities, but take in few Refugees. Some will eventually transfer their communities to better locations, and they are making the reconnaissance necessary to pick suitable places; fertile areas with good climate, which are isolated from other power groups. Eventually, the Surrogates will absorb suitable groups of Refugees, for labor and field work. The Invasion is viewed by most as an opportunity to rise in the ranks of the Starguild; a second chance to climb to the top.

Surrogate communities have no Bondsmen. Positions normally handled by Bondsmen are filled by **Strak** and **Varsha**, and the population listed in the BM Population column of **Table 1** refers to these aliens.

Diamond Security Services

Diamond was hired by Corporate Trident shortly after the problems with RMBK came to the attention of the Imperium. They were escorting and protecting a large contingent of lawyers and technical auditors whose job was to protect Corporate Trident's legal interests in the growing Imperial intervention. These lawyers were caught in the middle of a conflict that was far more intense than any they have seen, and found it difficult to determine where their interests lay. They could not

let RMBK ignore the demands of the Imperium and Corporate Trident, for obvious reasons, but at the same time they could not allow the Imperium to take sole control of RMBK and its vital technology. With the coming of the Apocalypse, they now have more pressing problems to deal with.

Order Inc. (OINC)

This community was hired by Corporate Trident shortly after it established the nine Corporate Trident Communities. A general dissatisfaction with RMBK Law Enforcement agents is what led to OINC being brought in to monitor Rhand's Bondsmen, and OINC served in the role of Law Enforcement until the Landcaste communities were established and trained. Since then, OINC has remained on Rhand on a smaller scale supporting the Landcaste Law Enforcement and Military.

Holman Transfer

This Surrogate was brought to Rhand by the Imperium shortly after the arrival of the 7th Imperial Guard Strike Battalion. It is a combat unit with a long association with the Imperium, and is used by the Guard as a garrison force in newly conquered territories. They are normally employed for one or two years following a hostile takeover, while the Imperial Secret Service removes undesirable elements from the population. This is especially true in regions where the loser is well armed and local guerrilla war is expected to take place; the soldiers of Holman Transfer deal with the violence, and the Imperium takes no casualties.

Skyhawk

This large Surrogate community has a significant space fleet of its own and is one of the best known combat units in the Imperium, in spite of certain misbehaviors in the past. It renounced the Starguild in 2185, after the bombardment of Alpha, and sided with the Seven Worlds in the First Seven Worlds - Starguild War. For decades after the end of that conflict, Skyhawk was a renegade group, barely surviving on harsh worlds beyond the reach of the Imperium. In 2232, it petitioned for reentry into the Imperium and was accepted, on condition that it remain distant from all conflicts relating to the Seven Worlds system or people. Since that time, Skyhawk has developed an impressive reputation for skill and integrity, while maintaining a certain distance from the Starguild.

Skyhawk units have been employed throughout the Starguild as small surgical strike teams and were accepted because of their ability and their policy of strict neutrality toward the Seven Worlds. All this changed in 2348, when Skyhawk unexpectedly arrived on Rhand. They have settled in force and the Imperium assumed they intended to support RMBK. Imperial forces throughout the Starguild closed in on Skyhawk enclaves, and held them hostage.

Skyhawk's Starfleet left Rhand late in 2348 after dropping off the surface units, Grav Fleet, and a sizable civilian population. They have not been seen since. Skyhawk remained neutral in the dispute between RMBK and the Imperium, although their forces were on alert and the Imperium charged Skyhawk with the illegal penetration of an Imperial blockade and with smuggling contraband to Rhand.

Since the Apocalypse they have maintained a low profile, and are preparing to move their community to ORCA Zone 16, Latitude 4 in Elandia, near Bondsmen Community 48.

Granger Security

This Surrogate group was brought with the Imperial Guard for the purpose of post-conflict auditing. The Starguild is worried about growing Imperial power, and wants a guarantee that the Imperium will not be the only group to absorb RMBK's technology. Granger was selected to escort and protect representatives from each of the Senior Starguild Houses, who were supposed to audit and assess the Imperial takeover of RMBK.

Union of Cretus Point (UCP)

The Union of Crestus Point is the largest and most powerful Surrogate in the Imperium. It traces its origin to the late 21st Century, during the Colonial Wars (**Dragonstar Rising**, Section 7.12). This contingent of the UCP arrived on Rhand only a year before the Invasion. It was brought by RMBK, in response to the Imperium's hiring of Antex in a combat role. There is a vendetta between Antex and the UCP that is generations old, and the group now on Rhand was chosen from among tens of thousands of UCP warriors who volunteered for the chance to fight their ancestral enemy. Because of the UCP's enthusiasm about the assignment, RMBK was able to sponsor these volunteers at little over the cost of their transportation, and even the Strak and Varsha sent as support personnel are armed and well-trained. This combat force is an elite formation from the preeminent Surrogate in the Starguild, and will be a potent force in the years ahead.

Ceros One

This Surrogate group is an urban combat unit which has been used by the Imperium on many worlds. They specialize in riot and crowd control, and are used to put down civil disobedience with a minimum of death and property destruction.

"Your 'cargo' is safe and sound, and the Imperium never touched their scaly little heads. Now its your turn; keep our people safe from the Imperium, and from the Spectrals when they finally make it out here."

Cirrus Tomlins
Head of Skyhawk
26.08.2348

"Oh, yeah, we're free all right. Free to starve. Free to freeze. Free to die! Why did I ever listen to you anyway?!"

Big Dirk
Bondsmen Community 18

Antex

Antex is also in the employ of the Imperium, and has a reputation for brutality throughout the Starguild. They are employed by the Imperium to patrol and maintain order in Landcaste and Bondsmen areas following a hostile takeover. In the past, Antex has been involved in a number of atrocities and has survived only because of Imperial protection. The incident which resulted in the UCP's vendetta against them was not an unusual one for Antex; it involved the extermination of the entire population of Crestus 3 in an alleged dome rupture following civil unrest.

Antex was hit by the Spectral Visser attack, and by the end of Month 2 has a **Spectral Pawn (KViSR Rocks!, Chapter 5)** firmly in control.

6.12

POWER GENERATORS

There were nine Power Generators on Rhand; five in the south polar region and four in the north polar region. These nine Generators supply the entire world's electrical power, through hundreds of Power Relay Stations (PRS). Each Generator was run by a group of human engineers and technicians supported by a **Larden** work force; the number of Larden is given in the Bondsmen Population column for these Sites. The Generators each have their own self-sufficient greenhouses for supporting the omnivorous Larden.

North Pole Generators

Currently the four Generators in the north are fully functional, with the Larden having overthrown their Starguild guards and technicians. They are maintaining the functions of the Sites and are still supplying power to the PRS network. These Sites are fully self-sufficient and should be operational for a long time. They have a skilled work force, a stable society, and ample spare parts for years. The Generators themselves are naturally of a very rugged design, and are intended to operate for decades if properly maintained.

South Pole Generators

The five Generators in the south were overrun by **Slozek**, the Spectrals' light infantry. The Human guards and technicians and many of the Larden were killed in the fighting. Generator S1 suffered heavy damage but is still partially functional. Generators S2 and S4 were disabled beyond repair, while Generators S3 and S5 suffered only superficial damage.

At Generators 2 and 4, the carnivorous Slozek have killed and literally butchered all the Larden and Humans and have distributed the meat to the other Generators. This has given the Slozek a 38 month food supply. In addition, they are working on obtaining Human corpses from the southern communities of Aquila, such as Belden. At this point, each of the five Generators is being held by about 235 Slozek. Another 272 elite Slozek, organized into Vanguard (reconnaissance) and Assault units, are operating in and around the Generators, securing future supply needs.

The Slozek are now militarily secure and supplied with food, and they are fortifying their positions. As a food reserve they have about 6400 Larden in each of the three functional Generators who can be butchered without affecting the operations. These Larden represent a food cache of 54 months.

Power Relay Stations

There are hundreds of Power Relay Stations (PRS) scattered around the world, which distribute electric power from the Power Generators to the population of Rhand. Each PRS broadcasts power in a 300 mile radius, as well as to the next downstream PRS. Each Station is a single structure tower, surrounded by a fenced off clearing. They are not located within the communities of Rhand, and as a result were not hit by the Spectral bombing.

As a rule, the GM can assume the Stations are still operational. They are rugged pieces of hardware designed for remote operation with little maintenance, and will last out the first year of the Apocalypse and many more if not mistreated. The destruction of Rhand's power system will probably be the result of deliberate acts of violence. Such acts should be played out by the GM on the Team's local front, but unless such destruction is the result of the Team's actions or lack of action, it is assumed they have access to power. They will have to pay for this power from their local PRS, but at least it will be available.

"I preach to you
of the coming of
the Blessed Day,
of the Great Day of
Liberation and Blood,
when the heretics
and the unclean shall
be brought down!
Hear my words,
faithful Children of
the Apocalypse!"

Shlodi
Ruler of Antex
Day 14

6.13

RMBK LAW ENFORCEMENT SITES

These Sites were where RMBK housed and operated its efficient Law Enforcement Agency, and they were among the first facilities completed on Rhand. Each was built with security in mind, and

included a network of hardened bunkers and tunnels for use in the event of war. They were primarily used to link field agents throughout Rhand via short-link, high-security communication equipment. Each facility also had contact with the others, and initially they were all well supplied.

The facilities were not bombed during the Invasion and were guarded by elements of the 1st and 2nd Trident Mechanized Regiments as well as their own Security Teams. They were not attacked by the Imperium, but Sites 1, 5, 6, and 8 were overrun by Vanguard and Assault Squads of **Slozek**. Human survivors fled these Sites and regrouped with the 1st and 2nd Regiments. Wounded and dead were taken away by the Slozek, who abandoned the Sites after destroying all equipment and supplies.

After the Slozek retreat, the 1st and 2nd Regiments evacuated personnel, equipment, and supplies from all eight Sites. Presently Sites 1, 2, 3, and 4 are being used as local **Regroup Centers** by RMBK personnel. Site 4 has become the HQ for RMBK's overall regrouping effort, while the communications equipment at Sites 2, 3, and 4 is still being used to coordinate the movements of Trident's Grav Vehicle fleet. These craft were used extensively in the first two months of the Invasion to evacuate personnel to Bondsmen Remote Farms 16 through 21 in Seleria (see Section 6.25). By the end of Month 2, Trident's entire Grav Fleet was low on fuel, and most were placed in storage at the Remote Farms.

The four Law Enforcement Sites are strongly held, and Trident Law Enforcement and RMBK personnel are waiting for stragglers and Star Marines making their way there by foot and by ground vehicle. Both dependents and Starforce troops are at these Sites, and because many were taken from communities hit by the Visser Virus, a number of them are Vissers. They are no longer contagious, but the leaders at the Remote Farms don't have the transportation necessary to keep them in supply indefinitely and cannot afford to introduce Vissers into their own communities. Dozens of Trident groups are coming from all over Rhand, trying to make their way to Law Enforcement Sites 1 through 4. Once they get there their problems will not over, but they can try to form communities and solve the problem of Vissers in their ranks.

**"How do you want
this guy cooked?
Rare, medium rare...?"**

Slozek making small talk
over the campfire.
Day 6

6.14

The ORCA was an extremely complex network of equipment, and the maintenance and operation of this worldwide system required hundreds of personnel and many specialized Facilities. Most were concerned with day to day activities such as billing and management, but there was also a large staff of technicians and engineers. The Spectral Invasion left the Control Facilities in ruins, however, and the ORCA now functions only in the limited Special Access Mode available to the Operations Teams.

ORCA Test Stations 1 and 2

There were two ORCA Test Stations. These were used for beam alignment and the adjustment of ORCA satellites during final assembly and testing. The two were on the highest points of the Island of Orion and the Matrix Mountains. They were built with direct communications lines to each other and had elaborate test equipment and data handling systems.

Both were destroyed by the Spectral bombing. Test Station 2, in the Matrix Mountains, was the scene of a brief firefight between RMBK troops and the Imperium shortly before the Invasion. The RMBK forces were outnumbered, and destroyed the data recording and storage devices before abandoning the Site. Test Station 1 on the Island of Orion was destroyed by RMBK and later bombed by the Spectrals. It is a complete ruin.

ORCA Ground Bases

Four ORCA Ground Stations controlled the ORCA's daily functions. Station 4 was the main engineering and support facility for the world-wide operation and handled all billing and business activities. All four of the facilities were seized by the Imperium during the crisis. The Imperial action was uncontested and operations continued without interruption, since this part of the ORCA's operation was under the control of Corporate Trident, and there were no illegal or questionable activities going on.

All four Sites were bombed by the Spectrals and are in ruins. Each had underground **Fire Control** and **Chemical Tanks** for use by the ORCA Fire Fighting and Chemical Hazard Alpha Teams. These tanks have survived the bombing but are of limited use without the ORCA.

There were also four ORCA Main Satellite Tracking Bases on the planet's equator. Each was a small installation with a staff of about a dozen, and suffered a direct hit from a Spectral bomb. Since these Sites were so small, nothing but rubble survived.

ORCA FACILITIES

**"It looked like we were
all going to freeze to
death, but then we
voted one guy 'Most
Flammable Refugee'."**

Clement Uxmal
Belden

Mass Teleport Centers

For items which were too large to fit in the normal ORCA, special means of transportation were used. There were a number of oversized Grav Vehicles on the planet, which could be rented as needed. At places where there were many oversized items which needed to be moved, **Mass Teleport Devices (MTD's)** were used; these were located in the Site's Primary Function Area.

When the transportation of large items was required for special purposes such as construction, a Mass Teleport Device could be brought to the Site by heavy Grav Vehicle and erected for temporary use. These MTD's are similar to the large construction cranes used to erect high-rises. They are brought to the site in pieces, assembled in place, and after the job is done they are dismantled and returned to storage.

The two Mass Teleport Centers on Rhand were the storage yards for MTD's not in use. This is also where the heavy Grav Vehicles were stored and serviced. Shortly before the Invasion, the Imperium took control of these facilities and put the normal work crews in detention. When the bombing began, the Imperium abandoned the sites; since there were no crews available to remove the MTD's and the Vehicles, they were destroyed with the Sites.

6.15

SPACE LAUNCH RAILS

There were two large electromagnetic Launch Rails on Rhand. They were used to launch cargo containers into low orbit, where they were collected by Grav Tugs. This was a fast and cheap method of getting cargo off-planet for Rhand's businesses. The facilities each had a Control Center, Military Area, support buildings, Mass Teleport Device, and large warehouses for the pallets and containers.

Site 2 was destroyed by the Spectral bombing, and its warehouses and support buildings were smashed and consumed in the fire which followed. The Site had been captured by the Imperium just before the Invasion but was abandoned when the bombing started.

The Spectral bombing missed Site 1, however. The missile landed wide of the mark, damaging only the Warehouse and Support Areas. The Launch Rail itself and the Control Center are both intact. After the bombing, Imperial troops returned and looted the surviving cargo pallets. At present, this Site is being held by a Section of the **Imperial Secret Service**, which has taken the Grav Fuel Station and depleted its reserves.

6.16

SPECIAL IMPERIAL SITES

**"This is a one way trip,
barring a miracle.
There won't be anyone
taken prisoner, and
there won't be any
RQ to pick up the
pieces. One way only.
Any questions?...
I didn't think so."**

Other than military bases, there were three noteworthy Imperial Sites on Rhand, facilities which were vital to space transport and communications. They were mandatory on all Starguild worlds and were run by the Imperium, which has control over interstellar commerce and shipping.

Imperial Deep Space Tracking Center

The Imperial Deep Space Tracking Center controlled all space traffic around Rhand. It was operated by Imperial personnel and was guarded by the Imperium's 27th Starmarine Regiment. The Site was constructed like a military base and its personnel lived at the 27th Regiment's Battalion bases.

Thirteen days before the Invasion, the Site was sabotaged by unknown parties who penetrated the computer center and destroyed its vital equipment. The attack began when an inside agent or agents managed to drop all three Transport Shields which protected the facility. Immediately, a number of personnel used the ORCA to leave the Site; some of these were conspirators, but others had had their Encoders tampered with or were prisoners of the conspirators. This prevented the Imperial Secret Service from tracking down the undercover agents or even determining their number during the days before the Invasion. As these personnel left the Site, a heavily armed and highly trained **Strike Team** entered via ORCA and destroyed the equipment. Before they could retire, the Center's security personnel brought a backup Transport Shield on line. A long and deadly battle followed between the unknown Strike Team and reinforced elements of the 27th and the 7th Guard Strike Battalion. None of the invading team survived, and the Imperium has not been able to identify any of its members.

Imperial Communications Center

The Imperial Secret Service had an installation set up to monitor and control Rhand's main interstellar communications link. This Center was the hub of communications on Rhand and the focus of import, export, and business activity. It also served as a base of operations for ISS field agents.

Balian
Silver Sword Targa
Cyclops Gambit Strike Team

As the conflict with RMBK developed, the Site became too small for the operation and a separate ISS Facility was built nearby. The original site was used entirely for communications and administration at the time of the Invasion. It was evacuated just before the Spectral bombing.

Imperial Secret Service Facility

This building was constructed with internal security in mind and was guarded by ISS Security Teams. It was the center for ISS operations on Rhand and had the latest equipment. The Site was abandoned just before the bombing, and ISS agents returned to take all salvage from the ruins. They then cleared and destroyed the Site. Nothing of value remains, but the ISS has left **Remote Surveillance Cameras** and other equipment watching the area; anybody interested in the ISS is of interest to the ISS. This system is actively being monitored.

"I've got a tombstone here with your name on it."

Corley Norris
Hackley Merson Inc.: Subcon 92
Day 31

6.17

There were three Remote Mining sites on Rhand, which were run by the Starcaste. At the time the ORCA went down they were manned only by their night watch, although during normal day operations there was a work force of about 1200 people at each. These three Sites are now isolated and their staffs are sitting tight, believing that rescue will eventually come. They have supplies, and there are no roads or easy paths which would allow them to escape the area. As winter approaches and supplies run low, they will have to decide whether to try to live off the land or make the trek to civilization.

These Sites operated remote mining equipment which was controlled from a central blockhouse. The machines were serviced and maintained at the parent Subcons, numbers 39 through 41, and the Sites do not have repair facilities. All equipment was electrically powered and is of modular design; subassemblies and components were removed and disassembled for normal ORCA shipment to the parent Subcon for service and repair.

STARCASTE REMOTE MINING SITES

6.18

There were two large Drilling Operations on Rhand, one based near Progon Island and the other on the Emerald Peninsula. Both were operated by Petrocorp (Subcon 84), and each of them had three major Sites in its area. Daylight operations were run by crews of 15 Starcaste and 48 Bondsmen, while a crew of 20 was maintained at other times. After the Invasion, the crews of these Sites abandoned them using ground and naval vessels as well as fixed wing aircraft.

Each of the Sites had a small conventional alcohol fueling station and support buildings. The equipment at the Sites is largely intact and has not been tampered with. Most of the equipment is very large; drilling platforms, pump stages, and rigs. It is not ORCA transportable and the Sites have no Mass Teleport Devices.

STARCASTE REMOTE DRILLING SITES

6.19

There were 148 Subcon Sites on Rhand. 60 of these were full Subcon communities licensed by and reporting to RMBK, 52 were licensed by Corporate Trident, and 6 were licensed to Scan. In support of these communities, there were 12 Subcon Substations and 18 Substations combined with Large Resorts. Each of these is described below.

Subcons were very dense communities. They were designed with security in mind, because each existed in the Starguild only because it had proprietary technology which was closely guarded. While this high-security environment served them well in normal times, against espionage and Starguild-style warfare, it was extremely vulnerable to the bombs of the Spectrals.

Subcons in local darkness at the time of the bombing had only night security personnel in their Primary Function Areas, and most of the population had gone home to the Residential Areas. Subcons in local daylight when the bombs hit (ORCA Zones 5 through 12) had their technically skilled people in the Primary Function and Military Areas where they were caught in the bombing's main target area, while salespeople, service workers, and other non-technical people were in the Residential and Business Areas, which in general suffered less damage.

SUBCONS

"Highly toxic chemicals, bombing from space, and biological warfare? Not exactly my dream home, but the price is right. I'll take it!"

Casta Jandara
New Homeowner
Paragon Industries: Subcon 1
Day 2

"That thing is worse than a food processor. It slices. It dices. It turned Julianne into Fries."

Trebor Nawoc's report on lifeforms around Gieger Products: Subcon 3
Day 71

"We're surviving like everyone else; a little fruit, a little roughage, a little cannibalism..."

Clement Uxmal
Belden

Subcon 1 Paragon Industries

Highly toxic chemicals were used here. Little food survived the bombing, and survivors are moving north towards Bondsmen Community 1.

Subcon 2 Sinclair Inc.

Chemical synthesis of organic materials was this Subcon's specialty. A fire destroyed nearly the entire Business Area and all Food Stores. Refugees have fled toward Bondsmen Community 45.

Subcon 3 Gieger Products

This rich Subcon was theoretically involved with genetically altered microorganisms. The Starguild Council had ruled that this operation was not in violation of the Starguild Conventions against Genetic Engineering, but was reviewing this ruling in light of this Subcon's involvement in the RMBK crisis. There are rumors that large experimental lifeforms escaped the labs after the bombing. Three Organizations are still in the ruins.

Subcon 4 Crystals

Large and rich Subcon which synthesized crystalline compounds. Casualties from the bombing were high and Refugees are heading west.

Subcon 5 Sync Corporation

This Subcon produced high temperature ceramic coatings but is now in ruins. One non-Visser Organization has survived the bitter fighting following the Apocalypse. This Organization is controlled by former research staff members and their special Security team. They are in contact with RMBK forces but cannot be evacuated because Scan's Grav fleet controls the area.

Subcon 6 Lase Tech Inc

A firestorm devastated this Subcon, killing all the technical staff who were caught in the Primary Area. All food stores were destroyed and Refugees have fled north.

Subcon 7 Wexel Corporation

This Subcon's wealth and fame are protected by its ownership of the Wexel process, which is used to polish or etch metallic surfaces with extreme precision. Refugees have fled south and north.

Subcon 8 Ester Industries

This small Subcon specialized in frictionless surface coatings. It was the source of radioed pleas for help and reports of an alien attack in the month after the Invasion. The radio shut down at the end of Month 1, and today there are no survivors. Investigators will find no bodies or signs of life; Spectrals overran this Site in Month 1.

Subcon 9 Satcom

This Subcon made protective coatings and equipment for space exploration and colonization. They were able to isolate most of the survivors of the bombing and protect them from the Visser Virus. Unfortunately, the only food store was destroyed by a Bondsmen radical after the Starcaste leader of the restoration failed to acknowledge that he had fathered her son. The Organization he had formed immediately shattered, and chaos still rules this area as Gangs scatter into the wilderness.

Subcon 10 Valard Corporation

This Subcon owns the patents on the chem-electrical process used in all high-tech power storage cells, and took tremendous casualties in the bombing. One Organization remains in the ruins, after destroying three competitors. The remnants of the defeated Organizations still cling to the ruins, and wage a sort of guerilla warfare against the current rulers.

Subcon 11 Bohemond Inc

This Subcon specialized in energy conversion used in metallic bonding processes, and the operation of high temperature furnaces and facilities. A relatively high percentage of the population survived the bombing, but food is in short supply and more than half of the people are now Vissers. Some Gangs are fighting over the last of the food, while others scatter south along the coast.

Subcon 12 Magnacorp

This Subcon specialized in Electromagnetic and Plasma Fields and was an offshoot of the original Subcon which developed fusion power plants. The Site is now the scene of bitter fighting. Three Organizations governed the ruins, and in a sort of arms race they each retained a large number of armed Refugees, paying them with food, with the intent of using them against each other. They finally elected to settle their differences through diplomacy, due to impending food shortages, and each has now stopped feeding the mercenaries. The mercenaries responded violently, of course, and now the whole Site is the scene of armed Gangs trying to batter their way into the three Organizations.

Subcon 13 Tranh Electronics

Microcomputer parts were assembled here. Five Food Stores survived the bombing, but three of them were destroyed in inter-Organization warfare. Two Organizations remain at the Site, but most survivors have fled. Valerie Stone, a leading expert in the field of micro-computer technology and recipient of the Heisson Grant of 2327, was in one of the Organizations which was destroyed. She was slain in the fighting.

Subcon 14 Artisan Fabrications

This Subcon dealt with advanced fabrication techniques and processes. Refugees have fled the area after a Visser Boss led his Organization on a general killing spree, following victory over a rival.

Subcon 15 N-Star

This Subcon produced holographic instrumentation and controls. The community was built to the standard designs used on non-ideal worlds, and this protected them in large degree from the Visser Virus. All Food Stores were destroyed in the bombing, and the surviving population has scattered north and south along the coast.

Subcon 16 Micor Technology

This Subcon built special micro-instrumentation. The only Organization which survives in the ruins was founded by Bondsmen; a rival Starcaste Organization has broken up, and its Gangs are clinging to the ruins of the nearby Spaceport.

Subcon 17 ARC Electric

This Subcon suffered less devastation than most. Only one Food Store survived, however, and this is held by a large Organization. The Organization is making a disorganized attempt to find items of value in the ruins. Refugees have fled to the northeast.

Subcon 18 RNF

This producer of electric parts is now populated by Vissers. Two Visser Organizations are in charge, and make sport of hunting Refugees in the ruins and nearby wilderness. One Organization is making plans to move south in conquest.

Subcon 19 JRT Corporation

Starcaste and Bondsmen Gangs destroyed the last remaining Food Stores in fighting during the first Month. Refugees have since fled to the Remote Farms located on the Plains of Thostin.

Subcon 20 Border 3

The Spectral attack was inaccurate here, and much of the Residential Area was devastated while parts of the Primary Function and Military Areas survived. Three Organizations (two Visser, one non-Visser) continue to squabble over the dwindling Food Stores, however, and many Refugees are raiding the Remote Farms in the area. Some have been taken in as laborers by 8th Regiment Starmarines at Remote Farm 2.

Subcon 21 Mho Corporation

The target of another inaccurate bombing, the Residential Area here suffered a direct hit. Visser contamination was also high, and the Site is now abandoned. Many of the Refugees are now fighting for possession of Remote Farm 15, while valuable equipment is ignored in the ruins.

Subcon 22 Pingar Labs

Refugees from this community are heading for the coast, where they are encountering and competing with Refugees from Midpoint, Artesia, and Bondsmen Community 16. Three Organizations remain in the ruins, attempting to coordinate salvage efforts.

Subcon 23 Osiris

A group is trying to establish itself on the peninsula south of the Gem Mountains, under the strong leadership of a Doctor Niven, who served the Bondsmen of Osiris but was respected by his Starcaste colleagues. There are almost 10,000 non-Visser survivors scattered in coordinated foraging bands, and they retain what is left of Osiris as an administrative headquarters. They have driven out the Visser elements and are rationing the food to supplement what they are able to forage.

Visser elements have moved north, and in an act of spite have disabled the Sonic Barriers protecting the peninsula. Packs of Dionical and other predators are now entering the area, and will soon overrun many of the Refugee outposts. Two Vissers, a former Alpha Team Search and Rescue member and a Starcaste electronics expert, are now attempting to modify the Barriers to attract Dionical, in order to draw even more of them into the peninsula.

Additionally, there are threats from Refugees of Subcon 68. Against the official policy of Osiris and the orders of Dr. Niven, vigilante groups are forming to deal with the Refugees of Subcon 68.

"The cancer eats at me, and I don't know how to react. I am going to die, and very soon, but death will free me from the pain, and it seems I will live on in spite of everything. But how much of me is truly living on in that device? I talk to it, and it is as if I talk to myself; it thinks like I do, or seems to. My death is still inevitable. At the same time, I have already survived it."

Valerie Stone
Tranh Electronics: Subcon 13
02.03.2349

**"I hope you won't
take this the wrong
way, but do you have
any last words?"**

Hammerin' Heather MacMyer
To a distant cousin during the Great
Attempted Food Store Robbery
Valard Corporation: Subcon 10
Day 55

**"The good news is
you're not dead.
The bad news is
you're still burning."**

Killer Keith MacMyer
To another distant cousin
during the Great Attempted
Food Store Robbery
Valard Corporation: Subcon 10
Day 55

Subcon 24 Springer Industries

At the time of the bombing, this Subcon's board of directors and staff were at a private off-Site conference. After the Invasion, they returned via Grav Vehicle and now run a double-sized Organization which has 40 Starmarines and Bodyguards. They have driven out unneeded Refugees, and are working with Scan to establish naval transport between Matrix and Chemex.

Subcon 25 Pentarium

Scan raided Pentarium shortly after the bombing, and took most of the food and useful equipment. Since the raid, Starcaste and Bondsmen have united to form an Organization guarding the last Food Store, and Scan is now leaving them alone. Most of the Refugees headed to Chemex but very few were given sanctuary, and they are now scattering into the wilderness.

Subcon 26 Polar Cell

This Subcon provided key ORCA components. Today, one double-sized Organization holds the ruins, and it has closed its doors to all Refugees. It is led by a Starcaste officer and its ranks are primarily former Bondsmen.

Subcon 27 Alkatraz

This Subcon also made ORCA components. All the food was destroyed in the bombing and the survivors have left the ruins. Many are attacking the Organization in Subcon 26.

Subcon 28 C-Comp

This Subcon made ORCA components and all Food Stores burned in the bombing. Its survivors have scattered.

Subcon 29 Jupiter Group

Shortly after the Invasion, a Bondsman named Murry led a Caste War against Starcaste survivors. Nearly all the Starcaste were killed, and today the charismatic Murry and his triple-sized Visser Organization hold the ruins. They are in contact with the Organizations of Subcons 31 through 34. The links among these Subcons are described below under Subcons 31 through 34.

Subcon 30 Jupiter Group

Bondsmen also rose up at this Subcon after the Invasion and tried to kill the Starcaste survivors. The Starcaste were able to defeat this attack, but many died in the fighting. One Starcaste Organization remains, primarily made up of Security agents and Starmarines. It is unable to scavenge the ruins because it must spend most of its effort defending itself against the attacks of Bondsmen from nearby communities. Starcaste who do not belong to this Organization have fled the area, or have fallen victim to roving bands of Bondsmen.

Subcons 31 through 34 Jupiter Group

In these four Subcons and in Subcons 29 and 30, a Bondsmen rebellion was brewing before the Invasion. It was an organized movement which took advantage of the working ties between these six Subcons, which were established in close proximity by RMBK and forced to work together. None of the Subcons' leadership wanted to do this, but the stakes and profits were high enough that they agreed. Scientists from each Subcon worked closely with workers at each of the other Subcons and this was followed by the Subcons' Bondsmen also coming into contact. There was also contact between these Bondsmen and a few Bondsmen from RMBK communities. It was these RMBK Bondsmen that appeared to be responsible for the underground movement.

In actuality, the Imperial Secret Service created the Bondsmen rebellion. Their goal was to destroy these Subcons by civil war, simultaneously depriving RMBK their use and damaging RMBK's reputation. Only one of the original leaders of the Bondsmen rebellion survived the bombing and its aftermath. His name is Murry, and he is the Visser leading the Organization at Subcon 29.

The area around these six Subcons has been turned into a caste battleground. All the Organizations in the Subcons, except Subcon 30, are made up of Bondsmen rebels and they are working in conjunction with Murry in Subcon 29. Murry's plan is to have these Organizations hold out within their strongholds until the Refugees in the area disperse. He will then assemble his legions and crush the Starcaste at Subcon 30. Following this victory, he will move north to the Inner Sea.

Subcon 35 Rolak

This poor Subcon serviced laser communications equipment and suffered severe fire damage in the bombing. The survivors have scattered for forage.

Subcon 36 Croist Enterprises

Croist Enterprises was the scene of fighting between RMBK Law Enforcement Agents and ISS agents shortly before the Spectral bombing. Numerous explosions took place within Croist, and a dozen Grav Vehicles were destroyed at the nearby Space Port.

Subcon 37 Diken Institute

This Subcon made precision ORCA components. Today the Organization that holds the ruins includes members of Diken's Board of Directors.

Subcon 38 Antioch

This Subcon worked closely with RMBK for many years, but two months before the Invasion four members of its Board were killed in a Grav Vehicle crash. By coincidence, suitable replacements had just arrived on Rhand and they immediately took over the posts of the deceased members. They were able to control the Board, and set about dismantling the operation and selling off assets. At the time of the Invasion, most of the Bondsmen had been sold to other Starcaste operations on Rhand and many of the Starcaste had taken leave for other worlds.

Subcons 39 through 41 Mars Group

These three Subcons were located in the Central Highlands and were the scenes of political infighting just prior to the Invasion. New Board Members for each of these Subcons arrived with the 7th Imperial Guard Strike Battalion, and they were being installed under threat of force. Subcon 41, the richest, was the first to fall and its old Board surrendered peacefully. At Subcons 39 and 40, the Boards fled and were being tracked down when the bombing took place. Only Organizations hold the ruins now, although it is likely that valuable salvage exists in Subcons 39 and 41 in particular.

Subcon 42 Malik Inc.

This Subcon was run by Saachen Malik, an eccentric recluse who was the great-great-grandson of the Subcon's founder. Exhibiting numerous symptoms of classic paranoia, he and his well-stocked and well-armed community had been a source of trouble to the Starguild for years, until he found sanctuary on Rhand. Due to his paranoia, he had an Air Defense System in place which stopped some of the Spectral bombs. This left his community largely intact and supplied, but shortly after the Spectral bombing Heavy Grav Gunships from the 27th Imperial Starmarine Regiment attacked. His warehouses and bunkers were destroyed, and his forces were left without supplies. They have dispersed, moving north, and the whereabouts of Malik and his personal guards is unknown.

Subcons 43 through 45 Mercury Group

These three Micro-Machining Subcons were key to the production of ORCA equipment and all came under heavy Imperial pressure over the last year. They were in the middle of cancelling their contracts with Trident and pulling out their personnel when the Invasion took place. Most of the Starcaste dependents and non-essentials had been transported off Rhand, and Bondsmen were being sold to other Subcons. Serious fighting took place over Food Stores, and most of the Refugees are embittered Bondsmen.

Subcons 46 through 50 Pluto Group

These five Subcons were explicitly named by the Imperium in a large legal action, as being in collusion with RMBK on illegal projects. Over the last year pressure on them mounted, and by the time of the Invasion their parent Corporations had essentially disowned them and most of the Starcaste personnel had left Rhand. Many of the Bondsmen were being transferred off Rhand through the Space Port at Subcon 50. Interestingly, at the time of the bombing the operations at Subcons 46, 48, and 50 were moving at a frantic pace, keeping equipment in use on a round the clock basis.

Today, little food remains and most of the survivors are assumed to have scattered along the coast. In reality, the survivors were evacuated on board a large cargo ship in Month 1. Operation Teams remained in Subcons 48 and 49, destroying equipment and records during Month 2, but they are now gone. The cargo ship is heading to Jonathan Bay to reach the civilizations being established by the Trident 1st and 2nd Mechanized Regiments, along the Powder River in Seleria.

Subcon 51 Naturlife

This Subcon produced dangerous synthetic materials, and had a major incident of contamination and loss of life two months before the Invasion. News of the matter was suppressed, but an entire lab section died in the chemical spill and ensuing fire. Only 7% of the population are Vissers, due to a malfunction of the Spectral Visser pallet; four of the Visser canisters failed to discharge and are currently being ignored. One of the two Organizations left in the ruins holds the Visser pallet and 800 X7MP1 weapons, but does not understand the significance of the charged Visser canisters.

Subcon 52 SOS Safety Products Division

After the bombing, brutal fighting between Starcaste and Bondsmen led to the slaughter of the Starcaste. Currently a Visser Organization holds the ruins. They are killing any Starcaste and Landcaste they can find, and are doing a very poor job of scavenging surviving equipment.

"You just have some respect for your parents, young man. If it weren't for us, you wouldn't be here starving to death right now."

Mad Ma MacMyer
To one of her ungrateful sons
Valard Corporation: Subcon 10
Day 64

"I have just found proof that the spill was not an accident. It was Shikawa's fault, and on top of that, I'm sure he is with the ISS. I will find him, and I will find them. And they will pay."

Xelxer Marcon
Naturlife: Subcon 51
Day 3

**"We are now Vissers,
so we can't be trusted.
But we still have
our skills and our
weapons, and we
can put them to use
without endangering
normal people.
There are killers and
madmen. There are
wild animals and
militant Visser bands.
There are Slozek.
Even Spectrals.
Yes, we can still make
a contribution."**

Jocasta Pontos
Founder, The Visser Foreign Legion
Martial Technologies: Subcon 60
Day 28

Subcon 53 LNI Labs

This Subcon built test instruments and had a low population. Today one Visser Organization holds the ruins, and all non-Vissers have fled.

Subcon 54 Hydro-Tech

This Subcon is a recent arrival on Rhand and made deep sea and high pressure instruments and equipment. They were operating off Thresher Point and had several ocean research vessels with which RMBK was experimenting, in an attempt to build an ORCA which could penetrate deep water. Today, several Starcaste groups occupy offshore research rigs in Bugg Bay, while others are foraging along the coast.

RMBK has conventional refueling stations underwater in Bugg Bay, which were used to keep their ocean transports going in areas not serviced by PRS. A few of the survivors of this Subcon know the locations of the stations, and they are awaiting the vessel used by RMBK to evacuate refugees from Subcons 46 through 50.

Subcon 55 Perkins Enterprises

Old Man Perkins ran this Subcon, and it was known as The Monastery by other Starcaste because of its austere lifestyle. Casualties in the bombing were heavy due to the cheap construction of the Site and the lack of proper fire prevention facilities. Today Perkins, who survived the carnage, is still in charge and is trying the best a Visser can to hold his flock together.

Subcon 56 Zero Tech

This Subcon had large zero gravity test cells and a number of environmental test stations. Visser riots destroyed the food which survived the bombing, and the Refugees have fled south.

Subcon 57 Grimson Labs

This Subcon had underground test chambers which housed large accelerators and particle beams. These chambers are now inoperative because their support equipment and power systems were destroyed in the bombing. The chambers were used in the bombing as shelters, however, and most of the population survived. The head of Grimson's Security then assumed power, and he and his advisers quickly decided they did not have enough supplies to feed so many people. In the first Month of the Apocalypse, they sounded an air raid siren and had the entire population take refuge in the underground chambers. They then purged the chambers and filled them with nitrogen gas, asphyxiating the populace. This secret is now hidden in the ruins, and the group in charge has control of a large food store. They have only roving bands from other communities and their own consciences to contend with. They are not Vissers.

Subcon 58 General Mechanics

This Subcon produced much of Rhand's large high-tech tooling. The bombing and Visser effects were comparatively mild, but the Food Stores were destroyed in the social chaos of the first Month anyway. At present a single Organization is attempting to protect the last Food Stores from attacking Gangs. They would be in a far worse situation, except that many non-Visser groups salvaged what they could from the ruins and moved south, intending to trade their salvage for food.

Subcon 59 Profab

This Subcon produced small high-tech tooling for ORCA production and RMBK. Survivors have fled after the only Food Stores were taken in a raid by Starmarines from the Imperial 27th Regiment.

Subcon 60 Martial Technologies

This Subcon produced precision tooling for RMBK and surrendered to the Imperium on the day of the Invasion. The first shots fired on that day were fired here, as Heavy Grav Gunships from RMBK destroyed the Primary Facility with precision bombing. RMBK ground troops were discharged to guarantee the facility's destruction. Other parts of Martial survived the Apocalypse in fairly good shape, although the only residents of the Subcon are now Vissers.

Subcon 61 Zhukin

This was a poor Subcon which produced coating processes used in the construction industry. A non-Visser Organization now rules the remains of Zhukin, and is creating its own peculiar religion. Its Boss claims that he has been given divine guidance and that the Organization has been chosen by supernatural powers to rule over Rhand.

Subcon 62 ThermaShield

This Subcon was originally brought in by RMBK, but its license was turned over to Corporate Trident last year. After a thorough investigation, many Starcaste and Bondsmen were sent off-planet, back to the parent corporation. Those who remained were awaiting trial, on charges of collusion with RMBK in illegal actions.

After the Invasion, the prisoners stormed the security forces, and laid waste to the community in their escape. Today only foragers remain in the ruins. The former prisoners are now organized and have taken control of Remote Farm 13.

Subcon 63 Century

This Subcon has always been loyal to Corporate Trident and made coatings for security cards and passes. Civil war between Starcaste and Bondsmen has destroyed what was left of the community, and only a Bondsmen Organization remains.

Subcon 64 Pestron

This poor Subcon produced agricultural products and was destroyed in the bombing and fire. Only ruins remain, and the survivors have moved northeast out of the desert.

Subcon 65 Eden Corporation

This Subcon was used to terraform portions of Rhand for Resorts, and was the scene of bitter protests from Rhand's Ecology and Resources Agency and RMBK civilians. Only a single Organization remains in this area, but the Site still contains many toxic chemicals in raw form.

Subcon 66 Ram

Ram suffered grievous damage during the bombing, but might have survived if not for the actions of Alvin Boyarski. He was a low ranked Security agent who destroyed the last Food Stores because he felt he was not receiving his fair share of dessert.

Subcon 67 Octal

The only Food Stores were destroyed and survivors have moved east and west along the coast. Octal's Chief Financial Officer Mick Milking weathered the crisis aboard his yacht "The Junk Bond King", and is now preying on Refugees and using live humans as bait for fishing.

Subcon 68 Digital 1

This large Subcon produced computer parts used in office equipment. There are two non-Visser Organizations in the ruins, and the surrounding country is filled with Gangs of starving people. These Gangs are fighting with the residents of Subcon 23, who have set up residence on the peninsula. Vigilante groups from Subcon 23 are forming to drive these Refugees from the area.

Subcon 69 Brawson

This Subcon produced construction equipment. Security forces seized most of the food at the Site, and have defended it from the civilians. Refugees have left to check out the numerous Subcons along the coast.

Subcon 70 Vartac

This construction Subcon built many of the communities on Rhand in the first decades of colonization. Since 2344, only a small group has stayed to maintain those projects. Today, Vartac is held by a Company of the 27th Imperial Regiment and the experimental First Imperial Robotics Section. These forces and the situation at Vartac are detailed in the **Trident / RMBK** Supplement.

Subcon 71 Exec Security Products

This Subcon produced anti-surveillance equipment and now has 2 Organizations holding the ruins. One is Starcaste and the other Bondsmen. Both Organizations are being attacked by Gangs from Bondsmen Community 34, who have a policy of killing all Starcaste prisoners.

Subcon 72 Fujami Corporation

Five Organizations survived the chaos here and are currently at peace, having cooperated to drive off the other Refugees. Scavenging of the ruins is going on at a fast pace.

Subcon 73 Asha Tatum Products

In spite of the high level of destruction here, the Board of Directors survived and fled the area with their Security forces. They took the remaining Food Stores and are living on PRS-powered naval vessels off-shore. In the ruins, Refugees kill each other for scraps and fall prey to Dionical packs.

Subcon 74 Zener Electronics

One large Organization led by a Visser Bondsman proclaiming the "New Order" holds the ruins.

Subcon 75 Allibot Electronics

Three Organizations are established here. They have cooperated to drive off the Refugees, most of whom have now scattered along the coast. Others have gone inland and are feeding off the Remote Farms evacuated by Scan.

Subcon 76 Korsicas

Little remains of this large Subcon, and great numbers of Refugees have fled west to the coast.

**"He deserved to die.
He wouldn't share his
brownie with me."**

Alvin Boyarski
Former Security Officer
Ram: Subcon 66
Day 31

**"I'm a little
disappointed.
I thought trolling
with Human meat
would be much more
effective. Tell you
what, let's try it
with live ones
tomorrow, and see
how that goes."**

Mick Milking
Ex-Financier, and current Captain
of "The Junk Bond King"
Near Octal: Subcon 67
Day 52

"Well, sir, frankly, you talk too much. But I have a solution." Bang. "Cool. I've always wanted to do that."

Crazy Stan
Ex-Sergeant, Battalion Reserves,
27th Starmarine Regiment
Startech Fuels: Subcon 77
Day 34

"Fortunately, I am far too exhausted to care about how hungry I am."

Big Dirk
Bondsmen Community 18

Subcon 77 Startech Fuels

This Subcon distributed and processed Startech Grav Fuel Cells and also saw to the distribution of chemical fuels. Both Scan and rogue elements of the 27th Imperial Regiment raided the Subcon for fuel and provisions. The first raid was by Scan and resulted in the general looting of the Site and the loss of all Grav Fuel stores.

Three weeks later, the group from the 27th raided the Site and walked into a trap. An unused Visser canister from the Spectral's Visser Pallet (which had malfunctioned) was discharged on the raiders without their knowledge. Eve Malcolm, the person responsible for the trap, died of her wounds in the subsequent fighting without telling her attackers what she had done. The Visserized Starmarines are discussed in the **Know Only Battle** Supplement.

Subcon 78 Comlink

This large Subcon made laser communications and encryption gear. Today, with no food and no way off the island, survivors are killing each other over scraps. There were initially over 60,000 Refugees; at the end of Month 2 only 30,000 remain. Each month this number will go down by half until it levels off at 4,000. No group has managed to build boats to cross the water; everyone who has tried has had their efforts disrupted or has been killed by other Refugees.

Subcon 79 Pulsar

Refugees from this Subcon have fled south, and tell of a large air battle which took place over their community the day of the Invasion. One RMBK Grav Gunship crashed nearby and its crew was taken by Security personnel just before the bombing. The whereabouts of the crash survivors and the Security team which took them into custody is not known, but both the ISS and unknown Starmarines have been at the Site asking questions. The Starmarines set explosives and destroyed the Gunship's wreckage, and then departed. The Refugees did not trust them, and told them the crew was killed in the crash. The ISS showed up later and has been working with the sole Organization at the Site to determine if the crew survived the bombing. The ISS is offering a large reward for information and for the capture of the crew.

Subcon 80 Vega

This Subcon produced specialty and military metals, and was one of the first to have its license taken from RMBK and turned over to Trident. After that production was closely monitored by the Imperium. The Imperial controllers and Security personnel were warned of the bombing and evacuated. Surviving the first days of the Invasion in good order, they took over the ruins and drove out the Refugees. They have two Grav Carriers and are planning to take over one of the Ranching Operations in the south. They are a double-size Organization, and are in contact with the ISS.

Subcon 81 Teleblaster Mineral Group

This Subcon, usually called TMG, produced military metals and its license was taken away from RMBK by Trident, with the help of Imperial auditors. The Imperium alerted TMG Security just before the bombing and the leaders of TMG survived, although a general evacuation was not possible. The community had better luck with the Spectral Weapon and Visser Pallet, which did not enter the atmosphere properly and was destroyed. Today, the ISS and TMG Security have taken over the ruins and have also expanded to control Remote Farms 23 and 24. Bondsmen and Security forces have been moved to those farms to work the fields, while the ruins are being used as an HQ and for salvage. By Month 4, TMG will be abandoned and the full operation will have moved to the farms.

Subcons 82 and 83 Neptune Group

These Subcons were originally licensed by RMBK but had come under Trident jurisdiction. The only Starcaste and Bondsmen left in these communities at the time of the bombing were those of questionable loyalty to the Starguild; they were in ISS custody and awaiting trial, following resolution of the RMBK crisis. The ISS forces fled the Sites just before the bombing, but came back and destroyed the warehouses and Food Stores during the first Week, leaving survivors to starve.

Subcon 84 Petrocorp

Petrocorp was responsible for petroleum exploration and drilling. They had two areas under development (Emerald Peninsula and Progon Island), and numerous field teams. All stores were destroyed in the bombing and Refugees are heading north along the coast.

Subcon 85 Dedico

This large and rich Subcon was responsible for the Power Generators, and was known for its brutal treatment of Bondsmen and servant races such as the Strak, Varsha, and Larden. It was the scene of brutal caste warfare following the bombing. Today one Organization holds the ruins, led by a council of alien Varsha, Strak, and Larden. Most of the Human Refugees have been driven out and are dispersing into the peninsula.

Subcon 86 Pice Grendal

This was the main manufacturing site for the building and maintenance of the Power Relay Station main cores. Only 1 Organization remains and Refugees have scattered along the coast.

Subcon 87 Winetron Circuits

This Subcon produced and licensed Power Receivers. The ruins are run by a despot Bondsman Newlord, who was able to seize the Food Stores of the entire community shortly after the bombing and to evict most Refugees before they could get organized.

Subcon 88 Exojet

This Subcon manufactured the large commercial naval vessels on Rhand. The vessels were serviced and maintained at four Substations located around Rhand, but this was the only construction Site. During the bombing, a huge fire raged in the Bondsmen Residential Area on the waterfront. Security and Starcaste survivors tried in vain to rescue the Bondsmen, but most perished in the firestorm. Today the Site is quiet, with one Organization in control of the Food Stores and almost all of the Refugees scattering out of the area.

Subcon 89 Galactic Express

This Subcon ran the interstellar space cargo line. The bombing was slightly off-target, resulting in higher levels of destruction in the Business Area and in high civilian casualties. Only ruins remain here, and the Refugees have fled down the mountain into the Plains of Thostin.

Subcon 90 Ogamco

Two Organizations cooperate here, both non-Visser. They are attempting to exterminate local Vissers, and would like to expand their program as far as possible.

Subcon 91 Balatran

Rich Subcon which produced large tooling for Rhand's heavy industry. Survivors are scattered around the Island, and one of the Organizations has a large ferry designed for the transportation of Ground Vehicles. This Organization is charging Refugees for ferry service to the mainland.

Subcon 92 Hackley Merson Incorporated

Hackley Merson produced large tooling for RMBK. It was under Trident's license before the invasion and had been largely abandoned; the only personnel left there were those under suspicion of being linked to RMBK. ISS security left the survivors confined after the bombing, which led to a high degree of Visser exposure. Three weeks after the Invasion, a member of the Subcon's Security force named Corley Norris led the prisoners to freedom and overran the ISS Security forces. Today, a double-sized Organization holds the ruins; it is run by Corley Norris.

Subcon 93 Caroline Industries

Small and poor Subcon which was an off-shoot of Winetron Circuits (Subcon 87), and produced tooling for Rhand's power system. It also served as a sort of personnel dumping ground; low quality workers from Winetron were transferred here, as were those with moderate attitude problems. One Organization of Vissers holds the ruins.

Subcon 94 Fardus Pexley and Associates

This was a large Subcon which specialized in commercial tooling. It has been raided by Scan, the ISS, and Corporate Trident military for salvage. Consequently, there is almost nothing left and the population has moved south.

Subcon 95 Wonder Planet

Advertising Subcon which had its Residential Area destroyed in the bombing. It is now almost empty, with Refugees scattered along the coast.

Subcon 96 AeroDyne

This Subcon produced conventional high-performance, recreational, and VTOL aircraft. The Organization in charge is creating powered hang-gliders for military and trade use.

Subcon 97 Murphy Financial Institute

This Subcon handled Rhand's finance and insurance. One Starcaste Organization holds a large, slightly damaged security building as its stronghold, and it has taken all the community's food. This building also holds the Starcaste safe deposit boxes used by Rhand's tourists. The building was created specifically for security and the Organization is quite well set up.

Subcon 98 BrutalVision

BrutalVision was a Starcaste entertainment show which specialized in violent sports and conflict. It had just been taken over by Hosef Pharra, who had moved the BrutalVision Corporate headquarters to Rhand and was preparing to hold the first Universal Brutalypics Championships.

"They have just had all their personal possessions and several family members blown up. I don't think we'll have too much trouble Exiling them."

Mahout Kantong
Head of Security
Exojet: Subcon 88

"You wouldn't last a week if I died."

Matthew Shaums III
ISS Security

"Maybe. Let's find out, shall we?"

Corley Norris
Hackley Merson Inc.: Subcon 92
Day 20

Pharra and the Board of Directors survived the bombing and control the ruins with their fellow Visser. They vow to hold the Brutalypics in the summer, in spite of the Apocalypse. The teams for the Brutalypics were brought from all over the Starguild, and were in small training camps around Rhand at the time of the Invasion. They represent people with unique skills, and many are falling in well with the Apocalypse.

Subcon 99 Kiwan Catering

A specialized catering service for the Starcaste. It operated an elite school for chefs, and leased their services to Resorts, fine restaurants, and the extremely wealthy.

Subcon 100 Johnson Services

Clerical Subcon and recording service. So many people were killed in the bombing that Visser contamination was minimized. The Site is now abandoned.

Subcon 101 Rendezvous

Commercial shipping line for interstellar passenger travel. This Subcon handled the majority of passenger travel and was conveniently located next to the ISS HQ. A number of spectators for the Brutalypics (see Subcon 98) as well as BrutalVision Teams had just arrived. BrutalVision Teams make up one of the two Organizations running the ruins.

Subcon 102 ST&T

This Subcon handles interstellar communications. It worked closely with the ISS and was located near the ISS HQ. Its history of cooperation with the ISS was of no use after the bombing, when it was systematically looted by a large detachment of ISS Field Agents. All the food is gone, and the survivors have scattered, most of them consumed with bitterness because of the ISS betrayal.

Subcon 103 Wing Fat Encore Productions

This small Subcon brought in a wide variety of live entertainment acts to Rhand. It worked with Rhand's tourist industry and the RMBK community of Benedict. Two major acts were at the Site at the time of the Invasion; Morty Pinwheel's Dancing Dionical, and Phan's TransGuild Circus.

The TransGuild Circus has a wide range of traditional circus acts, many of them modified to include sophisticated technology. It survived the bombing as a unit, and is currently moving north. The fate of Morty Pinwheel was less pleasant; dozens of the Dancing Dionical escaped their cages, and Mr. Pinwheel and most of his staff were devoured. The Dionical pack killed countless people in the aftermath of the bombing, and still roam the area hunting humans. Since Dionical are fairly intelligent, some of them still perform various tricks before, during, and after killing their prey. Today the Site is abandoned, and Refugees are moving steadily away to escape the Dancing Dionical.

Subcon 104 Fabulous Films

This Subcon was responsible for video entertainment on Rhand, especially videos aimed at the Bondsmen market. The Bondsmen have taken over the ruins, and are being led by Sasha, a very popular "actress" in Bondsmen videos. She established herself as a star based on her stunning looks, tolerable musical talent, and ability as a dancer. Since the bombing, it has become clear that she is possessed of significant intelligence and remarkable instincts for survival and leadership.

Subcon 105 Klub Kyreen

This Subcon was in charge of Rhand's guest accommodations and owned many of the Resorts on Rhand. Following the bombing, the Food Stores were ruined by an infestation of roaches.

Subcon 106 Rizette Resorts

This rich Subcon ran the most prestigious Resorts and had just moved its corporate HQ from New Eden to Rhand. One Organization founded by Captain Tyrell, the former Captain of the ISS Redoubtable, holds the ruins. Tyrell and 8 officers survived the destruction of the Imperial Starfleet in an Escape Pod, when their ship was crippled by enemy action shortly before the Spectral bombing.

Subcon 107 Gold Comet

Retail import firm which brought in luxury goods. The warehouse was burned in the bombing and one Visser Organization runs the ruins.

Subcon 108 Rec Central

Although casualties in the bombing were very high, the warehouses of the Primary Function Area suffered only light damage and much of the Subcon's stock in trade, imported recreational equipment, has survived. The Site is now held by a Platoon of rogue Starmarines from the 27th Regiment, supported by an Organization of non-Visser. They have used sporting goods to buy the cooperation and good will of local Visser bands, and have even gone so far as to set them up in leagues and promote competition among them. They are also trying to set up trade with other Organizations, and are on the airwaves broadcasting sporting events and advertising their goods.

"Oh look, the Dionical is doing tricks! He must be tame. I wish we had some food we could give him. Gosh, he's just walking right up to us..."

Tweets Madison
Last words
Wing Fat Encore Productions:
Subcon 103
Day 2

"Look, if I weren't starving to death, I'm sure I'd care that your feet are cold."

Killer Keith MacMyer
Valard Corporation: Subcon 10
Day 63

Subcon 109 Nestor Pillberger and Associates

This Subcon handled Rhand's legal services. After a period of prominence, as countless lawsuits and other legal matters relating to the dispute between RMBK and the Imperium were brought forward, the recent months had seen this firm fade into obscurity as it became clear that most disputes would be settled with violence. Today it is run by a council of former lawyers, backed by bailiffs and security guards.

Subcon 110 Leisure Cycle

This Subcon operated Rhand's land recreational Resorts and activities, and had this Site as their headquarters for clerical matters. A war erupted between Vissers and non-Vissers in the days after the bombing, and the city was devastated. It is currently abandoned.

Subcon 111 Aquarest

This Subcon operated Rhand's sea-based recreational Resorts. It had a Large Resort attached, but both are now abandoned. The pleasure craft and boats were confiscated by Scan, along with all Food Stores. One day before the Spectral bombing the resort was the scene of a bloody gunfight between Aquarest Security and Agents linked to Neemis Enterprises. Aquarest's Board, who were the targets of this attack, fled the Site and have not been heard from since.

Subcon 112 Highlife

This Subcon ran the recreational air Resorts around Rhand. It had an airport and recreational Resort attached. One Organization holds the Site and is willing to negotiate salvage, while it attempts to rebuild a handful of jet aircraft.

Subcons 113 through 118

Rhand Partnership

These Subcons were set up to serve Scan and were located near Chemex. They provided equipment, supplies, and chemicals to Chemex and Matrix. Scan has raided all the Sites and stripped them of valuable equipment and supplies. They have also taken in those of the non-Visser personnel they feel will be useful. These personnel will be used to help staff a chain of Remote Field Aid Stations which Scan plans to open in the future.

"We only came for the atmosphere."

Captain Rex Hunter
Bane Company, 3rd Battalion
"Bearers of Eternal Vengeance"
Neemis Enterprises Special Forces
Aquarest: Subcon 111

6.20

SUBCON SUBSTATIONS

There were a number of Subcon Substations throughout Rhand. Each was owned by a parent Subcon and handled local service and business. Many were attached to Large Resorts and served both purposes.

Power Generator Substations.

These Substations were once the main construction centers for the building of the Power Generators. This is where the equipment was repaired and serviced, and where the field crews lived. As each Power Generator was completed, the Substation was moved to the next construction site. There are now two of these Sites on Rhand, one near each Pole. The structures and community quarters have been left intact, but all equipment was removed when the construction teams left Rhand. Before the Invasion, the Sites had a simple maintenance and security staff watching over them in case of future need. Personnel at the North Pole site are awaiting rescue and are calling for help on the radio. The South Pole Site has been silent since the first days of the Invasion; it was taken by Slozek and then abandoned.

PRS Storage Yards

There are 3 PRS construction Sites which were used to build Rhand's PRS system. Two are abandoned and have no equipment. They are empty buildings and warehouses which were being maintained by a watch staff in case of future need. Substation 5, on the other hand, has a full set of PRS construction equipment and a heavy lift Grav Vehicle. It was to be used in the expansion of Rhand's PRS system.

PRS Clerical Substations

There were hundreds of thousands of Power Receivers located all over Rhand. Winetron (Subcon 87) built these, and serviced them through local offices in each community. The PRS Clerical Substations were simply regional offices which handled billing and clerical work. One of the three Substations was in full operation at any one time, in eight hour shifts. At the time of the Invasion, the Site called Power Subcon Substation 7 was in use, with a full staff of over 15,000 people, while the others had only night personnel on hand.

"You just bought a one-way ticket, six feet straight down."

Captain Austin D. Blackwell
Bondsmen Community 39

**"I see you've
found another of
the obstacles on
Mister Beak's
Survival Challenge.
Looks painful."**

Delon Schnick
Ex-Ranger and Tour Guide
Mr. Beak's Survival Challenge:
Large Resort 20
Naila Island

Naval Service Substations

There were four naval service and maintenance shipyards in addition to the main facility at Exojet (Subcon 88). The Subcon was the only place the large commercial vessels could be fully serviced or built, but the four Substations could each handle maintenance and minor service. They normally took care of the small Tugs which were used to transport cargo to and from the larger ships. The large vessels are the size of 20th century supertankers and each had its own fusion power plant.

Only one full staff of technicians and workers was on Rhand, so the Substations were only manned as needed. This was no problem, since Rhand had few large vessels and they did not have to be serviced very often. At the time of the Invasion, Substation 3 was in operation working on the Argo, and the vessel itself was offshore awaiting the rework of its Tug fleet. The bombing sank the Argo at the same time it destroyed the Substation. A few of the Tugs may have escaped damage.

Naval Recreational Substations

These Substations were co-located with Large Resorts and provided full service ports for small recreational naval craft. They were the consumer branch of Aquarest (Subcon 111) with service, sales, and docking facilities. Each of these Resorts was on security alert prior to the bombing in response to an attack on the Corporate HQ the day before.

Air Service Substations

These Substations were attached to Aerodyne (Subcon 96) and were service and rental stations for recreational aircraft. They had full hanger and overhaul facilities and tools, as well as heavy Grav Lift Vehicles for transport and towing. Most of the planes at the Site were recreational craft such as high performance jets. These planes were not designed for long range travel or practical use, but for entertaining flying. The Air Service Substations were permanently manned communities, and in a way small Subcons of their own.

Airfield Recreational Substation

These were the bread and butter operations of Highlife (Subcon 112). They were located with Large Resorts for the Starcaste elite, and rented planes to people with special Recreational Aircraft certifications. Basic service and maintenance facilities were available at these Sites, while major work was done at one of the Air Service Substations.

Flying clubs flew against each other each week at these airfields, participating in electronically monitored mock combat, using jets which outperform any made in the 20th century. These were the toys of Starcaste daredevils, and although the jets were designed with the intent of protecting the pilots, there were a number of fatalities every year.

6.21

RESORTS

Resorts were owned by the Starcaste Recreational Subcons, but the actual operations were handled by the Subcon's own Landcaste staff. These Landcaste lived on the Resorts and used Bondsman from the Trident Communities for the workforce. The Recreational Subcons are off-shoots of Senior Starguild Corporations which have expanded to make money in entertainment and leisure. As the world's owner, Trident received a cut of all proceeds and was free to develop its own Recreational Branch. Trident had taken only the first step along this course; all Resorts on Rhand were run by the three major Recreational Subcons, but one-third of the Landcaste managers worked for Trident. In this way, Trident was training its own Landcaste to run its future Resorts, and to expand Rhand's tourist market.

Most of the Resorts came out of the Invasion intact and are well stocked. Each is detailed in Table 1 as far as its Primary Function and the number of people present at the time of the Invasion. Food Stores and Gang Classes are also defined, but a detailed account of each Resort is beyond the scope of this supplement.

6.22

LANDCASTE COMMUNITIES

The Landcaste communities were residential areas and had no manufacturing capability or large business centers. Their Military Areas were the primary targets of Spectral bombing and they were hit by the Spectrals' Weapon Pallets and the Visser Virus.

Concord

After the bombing four Organizations rapidly came into existence. They fought a particularly brutal war, which left only one intact and destroyed the majority of Concord's food.

Creighton

Creighton lies near the edge of the Jarvar Desert, in a pleasant valley which benefits from a sea breeze. One Organization rules what is left of the city; it is run by a powerful Visser Boss named Winston Blakemore. He is establishing an alliance with the Visser Organizations in Bondsmen Communities 5 and 7, to dominate their area of Elandia.

Derry

Two Organizations hold the ruins; one composed of Vissers, the other Non-Vissers. The majority of the population left peacefully, heading for Remote Farms 6 and 11.

Midpoint

It was early morning at Midpoint when the bombs hit, and the Bondsmen workers had just reported to work. In the months that followed one Visser Organization came to run the ruins, and the rest of the survivors fled toward the Gulf of Liberty.

Hawthorn

Hawthorn has not survived the Apocalypse. A bloody civil war between Landcaste and Bondsmen led to the destruction of all Food Stores. Refugees have fled east to the Remote Ranching Operations along the Olsen River.

Calais

One non-Visser Landcaste Organization runs Calais now, having defeated all opposition early in the Apocalypse, and successfully defending a single Food Store. There is no way for Refugees to cross the river to the north, so most have fled south and west along the coast.

Jersey

Jersey's warehouse and storage areas burned down in the bombing as a ruptured alcohol fuel tank spread fire along the harbor. Refugees are trying to reach Sterling City, but few will be able to negotiate the rugged coast. The few survivors who make Sterling City will probably continue east to Chemex, along the PRS tracks.

Belden

Belden was a community of exceptional beauty, but suffered harsh weather. It was the first Site to report alien ground forces, and became the scene of fighting when Slozek mistakenly attacked the vehicle compound which housed snow trackers and emergency equipment. After securing the compound, the Slozek placed the surviving snow tractors and equipment under guard and destroyed the Site's Food Stores. The Slozek then ordered the population to gather the Site's corpses, which are now being moved south for consumption by the Slozek. One human Organization is working with the Slozek, and is in charge of managing the corpse-gathering and keeping the rest of the population in line. Most of the people are slowly starving, and few will survive the winter. They are beginning to slip away from the Site, but have little hope of making their way out on foot.

Irvine

Irvine was the scene of bitter fighting between Landcaste and Bondsmen workers. Though outnumbered, the Landcaste had an edge in weapons and have managed to hold onto the last Food Store. The other major Food Store was overrun shortly after the Invasion as Landcaste residents looted it before taking flight west, along Jonathan Bay. Today the Landcaste Organization in charge is low on food and is surrounded by besieging Bondsmen. The Bondsmen are being led by a former interior decorator, who takes pride in the exceptionally ugly breastworks which surround the Landcaste.

York

York suffered heavily from the Visser Virus and was left without leadership. The Site has been ransacked and today is barren, while Refugees have fled north and south along the west side of the Achilles Mountains.

Allen

The bombing of this Site was inaccurate, leaving eight fast patrol boats, a number of All Terrain Trucks and Armored Fighting Vehicles, and the associated harbor and military fuel storage tanks intact. The boats and vehicles were taken by Landcaste survivors when they abandoned the Site, but the fuel storage tanks are still half full and operational. They contain 100,000 pounds of alcohol fuel. The Landcaste have formed an armed flotilla and are heading for Bondsmen Community 41, where they hope to find food.

"Think of them as Future Sausages. Because they are going to die like pigs."

Winston Blakemore
Visser Boss
Creighton
Day 47

"We can stay out here in the wilderness, or we can try to reach civilization. Assuming there is a visible difference."

Gordon Stauffer
Ranger
Day 6

Pierce

Today four non-Visser Organizations are in the ruins and each is strengthening its defenses against the others. A deadly game of diplomacy is being played as they move closer to war, each depleting its food supplies by hiring mercenaries and concealing its weakness from the others.

6.23

LANDCASTE REMOTE PRISONS

"Why would you want a second opinion? Don't you trust me?"

Dr. Oscar Schneiderbunk
Visser M.D.

There are three Landcaste-operated Prisons on Rhand. All were commanded by Corporate Trident Law Enforcement Officers, with Landcaste supplying the manpower.

Prison 1 Starcaste and Landcaste

Prison 1 held Landcaste and Starcaste who were arrested on felony charges. It was a small facility that also served as the Headquarters for Corporate Trident's Law Enforcement Agency, which monitored the Corporate Trident communities, Bondsmen Communities, and Trident-licensed Subcons. Currently, the Prison remains in operation and has sufficient supplies. They are using the convicted Landcaste and Starcaste as labor to maintain the facility and to set up food production. A Platoon of the 27th Imperial Star Marines Regiment has arrived and set up base. They augment the staff at the Prison and have maintained order.

Prison 2 Bondsmen Court

Prison 2 handled Bondsmen misdemeanor offenders. It was also the site of the Bondsmen Court System, but there were few prisoners at the facility since most crimes of this type did not result in jail time, but were punished by fines, loss of benefits, or transfer to less desirable jobs. The Site is adjacent to Remote Farm 30 and has access to food. Survivors from the Base of the 2nd Battalion of the 9th Trident Regiment have arrived, along with the 2nd Imperial Robotics Section and a Section of the Imperial Secret Service. The Imperium is firmly in control of both Sites. Bondsmen from the Farm are continuing to work the fields, and the prisoners have been freed and sent to help them. The prison now contains high security prisoners taken from Prison 3 by the Imperial Secret Service. The ISS does not trust the survivors of the 9th Regiment and is working on plans to disarm them and move them to another Site.

Prison 3 Bondsmen Felony Penitentiary

This site was for Bondsmen felony criminals and political prisoners. It was little more than a penitentiary, with its inmates used for forced labor. The prisoners worked off-Site and were returned each night. When the ORCA went down, all of the prisoners except those in high security were out on work details. The Site was lightly staffed and the employees have adequate supplies on the premises. A month after the Invasion, agents from the Imperial Secret Service came and took away most of the high security prisoners.

6.24

BONDSMEN COMMUNITIES

The Bondsmen Communities were under the control of Corporate Trident and were set up like Bondsmen Communities throughout the Starguild. They were managed by the Landcaste and handled the basic support of Rhand. Bondsmen in these Communities should be distinguished from those of RMBK; they have never known the freedom that RMBK Bondsmen knew, and none of them were part of the ORCA's Alpha Teams.

Bondsmen operations began each day at 6:00 am and ended at 5:00 pm local time. During this period, almost half of each Site's population worked behind the walls of the Primary Facility. About 15% of the population was escorted by Landcaste to remote job sites, serving the Resorts and other specialized operations throughout Rhand. The remainder of the population worked in the Business Area of the community, and only those on leave of absence or the young and their caretakers were found in the Residential sector. From 5:00 pm to 10:00 pm Bondsmen were found in the Business and Residential Areas, and at 10:00 pm the Business Areas shut down and the Bondsmen were restricted to Residential Areas.

Bondsmen 1

This Site produced plumbing, lighting, and construction supplies used in the building and maintenance of Rhand's basic facilities. Four non-Visser Organizations now hold the ruins, and Vissers are being systematically hunted and killed.

Bondsmen 2

This was Rhand's waste control and recycling center, and used the ORCA for transport. The three surviving Organizations are at war over a sizable supply of depleted Expendable Power Packs, which were sent here for recycling and recharging, as well as stockpiles of Aluminum, Plastic, and other easily recycled substances.

Bondsmen 3

This Community produced basic electronic parts and the bombing missed the Primary Function Area. The Residential and Business Areas were more heavily damaged, however, and all Food Stores were destroyed. Today the Site is almost abandoned, with Refugees in the surrounding hills. There are sizable quantities of low-tech electrical parts in the ruins.

Bondsmen 4

This meat, poultry, and fish packing plant is now in ruins and survivors are scattered along the coast. Two Visser Organizations hold the ruins and remaining food lockers.

Bondsmen 5

This contained a chemical plant which produced consumer products, such as soap and detergent. A strong Visser Organization is holding a large Food Store, and has opened negotiations with the Visser Organizations in Creighton and Bondsmen Community 7. The three groups are intending to conquer the Power Relay Stations which connect the communities, and then work east to establish an empire.

Bondsmen 6

Lumber cutting and processing facility which supplied half of Rhand's raw lumber and paper material needs. Bloody fighting among survivors wielding power tools and X7MP1's has left only the strongest and toughest alive.

Bondsmen 7

This Community produced low-tech electric parts for consumer and business hardware. The Visser Organization here has been very responsive to offers of alliance with Creighton and Bondsmen Community 5. Survivors have scattered along the coast.

Bondsmen 8

This Site was focused on a large textile plant, whose surrounding fields supplied almost half of Rhand's basic textile needs. Most of the survivors are scattered in the fields, attempting to turn them into food acreage. Three Organizations make war on each other in the ruins, fighting over supplies of various valuable fabrics. The most desirable at present is a light, tough insulating material, which is ideal for use in tents. In addition to its immediate use to the Organizations, this fabric would be very valuable for trade, with countless Refugees scattered in the wildernesses of Rhand, sleeping in the open.

Bondsmen 9

Consumer products assembly plant. The parts used in these products were made at other Sites on Rhand and ORCA-ed here for final assembly. As a consequence, a wide variety of consumer items can be found in the ruins.

Bondsmen 10

This was a large chemical supply plant. Today the ruins are held by a non-Visser Organization of Landcaste Security members, while most of the Refugees have fled to Remote Farm 5 and are living off the crops. Hungry, vengeance-minded Gangs of Visser Bondsmen harass the Landcaste.

Bondsmen 11

Large food processing plant which supplied half of Rhand's food staples. The plant and warehouse were destroyed in the bombing, but a very large Food Store survived. Refugees are scattered on four Remote Farms located nearby.

Bondsmen 12

Large metal foundry which processed ore brought in by ORCA. The plant processed both basic metals and those under Starcaste control, and Starcaste monitors watched over all fabrication and processing at this Site. Because there is so much raw metal here, almost every member of the Visser populace is carrying a large, heavy, blunt instrument, the equivalent of the Splatterbat listed in **Table 8C** of 2nd Edition **Living Steel**.

Bondsmen 13

Metal working facility where machined parts were fabricated. Today five Organizations hold the ruins; as at Bondsmen Community 12, there are an awful lot of metal clubs in use here.

"If you want a city looted properly, you have to do it yourself."

Hosef Pharra
Chief Executive Officer
BrutalVision: Subcon 98
Day 12

"Seeing how your bat is metal and mine is wood, why don't you just go ahead and take the last apple. No, really, it's no problem."

Butcher Barnes
Bondsmen Community 40
"Vissertown"
Day 24

"Still don't know how I survived. The rest of them fell within seconds of leaving the bunker, while I fought there alone for several minutes. But I was the last, and the wounded could only receive aid when the fighting stopped. So since I couldn't surrender I left, dodging fire as best I could, somehow making it into the woods. My mother believed in angels; I wonder if one was watching over me."

Colonel Cambronne
Commander, 7th Imperial
Guard Strike Battalion
Personal Log regarding the
Destruction of the Guard
Day 42

Bondsmen 14

Cloth and clothing facility which made use of the raw materials produced at Bondsmen Communities 8 and 22. A large Food Store is held by a powerful Organization called the Red Hand. They are led by a Bondsmen Visser, and are supplementing their food supplies through cannibalism. Naturally, most Refugees are fleeing the area quickly.

Bondsmen 15

This Site produced paper products and containers. Its large Food Store is held by a Platoon of Field Support troops and technicians of the 7th Imperial Guard Strike Battalion. They were left here holding this Site when the Guard regrouped and was destroyed. A few survivors from the destruction of the Guard showed up at the end of Month 2.

Bondsmen 16

Integration and assembly Site for business equipment. One triple-size Organization, led by Gregory Martin, holds a large Food Store. Scan has raided the Medical Aid Stations of this community and was attempting to salvage equipment from the ruins of the warehouses when they were thrown out by the Organization. Martin was well known to his fellow Bondsmen as a man who claimed to be prescient. He apparently foresaw the Apocalypse, and created a major disturbance as workers gathered to enter the Primary Facility on the day of the Invasion. This delayed many of the workers from entering the Facility, which was destroyed by the bombing minutes later; Martin is now revered as a prophet by the entire community.

Bondsmen 17

This industrial chemical plant fell into chaos during the bombing, and the situation has grown steadily worse. Visser riots raged for days, several substantial Food Stores were pillaged and destroyed, and now large numbers of predatory animals have been drawn to the area. Packs of Dionical are causing significant casualties among the unprepared Visser Gangs outside the city, while an outbreak of Cholera is endangering the Organization which holds the ruins.

Bondsmen 18

This petroleum refining operation was destroyed in a terrible fire caused by the bombing. No Food Stores survived, and the Site is abandoned.

Bondsmen 19

Clothworking facility now the home of three Organizations. Two of these are made up of Visser Landcaste managers and troops, and they are cooperating uneasily in the destruction of the third Organization, of non-Visser Bondsmen.

Bondsmen 20

Paper products facility whose survivors are scattered in the forest. Those out of supply will not survive the winter. A patrol from the Skyhawk Surrogate came through and took in some of the survivors, but they have not returned. Within the Site, 3 non-Visser Organizations are cooperating well, sharing resources in an attempt to survive the upcoming hardships and to create a Civilization.

Bondsmen 21

Four Organizations now fight in the ruins of this lumber facility. Those out of supply have headed for the coast, in hopes of surviving the winter.

Bondsmen 22

Raw Textile facility with outlying fields. A non-Visser Organization is trying to put in a food crop, but they are hindered by an Organization of Vissers. A third Organization, also Vissers, is currently deciding which side to take in the struggle.

Bondsmen 23

Integration and assembly site for business and residential equipment. Much of the Site was consumed by fires after the bombing, and it is now abandoned.

Bondsmen 24

Metal working and machining facility. One of the Spectral Weapon and Virus Pallets malfunctioned here; it did not discharge its Visser Virus and crashed into the trees south of the site. The six Visser cylinders may have survived the crash.

Bondsmen 25

This metalworking facility is the scene of fighting between desperate Refugees and the Organizations holding the food. Survivors are pinned in the ruins by packs of Dionical and other predators in the jungle surrounding the Site. The Visser Landcaste Organization holding the former military post has deactivated the sonic barriers around the Site, and predators are butchering the survivors.

Bondsmen 26

Petroleum and raw plastic manufacturing center. A Landcaste Organization holds a very large Food Store, and many of the survivors are fighting to take it. The smarter Refugees have already left, heading south before winter. Any out of supply by winter will probably die.

Bondsmen 27

Another integration and assembly site for business and support equipment. There are four non-Visser Organizations in the ruins, and until recently they were at war with each other. Now they are more or less at peace, each attempting to kill a common enemy, a sniper stalking the ruins. This sniper has killed dozens of people and is close to driving the Organizations from the Site. Gang members have barricaded themselves in their strongholds awaiting the next attack.

Bondsmen 28

This industrial chemical plant is held by one Organization which is in contact with the Slozek. The Organization is trading human technicians and corpses for power and protection. Each day they patrol the ruins, gathering the dead and taking them to newly-built shelters for storage. Every other month, the Slozek come by to pick them up.

Bondsmen 29

This Site is isolated in the Periman Forest and its survivors have little hope of living off the land come winter. An Organization of non-Visser Bondsmen holds the food. They are erecting cold storage lockers in which they are putting the corpses of Refugees who die each day. These they intend to sell to the Slozek in exchange for transportation north. The Slozek will move the bodies south later this year, using snow tractors captured from the Landcaste community of Belden.

Bondsmen 30

Civilization actually survived the bombing here. The head of Security, Stephan Kruger, was a recent arrival on Rhand, having been the worldwide head of Landcaste Security on Rudel, a world that was once within the Dragoncrest Empire. Rudel was lost to the Spectrals 8 years ago, and Kruger was one of the few people to escape the conquest. His experience made him something of an expert on the Spectrals, and he recognized the meaning of the Weapons Pallets when they landed. He immediately isolated the Pallets he could reach, quarantined persons suspected of carrying the Visser Virus, and secured the perimeter of a single sector of the community.

Possessing a strong position, superior weaponry, and good diplomatic skills, Kruger took steps to minimize the effects of the Apocalypse. He placed agents among the quarantined Vissers, who spread word of the Remote Farms along the Powder River, coupled with rumors that if they remained in BC 30 they would be executed. By establishing his agents as Visser Leaders and promoting the Powder River Valley as a sort of Promised Land, he was able to gather the quarantined Vissers into an oversized Organization and send them across the mountains; some of the Vissers who were not quarantined also joined this migration. The movement of this horde has been accompanied by a great deal of violence and chaos, of course, with Gangs splitting off, fighting each other, and generally running amok. Only the fact that they cannot return to BC 30 and the knowledge of the riches of the Powder River Valley keep the migration moving. Kruger's agents intend to come back once the Vissers are safely through the passes and down into arable lands.

Next, he encouraged the Refugee population to head for the rich lands and Resorts around Timothy Bay. Different arguments were used with different Refugee groups. Reasonable assessments of the poor forage in mountain areas, the shortage of food at the Site itself, and the fact that the Food Stores at the Site were heavily guarded were enough for most. For others, the threat and application of military force was necessary.

Within his perimeter Kruger has a population of about 5,000, including such skilled personnel as he was able to find amidst the chaos of the Apocalypse. Key citizens have come forward to take control of various aspects of this small Civilization, and a functioning society has emerged. Most of the Refugees are gone from the area, the first attempt at planting crops is being made, and surviving Landcaste Security personnel guard the approaches to the Site. BC 30 has a Food Production Expert and should be treated as a Stage 1 Civilization.

Bondsmen 31

Four Organizations hold the remaining food, but most Refugees are clinging to the ruins and refuse to leave. The Site is surrounded by heavy jungle filled with deadly predators.

Bondsmen 32

This machining site has been raided by Scan, who took all Medical Supplies and equipment, as well as all tooling, spare parts, and other valuable machinery. They also evacuated non-Visser technicians and engineers. Most of the survivors have moved into the forests of Bear Valley.

"You can leave in an orderly fashion. Or I can shoot you."

Found spraypainted in 6 foot letters on a large factory wall in Bondsmen Community 27.

"Well, I put him back together, but I seem to have a few pieces left over."

Dr. Oscar Schneiderbunk
Visser M.D.

Bondsmen 33

Scan has raided this Site, taking useful equipment and non-Visser technicians and trained personnel. Refugees are scattering into Bear Valley, which was a preserve set up by the Trident Ecology and Resources Agency. It is a secured area with almost exclusively Earth animals, and was being used as a research area for the interaction of Earth's mammals and Rhand's plantlife. It has abundant forage and game, and was a popular nature preserve and park.

Bondsmen 34

This chemical plant was going to be torn down by Trident to develop the peninsula as a Starcaste Resort area. The Site was still in use at the time of the Invasion, but proper maintenance and repair had not been performed for years. As a result, there had been numerous accidents and deaths. Bondsmen survivors remember this, and today there is an exceptional hatred of the Landcaste and Starcaste. Gangs are pouring out onto the rest of the peninsula, overrunning many of the Starcaste houses and taking few prisoners.

Bondsmen 35

The only Food Stores in this Site were destroyed in the fire and bombing. Refugees are moving north, and competing with the Refugees from the Subcons along Solomon Bay.

Bondsmen 36

This machining facility supported the large drilling operation on the Emerald Peninsula. Two of the drilling rigs are only miles away; they were abandoned by their Starcaste owners, and Bondsmen Refugees and Gangs have ransacked them. At one Drilling rig a non-Visser Organization is putting a pump stage formerly used on the rig into a transportable wagon, to which they have attached a tank filled with alcohol. They intend to burn their way into the headquarters of the Organization at BC 36 to capture the Food Store, as soon as they prepare a suitable road.

Bondsmen 37

This community assembled consumer products and was just out of sight of one of the most popular Starcaste Resort and housing areas on Mercury Bay. Today the Refugees, most of whom are not Vissers, are moving out along the coast and encountering many of the abandoned homes of RMBK Starcaste families from Benedict. Most of these places have been evacuated by Trident's 1st and 2nd Regiment, but others still contain their original owners. At many of these homes, the Refugees and Starcaste are cooperating for their increased security and welfare.

Bondsmen 38

The Spectral missile missed its mark here, and struck the Business Area rather than the Vehicle Assembly plant at the Site. Most of the workers survived, but the managers and support staff died. Today the overall Plant is not functional, but many of the individual pieces of equipment still work. Scan has already raided this Site and taken all easily removed equipment and parts. To protect the items they could not take, Scan destroyed the Food Stores at the Site. Refugees have dispersed, moving south. Two platoons of Scan Starmarines are at the site awaiting a large ocean vessel to remove the vehicles and larger equipment.

Bondsmen 39

This is a consumer product assembly site which is now in the hands of 3 rival Organizations. This Site lay under the flightpath of Grav Vehicles moving between the Achilles and Calan Mountain ranges. One Imperial Guard APC crashed near the Site and two survivors entered BC 39. One died of his wounds and the other, Captain Austin D. Blackwell, now runs one of the Organizations.

Bondsmen 40

This food processing plant survived the Spectral bombardment undamaged; the Spectral missile fell into the sea. The community was hit by the Visser Virus, and is today a large Visser community called Vissertown. The Site has ample food and is fully detailed in the **K-ViSR Rocks!** Supplement.

Bondsmen 41

The working shift had just ended and the workers were returning to their homes in the Residential Area when the Spectral bombs hit. Bombing casualties were not high, but the Visser Virus spread quickly in the ensuing chaos, as people ran through the city looking for their loved ones. It was days before they sorted themselves out and settled into the daily routine of fighting to survive. By then, nearly everyone had been contaminated.

Bondsmen 42

This isolated machining community is now the Site of chaotic gang warfare. Gangs have taken to the hills and are preying on each other, while 2 Visser Organizations fight regular assaults on their Food Stores. A few groups are trying to make it south to the Subcons on the Rambling River.

"If you can't get results by violence, you aren't being violent enough."

Captain Austin D. Blackwell
Bondsmen Community 39

**"KViSR Rocks!
All Nukes,
All The Time!"**

Slogan, KViSR Radio
Bondsmen Community 40

Bondsmen 43

Metal foundry on the slopes of the Central Highlands. Although the plant was destroyed, many of the workers survived the bombing. Shortly after the bombing a group of heavily armed Starcaste entered the Site; the Board of Directors of Subcon 39, their families, and three dozen Security Agents have taken shelter at the Site and command one of the Food Stores.

Bondsmen 44

The Landcaste Security forces here did an excellent job of maintaining order through the bombing, and within a few days they had the survivors organized into a Refugee Camp. Shortly thereafter, as the Visser Virus took its toll in the cramped quarters of the camp, Security decided to eliminate the Bondsmen. They set explosive charges to breach the containment walls and chemical storage tanks overlooking the camp. Late in the night they executed the plan, which delivered a deadly chemical attack. Few Bondsmen survived, and now only the LC Organization remains.

Bondsmen 45

The Site of another Spectral near-miss, this Food Processing community specialized in produce. Some of the cold storage buildings are still functional and Refugees have ample food for the next few months. After that, waste, Visser damage, and spoilage will leave little edible other than the packaged food which was ready for shipment. This packaged food has been ransacked, but can be salvaged and will be the key to Organizations in the future.

Bondsmen 46

This stone, brick, and glass manufacturing plant is now home to three non-Visser Organizations, who have expelled or executed all the Vissers they could reach. A fourth Organization, comprised of Vissers, has hidden a Food Store outside the ruins and is awaiting its chance to take vengeance on the others.

Bondsmen 47

This refinery was placed on the coast of the Inland Sea, against powerful opposition from Trident's Ecology and Resources Agency. The containment walls of the Site were breached by the bombing, and the coast for miles around has been utterly polluted, and the ecosystem destroyed.

Bondsmen 48

This plastics manufacturing facility was established after BM 47, and as compensation to the Ecology and Resources Agency it was built with safety in mind. The ultimate cost of the facility was enormous due to its proximity to the sea, but RMBK insisted on the location. The precautions taken saved countless lives when the plant was destroyed. Today the Site is in ruins and run by 1 large Organization who have established their stronghold in the blockhouse containing the plant's master valves and controls.

"Spite is a wonderful motivator."

Delon Schnick
Ex-Ranger and Tour Guide
Mr. Beak's Survival Challenge:
Large Resort 20
Day 1

6.25

There are 30 Remote Farms on Rhand which are located in two regions, the **Plains of Thostin** and along the **Powder River** in Seleria. These huge farms produced the food staples for Rhand. Each has about fifty thousand acres of cropland and was operated by 640 Bondsmen.

Normally crops are harvested four times a year; in April, June, August, and November. Because of the Invasion, the April harvest has been left in the field and no new crop has been planted. The Food Store Size entry on **Table 1** gives the number of weeks the existing crops will support Refugees before they have been depleted to a size 1 Food Store per Organization. This rapid depletion is due primarily to waste as the crop remains unharvested.

Remote Farms 1 through 15

These farms had only a staff of night watchmen present at the time of the bombing; the fate of each individual Remote Farm is listed below. Any Farm which has been overrun by Refugees is now the scene of Gangs roaming across vast croplands. The better organized groups are setting up permanent bases, and at present there is more than enough room for everyone and no reason to fight. As the crops deteriorate, Organizations will form around the strongest groups, which will then end up in command of much of the cropland. Whether they can plant another crop will depend on their level of organization and ability to find the necessary specialists.

At Remote Farms 1, 3, 4, and 14, there are no Refugees and the guards are living off the land. Remote Farm 2 has been occupied by Refugees from Trident's 8th Starforce Regiment (3rd Battalion) and Subcon 20. There is a Company of Starmarines present, and 400 Ground and Field

REMOTE FARMS

**"If I'd known the
Gang jackets looked
like this, I'd have
stayed a Refugee."**

Roger Weffner
New Member
The Crimson Weasels Gang
Valard Corporation: Subcon 10

Support personnel, while Remote Farm 5 has been overrun by Refugees from Bondsmen Community 10. Remote Farms 6 and 11 have been occupied by Refugees from the Landcaste community of Derry, and Remote Farms 7 through 10 are currently occupied by Refugees from Bondsmen Community 11. Remote Farms 12 and 15 have been occupied by Refugees from Bondsmen Community 14, and Remote Farm 13 has been occupied by Refugees from Subcon 62.

Remote Farms 16 through 21

After the Invasion Trident's 1st and 2nd Mechanized Regiments settled into these six farms located along the Powder River in Seleria. These have a full complement of Bondsmen workers and Landcaste managers, who are now training non-military Trident personnel in farming and keeping the farms running. They have a full set of equipment, but no spare parts.

Each of these Farms has 25 Starmarines, 25 Field Support Troops, 20 Ground Support Troops, and 15,000 Civilians. At each there are 6 Grav Armored Personnel Carriers and 3 Grav Carriers low on fuel, and 3 Grav APC and 4 Grav Carriers with about 450 hours of fuel remaining. In addition to these forces, Trident's 1st and 2nd Regiments have 300 Starmarines, 300 Field Support Troops, and 240 Ground Support Troops in the field trying to locate families and friends; these Troops are scattered in groups of 6 to 8.

Remote Farms 22 through 28

These farms had a full complement of workers and Landcaste managers present. Scan raided these Sites, removing all the workers and portable equipment by Grav Carrier in the first month of the Apocalypse. These people have been relocated to Chemex and Matrix where they are setting up new croplands to feed those Scan Communities.

In Month 2 of the Apocalypse, the Imperial Secret Service (ISS) and Security forces from Subcon 81 moved into Remote Farms 23 and 24 and has set up base. Each is being held by three Sections of the ISS in addition to Security Agents from Subcon 81.

Remote Farm 29

This farm had a full complement of workers and Landcaste managers present. It lies just outside of Bondsmen Community 40 (Vissertown) and is currently supplying the needs of that community. Non-Visser Refugees from Vissertown have moved here and are now helping the farm workers.

Remote Farm 30

This farm had a full complement of workers and Landcaste managers present. It has been occupied by Refugees from Trident's 9th Starforce Regiment (2nd Battalion) as well as Imperial Secret Service Personnel (see Landcaste Prison 2).

6.26

REMOTE FISHING OPERATIONS

There were four Remote Fishing and Seafood Operations along Timothy Bay, four on Jonathan Bay, and two in Mercury Bay. Timothy and Jonathan Bays are in Seleria, while Mercury Bay is on Aquila. The operations used electric powered boats which drew power from the Power Relay Stations (PRS) along the coast. These Sites have been looted by Scan and all stores and useful equipment have been removed. The fishing boats and spare parts have been herded out along the coast and across from Mercury Bay to the south end of Timothy Bay, near the extreme range of the PRS network. There they are awaiting a large naval cargo vessel commandeered by Scan to carry or tow them along the coast to Bolsco Peninsula, were they will again be in reach of the PRS network and can make the voyage south to Chemex.

6.27

REMOTE RANCHING OPERATIONS

There were three Ranching Operations along the Olsen River in Seleria and three along the Wolf River in southern Aquila. The operations along the Olsen River have been overrun by Refugees and the herds were dispersed after taking heavy losses. Poultry operations and closed facilities have been looted and are in shambles. Open range herds of sheep and cattle are still on the hoof, but are rapidly being scattered and eaten.

The three operations along the Wolf River are cared for by their Bondsmen workers and Landcaste managers, but are controlled by Slozek Assault Infantry. There are 30 Slozek at each Ranch and the operations are running smoothly.

FACILITIES AND COMMUNITIES TABLE / 1

Facility or Community		Location		Population			Primary Function	Bomb Code				Space Port	% Visser	Food Stores	Gang Class
		Zone	Lat.	SC	LC	BM		% Alive	P	M	B				
Corp Trident															
Deerfield	1- 38	4- 28	40K	-	16K	53	Residential	-	H	M	L	-	64	0	1
Topaz	3- 33	2-118	60K	-	24K	4	Residential	-	H	M	L	-	8	1 / 17	Spec
Sunrise	3- 42	2- 50	40K	-	16K	36	Residential	-	H	M	L	-	12	1 / 12	1
Artesia	5- 54	4- 36	50K	-	200K	27	Residential	-	H	M	L	-	56	3 / 4	2
Victoria	7- 78	6- 54	30K	-	120K	2	Residential	-	H	M	L	-	19	1 / 1	2
Sterling	9- 74	4-110	70K	-	280K	40	Residential	-	H	M	L	Yes H2	47	3 / 4	2
Columbia	14- 91	4- 78	50K	-	20K	55	Residential	-	H	M	L	-	17	1 / 6	1
Clearwater	14-114	5- 38	60K	-	24K	20	Residential	-	H	M	L	-	28	3 / 7	1
Summit	16- 88	4- 90	50K	-	20K	46	Residential	-	H	M	L	-	31	0	1
RMBK															
Crestview	2- 96	4- 0	5K	-	50K	25	Residential	-	H	M	L	Yes H2	93	0	1
Startouch	8-116	3- 16	24K	-	80K	12	Residential	-	H	M	L	-	51	1 / 3	2
Benedict	12- 37	5- 38	50K	-	110K	17	Residential	-	H	M	L	-	52	1 / 4	2
RMBK Lab	15- 50	3- 83	6K	-	-	100E	Research Lab	H2	H2	H2	-	Yes H2	-	-	-
Scan															
Matrix	5- 33	3-111	64K	-	180K	100	Medical Aid	N	N	N	N	Yes H	-	SS	-
Chemex	9-116	5- 0	64K	-	250K	100	Medical Supply	N	N	N	N	-	-	SS	-
RA1	4-117	4-115	62	-	-	100E	Immunology	H	H	H	-	-	-	-	-
RA2	12- 62	2- 92	312	-	-	100E	Genetics	H2	H2	H2	-	-	-	-	-
RA3	16- 56	3- 60	86	-	-	100E	Neurology	H2	H2	H2	-	-	-	-	-
Trident SF															
8th Reg.															
2nd Bat.	1- 26	4-114	11K	-	-	40	Military Base	H3	H3	H	H	-	-	-	4
1st Bat.	2- 14	3-112	14K	-	-	30	Military Base	H2	H2	H2	H	Yes H2	-	-	4
3rd Bat.	3- 52	3- 24	11K	-	-	28	Military Base	H2	H2	H2	H	-	-	-	4
9th Reg.															
3rd Bat.	8- 4	2- 20	11K	-	-	31	Military Base	H2	H2	H2	H	-	-	-	4
2nd Bat.	12- 49	2-105	11K	-	-	30	Military Base	H2	H2	H2	H	-	-	-	4
1st Bat.	13- 28	4-110	14K	-	-	60	Military Base	H	H	H	H	Yes H2	-	-	4
1st Reg.															
1st Bat.	14- 74	4- 57	12K	-	-	43E	Military Base	H3	H3	H	H	Yes H2	-	-	5
2nd Bat.	15- 4	5- 72	9K	-	-	35E	Military Base	H2	H2	H2	H	-	-	-	5
3rd Bat.	16- 86	3- 58	9K	-	-	39E	Military Base	H2	H2	H2	H	-	-	-	5
2nd Reg.															
1st Bat.	3- 20	4- 8	12K	-	-	21E	Military Base	H2	H2	H2	H	Yes H2	-	-	5
2nd Bat.	8- 91	3- 0	9K	-	-	21E	Military Base	H2	H2	H2	H	-	-	-	5
3rd Bat.	11- 91	4- 81	9K	-	-	10E	Military Base	H	H	H2	H2	-	-	-	5
Imperial SF															
27th Reg 1st	3- 86	4- 32	12K	-	-	41	Military Base	H2	H2	H2	H	Yes H2	-	-	6
2nd Bat.	7- 96	3- 56	9K	-	-	36	Military Base	H2	H2	H2	H	-	-	-	6
3rd Bat.	12- 18	3- 58	9K	-	-	8	Military Base	M	M	H2	H2	-	-	-	6
7th Guard	4-105	4- 75	296	-	-	15E	Military Base	H2	H2	H2	H	Yes H2	-	-	-
Surrogates															
Diamond	1- 79	3- 31	5400	-	3300	100	Escort / Security	N	N	N	N	Yes N	-	*5M	-
OINC	2- 6	5- 44	5100	-	4100	100	Law Enforcement	N	N	N	N	-	-	*8M	-
Holman	4- 18	5- 71	4400	-	5800	100	Garrison	N	N	N	N	-	-	*1M	-
Skyhawk	7- 6	6- 12	15K	-	6000	100	Mercenary	N	N	N	N	Yes N	-	*2M	-
Granger	13- 61	3- 86	10K	-	8400	100	Escort / Security	N	N	N	N	-	-	*8M	-
UCP	14- 0	5- 95	3800	-	4500	100	Mercenary	N	N	N	N	Yes N	-	*8M	-
Ceros One	16- 4	2- 82	8600	-	6900	100	Crowd Control	N	N	N	N	-	-	*1M	-
Antex	S Pole		10K	-	6000	40	Garrison BM	N	N	N	N	Yes N	95	*10M	-
Power Generators															
N1 North	N Pole		100	-	8000	98	Electric Power	N	-	N	N	-	-	SS	7
N2 West	N Pole		100	-	8000	99	Electric Power	N	-	N	N	-	-	SS	7
N3 East	N Pole		100	-	8000	97	Electric Power	N	-	N	N	-	-	SS	7
N4 South	N Pole		100	-	8000	98	Electric Power	N	-	N	N	-	-	SS	7
S1 North	S Pole		100	-	8000	94	Electric Power	N	-	N	N	-	-	*38M	Spec
S2 N West	S Pole		100	-	8000	0	Electric Power	N	-	N	N	-	-	-	Spec
S3 S West	S Pole		100	-	8000	98	Electric Power	N	-	N	N	-	-	*38M	Spec
S4 N East	S Pole		100	-	8000	0	Electric Power	N	-	N	N	-	-	-	Spec
S5 S East	S Pole		100	-	8000	96	Electric Power	N	-	N	N	-	-	*38M	Spec

* Food Stores in Months (M) for the entire community

SS = Self Sufficient

E = Evacuated

FACILITIES AND COMMUNITIES TABLE / 1

Facility or Community	Location		Population				Primary Function	Bomb Code				Space Port	% Visser	Food Stores	Gang Class
	Zone	Lat.	SC	LC	BM	% Alive		P	M	B	R				
RMBK Law Enforcement															
1	1-115	4- 38	430	-	-	64E	Espionage	N	-	-	-	-	16	*4 M	8
2	5- 26	3- 82	1053	-	-	100E	Espionage	N	-	-	-	-	18	*4 M	8
3	7- 64	2- 66	1066	-	-	100E	Espionage	N	-	-	-	-	9	*4 M	8
4	10- 2	2- 85	1105	-	-	100E	Espionage	N	-	-	-	-	3	*4 M	8
5	11- 70	4- 18	1096	-	-	63E	Espionage	N	-	-	-	-	-	-	-
6	13-116	4- 46	462	-	-	60E	Espionage	N	-	-	-	-	-	-	-
7	N Pole		720	-	-	100E	Espionage	N	-	-	-	-	-	-	-
8	S Pole		1330	-	-	54E	Espionage	N	-	-	-	-	-	-	-
ORCA Stations															
Grd 1	2- 40	4- 0	20	-	-	0	ORCA Ops.	H	-	-	-	-	-	-	-
Grd 2	6- 98	4- 18	20	-	-	20	ORCA Ops.	H	-	-	-	-	-	-	-
Grd 3	10- 86	4- 0	20	-	-	20	ORCA Ops.	H	-	-	-	-	-	-	-
Grd 4	14- 14	3- 79	130	-	30	10	ORCA HQ	H	-	H	-	-	-	-	-
Test 1	15- 30	3- 85	12	-	-	100E	ORCA Testing	M	-	-	-	-	-	-	-
Test 2	16- 0	2- 40	12	-	-	100E	ORCA Testing	H	-	-	-	-	-	-	-
MTC 1	11- 60	5- 42	12	-	-	100E	Mass Teleport	H	-	H	-	-	-	-	-
MTC 2	16- 40	5- 0	12	-	-	100E	Mass Teleport	H	-	H	-	-	-	-	-
Space Launch Rail															
1	4- 74	4- 0	12	-	-	100E	Space Launch	N	N	M	-	-	-	*6M	Spec
2	9- 81	4- 0	12	-	-	100E	Space Launch	H	M	M	-	-	-	-	-
Imperial Facilities															
Space Trk	4-105	4- 76	300	-	40	5	Space Tracking	H	-	H	-	Yes H2	-	-	-
ISS HQ	4-106	4- 76	112	-	-	100E	ISS HQ	H2	-	H2	-	-	-	-	-
Comm Ctr	4-105	4- 76	1000	-	40	1	Interstellar Com.	H2	-	H2	-	-	-	-	-
Starcaste Mines															
Mining 1	13- 55	4-100	40	-	30	100	Mining SC Metal	N	-	N	-	-	-	*1M	11
Mining 2	14- 32	4-108	20	-	10	100	Mining SC Metal	N	-	N	-	-	-	*2M	11
Mining 3	16-110	6- 0	80	-	-	100	Mining Uranium	N	-	N	-	-	-	*4M	11
Starcaste Drilling Sites															
Drilling 1	11- 30	2- 90	15	-	48	100E	Petroleum	N	-	-	-	-	-	-	-
Drilling 2	11- 35	2- 98	15	-	48	100E	Petroleum	N	-	-	-	-	-	-	-
Drilling 3	11- 48	2-101	15	-	48	100E	Petroleum	N	-	-	-	-	-	-	-
Drilling 4	12- 75	3-102	15	-	48	100E	Natural Gas	N	-	-	-	-	-	-	-
Drilling 5	12- 85	3-103	15	-	48	100E	Petroleum	N	-	-	-	-	-	-	-
Drilling 6	12-100	3- 75	15	-	48	100E	Petroleum	N	-	-	-	-	-	-	-
Subcons RMBK Lic.															
1	1- 15	4-110	18K	-	43K	14	Chemical Syn.	H2	H	M	M	-	88	3 / .1	9
2	15- 15	5- 8	46K	-	74K	10	Chemical Syn.	H2	H	M	M	-	67	0	9
3	15- 8	5- 20	9K	-	61K	4	Chemical Syn.	H	M	M	M	Yes H2	40	3 / 1	9
4	16- 68	3- 90	30K	-	188K	7	Chemical Syn.	H2	H	M	M	Yes H2	20	3 / 5	9
5	5- 35	3- 58	25K	-	43K	16	Coating Process	H	M	M	L	-	53	1 / 1	10
6	7- 50	3- 0	62K	-	252K	27	Coating Process	H2	H	M	M	Yes H2	25	0	10
7	11- 70	5- 20	54K	-	84K	6	Coating Process	H	H	H	M	-	28	2 / 3	10
8	11- 80	5- 60	14K	-	67K	0	Coating Process	H2	H	M	M	-	0	0	-
9	12- 34	5- 8	50K	-	154K	10	Coating Process	H2	H	M	M	-	8	0	10
10	12- 38	5- 15	18K	-	79K	3	Coating Process	H2	H	M	M	-	53	1 / 1	10
11	16- 60	3- 92	18K	-	72K	44	Coating Process	H2	H	M	M	-	60	1 / 2	9
12	16- 75	3- 55	39K	-	85K	45	Coating Process	H2	H	M	M	-	46	3 / .4	9
13	11- 38	5- 48	11K	-	48K	6	Computer Parts	H2	H	M	M	-	54	2 / 1	10
14	16-100	3- 60	12K	-	37K	13	Computer Parts	H2	H	M	M	-	63	1 / .5	9
15	11- 40	5- 48	55K	-	215K	13	Elect Instruments	H2	H	M	M	Yes H2	6	0	10
16	16- 90	3- 60	60K	-	370K	29	Elect Instruments	H2	H	M	M	Yes H2	19	1 / 12	9
17	1- 90	4- 50	34K	-	149K	21	Electric Parts	H	M	M	L	Yes H2	45	1 / 10	9
18	2- 60	4- 30	18K	-	52K	32	Electric Parts	H2	H	M	M	-	81	1 / .8	9
19	2-110	3- 90	36K	-	218K	28	Electric Parts	H2	H	M	M	Yes H2	8	0	9
20	3- 30	3- 40	19K	-	61K	9	Electric Parts	H	M	M	H	-	46	3 / .7	9

* Food Stores in Months (M) for the entire community

E = Evacuated Site

FACILITIES AND COMMUNITIES TABLE / 1

Facility or Community	Location		Population				Primary Function	Bomb Code				Space Port	% Visser	Food Stores	Gang Class
	Zone	Lat.	SC	LC	BM	% Alive		P	M	B	R				
21	4-100	2- 55	12K	-	40K	6	Electric Parts	H	M	M	H	-	71	0	9
22	5- 40	3- 85	19K	-	70K	15	Electric Parts	H	H	M	M	-	57	3 / .7	10
23	6- 90	4- 66	44K	-	133K	7	Electric Parts	H2	H	M	M	-	21	1 / 5	10
24	8- 75	5- 10	59K	-	307K	15	Electric Parts	H2	H	M	M	Yes H2	14	2 / 14	10
25	9-110	5- 0	22K	-	168K	4	Electric Parts	H2	H	M	M	-	43	1 / 5	10
26	11- 30	5- 53	33K	-	153K	11	Electric Parts	H2	H	M	M	-	14	2 / 3	10
27	11- 40	5- 58	22K	-	38K	8	Electric Parts	H2	H	M	M	-	86	0	10
28	11- 50	5- 41	39K	-	141K	6	Electric Parts	H2	H	M	M	-	53	0	10
29	14-105	5-100	12K	-	85K	16	Electric Parts	H2	H	M	M	-	77	1 / 4	9
30	14-115	5- 62	9K	-	53K	14	Electric Parts	H	M	M	M	Yes H2	29	1 / 1	9
31	14-110	5- 67	50K	-	160K	9	Electric Parts	H2	H	M	L	-	25	1 / 2	9
32	14-110	5- 75	52K	-	138K	10	Electric Parts	H2	H	M	M	-	45	1 / 3	9
33	14-110	5- 96	13K	-	53K	23	Electric Parts	H2	H	M	M	-	22	2 / .8	9
34	14-110	5-100	21K	-	108K	15	Electric Parts	H2	H	M	M	Yes H2	50	1 / 7	9
35	11- 30	5- 55	56K	-	115K	7	Lase Technology	H2	H	M	M	-	27	0	10
36	15- 40	4- 74	29K	-	150K	17	Lase Technology	H2	H	M	M	Yes H2	20	1 / 1	9
37	11- 45	5- 45	48K	-	98K	11	Mechanical Parts	H2	H	M	M	-	20	1 / 1	10
38	15- 30	4- 74	22K	-	32K	13	Mechanical Parts	H2	H	M	M	-	92	4 / 4	9
39	14- 50	5- 8	36K	-	81K	11	Metals (Special)	H	H	M	M	-	46	3 / 3	9
40	14- 60	5- 8	19K	-	66K	9	Metals (Special)	H2	H	M	M	-	83	0	9
41	14- 70	5- 10	21K	-	136K	9	Metals (Special)	H	M	M	L	Yes H2	38	1 / 1	9
42	5- 99	3- 44	23K	-	69K	14	Micro Machining	H	M	M	L	-	17	0	10
43	11- 60	5- 25	20K	-	56K	5	Micro Machining	H2	H	M	M	-	85	2 / 2	10
44	11- 70	3- 52	11K	-	72K	19	Micro Machining	H2	H	M	M	Yes H2	65	1 / 1	10
45	11- 75	5- 10	40K	-	98K	7	Micro Machining	H2	H	M	M	-	50	1 / 1	10
46	15- 60	6- 3	6K	-	10K	5E	Micro Machining	H2	H	M	M	-	-	0	9
47	15- 75	6- 4	6K	-	9K	22E	Micro Machining	H2	H	M	M	-	-	0	9
48	15- 80	6- 7	5K	-	10K	4E	Optical Equip.	H2	H	M	M	-	-	0	9
49	15- 86	6- 5	4K	-	17K	22E	Power Units	H2	H	M	M	-	-	0	9
50	15- 90	6- 8	3K	-	17K	8E	Radar Tech.	H2	H	M	M	Yes H2	-	0	9
51	14- 2	3- 8	61K	-	122K	47	Synthetics	H2	H	M	M	-	6	2 / 2	9
52	11- 80	3- 45	9K	-	28K	14	Test Equipment	H	M	L	M	-	96	1 / 1	10
53	11- 90	3- 36	10K	-	32K	10	Test Equipment	H2	H	M	M	-	88	1 / 1	10
54	13- 30	3- 24	49K	-	187K	7	Test Equipment	H2	H	M	M	Yes H2	30	0	9
55	14- 10	3- 9	30K	-	44K	8	Test Equipment	H2	H	M	M	-	82	1 / 1	9
56	14- 80	4- 49	38K	-	179K	22	Test Equipment	H2	H	M	M	Yes H2	46	0	9
57	16- 22	4- 18	25K	-	59K	1	Test Equipment	H2	H	M	M	-	49	1 / 14	9
58	14- 22	2- 95	21K	-	76K	46	Tooling (large)	H	M	L	M	-	37	1 / 1	9
59	14- 22	2-100	23K	-	130K	8	Tooling (small)	H2	H	M	M	Yes H2	6	0	9
60	14- 40	2- 94	22K	-	33K	23	Tooling (small)	H	M	L	M	-	93	2 / 2	9
Subcons															
Trident Lic.															
62	2- 60	5- 14	49K	-	65K	9	Coating Process	H2	H	M	M	-	47	1 / 4	9
63	4- 70	3- 70	13K	-	32K	79	Coating Process	H	H	L	L	-	67	0	9
64	7- 40	5- 78	26K	-	145K	7	Coating Process	H2	H	M	M	Yes H2	18	1 / 5	10
65	1- 80	4- 80	61K	-	86K	32	Chem Synthesis	H2	H	M	M	-	52	0	9
66	3- 0	4- 26	61K	-	108K	16	Chem Synthesis	H2	H	M	M	-	10	1 / 5	9
67	10- 70	2- 73	12K	-	44K	5	Computer Equip	H2	H	M	M	-	87	0	10
68	4- 70	5- 29	67K	-	153K	16	Computer Parts	H	H	M	M	-	14	0	9
69	6- 90	4- 64	57K	-	217K	27	Computer Parts	H2	H	M	M	Yes H2	6	2 / 2	10
70	5- 5	5- 35	50K	-	220K	3	Construction Eq	H2	H	M	M	Yes H2	8	1 / 31	10
71	12- 60	2-105	23K	-	120K	3	Construction	H2	H	M	M	-	85	1 / 8	10
72	10- 90	2- 88	11K	-	34K	6	Elect Instruments	H2	H	M	M	-	65	2 / .8	10
73	4- 80	5- 22	17K	-	38K	3	Electronic Parts	H	H	H	M	-	71	5 / 1	9
74	6- 60	4- 40	8K	-	39K	4	Electronic Parts	H2	H	M	M	-	40	0	10
75	7- 60	2- 51	38K	-	120K	6	Electronic Parts	H	H	L	L	-	60	1 / 9	10
76	10- 60	2- 35	54K	-	76K	36	Electronic Parts	H2	H	M	M	-	15	3 / 4	10
77	11-110	3- 91	49K	-	305K	12	Electronic Parts	H2	H	M	M	Yes H2	29	0	10
78	12- 10	5- 67	19K	-	53K	3	Fuels	H2	H	M	M	-	33	4 / 1	10
79	11- 0	3- 52	42K	-	270K	15	Lase Equipment	H2	H	M	M	Yes H2	29	0	10
80	4-100	5- 13	53K	-	163K	8	Mechanical Parts	H2	H	M	M	Yes H2	24	1 / 4	9
81	7- 70	2- 47	31K	-	160K	10	Metals (specialty)	H2	H	M	M	Yes H2	10	2 / 5	10
82	10- 30	2- 60	13K	-	71K	20	Metals (specialty)	H2	H	M	M	Yes H2	0	2 / 1	10
83	4-105	5- 9	24K	-	36K	2	Micro Machining	H2	H	M	M	-	92	0	9
84	7- 80	3- 42	17K	-	24K	23	Micro Machining	H2	H	M	M	-	84	0	10
85	1- 30	5-104	66K	-	124K	2	Petroleum Exp	H2	H	M	M	-	29	0	9
86	10- 40	2-116	55K	-	300K	18	Power Generator	H2	H	M	M	Yes H2	11	1 / 5	10
87	9- 90	2- 97	50K	-	294K	14	Power Relay	H2	H	M	M	Yes H2	21	1 / 5	10
88	9- 90	3- 28	70K	-	427K	6	Power Receivers	H2	H	M	M	Yes H2	4	1 / 29	10
89	4-110	5- 34	58K	-	180K	3	Shipyard	H2	H	M	M	Yes H2	27	1 / 4	9
90	3- 8	3-110	24K	-	96K	5	Space Cargo	H	H	H	M	Yes H2	17	0	9

E = Evacuated Site

FACILITIES AND COMMUNITIES TABLE / 1

Facility or Community	Location		Population				Primary Function	Bomb Code				Space Port	% Visser	Food Stores	Gang Class
	Zone	Lat.	SC	LC	BM	% Alive		P	M	B	R				
90	7- 52	3- 20	26K	-	120K	22	Synthetics	H2	H	M	M	-	45	2 / 3	10
91	5- 0	5- 38	31K	-	160K	4	Tooling (large)	H2	H	M	M	Yes H2	28	2 / .7	10
92	5- 8	5- 43	9K	-	19K	5	Tooling (large)	H	H	L	L	-	98	2 / 1	10
93	4- 60	5- 46	32K	-	46K	22	Tooling (small)	H2	H	M	M	-	76	1 / 1	9
94	7- 80	2- 47	52K	-	204K	7	Tooling (small)	H2	H	M	M	Yes H2	26	0	10
Subcons Rec. License															
95	10- 40	3- 52	30K	-	90K	9	Advertising	H	H	H	M	-	32	0	10
96	4- 80	5- 18	30K	-	60K	13	Aircraft	H2	H	M	M	-	17	1 / 5	9
97	10- 44	3- 46	11K	-	72K	17	Banking	H2	H	M	M	Yes H2	61	1 / 9	10
98	9- 90	3- 35	8K	-	40K	12	Brutal Vision	H	H	H	M	Yes H2	94	1 / .1	10
99	10- 40	2- 22	35K	-	109K	6	Catering	H2	H	M	M	-	17	2 / 3	10
100	10- 45	3- 33	54K	-	260K	1	Clerical Records	H	H	H	M	Yes H2	7	0	10
101	4-110	4- 95	20K	-	96K	13	Commercial Cargo	H2	H	M	M	Yes H2	38	2 / .9	9
102	4-105	4- 85	29K	-	100K	32	Communications	H2	H	M	M	-	12	0	9
103	12- 40	5- 64	14K	-	33K	7	Entertainment Live	H	H	H	M	-	88	0	10
104	11- 15	2- 60	30K	-	72K	6	Entertainmt Video	H2	H	M	M	-	46	1 / 3	10
105	10- 93	2-101	31K	-	150K	10	Hotel Lodging	H	H	H	M	Yes H2	18	0	10
106	11-110	5- 0	50K	-	300K	7	Hotel Lodging	H	H	H	M	Yes H2	21	1 / 3	10
107	5- 10	4- 72	25K	-	36K	12	Imports (Retail)	H2	H	M	M	Yes H2	90	1 / 1	10
108	5- 50	4- 0	30K	-	90K	6	Imports (Recreatn)	L	L	H	M	Yes H2	70	1 / 3	10
109	10- 52	3- 37	52K	-	280K	3	Legal Services	H	H	H	H	Yes H2	27	1 / 9	10
110 L Resrt	11- 77	4- 61	24K	-	100K	26	Resort Land	H2	H	M	M	Yes H2	48	0	10
111 L Resrt	10- 17	3- 22	37K	-	150K	37	Resort Sea	H2	H	M	M	Yes H2	55	0	10
112 L Resrt	5- 14	4- 80	47K	-	260K	14	Resort Air	H2	H	M	M	Yes H2	24	1 / 9	10
113	9-100	5- 20	22K	-	94K	6	Medical Chem.	H2	H	M	M	-	28	2 / .6	10
114	9-103	5- 20	25K	-	39K	7	Medical Chem.	H2	H	M	M	-	88	1 / .4	10
115	9-105	5- 13	17K	-	76K	16	Medical Equip.	H2	H	M	M	-	78	1 / 3	10
116	9-105	5- 6	58K	-	220K	6	Medical Equip.	H2	H	M	M	Yes H2	18	3 / 5	10
117	9-110	5- 2	25K	-	33K	7	Medical Supplies	H2	H	M	M	-	83	1 / 2	10
118	9-115	5- 5	26K	-	39K	8	Medical Supplies	H2	H	M	M	-	53	1 / 2	10
Pwr Subcon Substations															
1	N Pole		80	-	200	100	Pwr Gen Site	N	N	N	N	-	-	*2M	11
2	S Pole		80	-	200	0	Pwr Gen Site	N	N	N	N	-	-	0	11
3	3- 31	2- 50	40	-	80	57	PRS Storage Yard	L	L	L	-	-	-	0	11
4	14- 53	2-103	40	-	80	2	PRS Storage Yard	H	H	H	-	-	-	0	11
5	16- 44	5- 0	150	-	40	2	PRS Storage Yard	H	H	H	-	-	-	0	11
6	4-100	5- 10	300	-	150	2	PRS Clerical	H	H	H	-	-	-	0	11
7	9- 90	4-106	15K	-	1K	1	PRS Clerical	H	H	H	-	-	99	0	11
8	14- 80	5- 93	300	-	150	4	PRS Clerical	H	H	H	-	-	-	0	11
Naval Subcon Substation															
1	4-110	5- 7	400	-	50	5	Naval Service	H2	H	M	-	-	-	1 / 1	11
2	5- 30	3-103	400	-	50	12	Naval Service	H	M	M	-	-	-	0	11
3	9- 90	4- 35	8K	-	3K	4	Naval Service	H2	H	M	-	-	77	0	11
4	13- 74	2- 56	400	-	50	3	Naval Service	H2	H	M	-	-	-	0	11
5 L Resort	7- 70	5- 84	1K	3K	14K	9	Naval Resort	H2	H	M	M	-	-	0	12
6 L Resort	7-104	4- 44	250	750	9K	1	Naval Resort	H2	H	M	M	-	99	0	12
7 L Resort	8- 13	3- 74	500	2K	6K	6	Naval Resort	H2	H	M	M	-	88	0	12
8 L Resort	10- 17	4-101	1K	3K	50K	12	Naval Resort	H2	H	M	M	-	55	1 / 3	12
9 L Resort	11- 69	3- 76	200	800	8K	1	Naval Resort	H2	H	M	M	-	99	1 / .8	12
10 L Resort	12- 50	5- 2	600	2K	21K	10	Naval Resort	H2	H	M	M	-	66	0	12
11 L Resort	12- 66	3- 88	800	3K	9K	2	Naval Resort	H2	H	M	M	-	99	0	12
12 L Resort	16- 74	3- 23	1K	2K	38K	19	Naval Resort	H2	H	M	M	-	84	0	12
Air Subcon Substation															
1	1- 50	4- 12	11K	3K	15K	4	Air Service	H	M	L	M	-	99	1 / 1	12
2	10- 30	3- 37	5K	3K	39K	15	Air Service	H	M	L	H	-	35	1 / 2	12
3	10- 80	5- 0	7K	3K	22K	20	Air Service	H2	H	M	M	-	66	0	12
4 L Resort	1- 60	4- 6	200	600	3K	12	Air Resort	H2	H	M	M	-	97	0	12
5 L Resort	4- 4	4- 42	250	600	7K	16	Air Resort	H2	H	M	M	-	83	1 / 1	12
6 L Resort	8- 3	5- 45	800	2K	34K	7	Air Resort	H2	H	M	M	-	89	1 / 2	12
7 L Resort	9- 3	2- 84	300	1K	8K	4	Air Resort	H2	H	M	M	-	99	0	12
8 L Resort	13- 48	3- 52	600	2K	13K	2	Air Resort	H2	H	M	M	-	99	0	12
9 L Resort	13- 63	4-102	1K	3K	15K	13	Air Resort	H2	H	M	M	-	99	0	12
10 L Resort	15- 15	4- 80	200	650	6K	35	Air Resort	H2	H	M	M	-	64	0	12

FACILITIES AND COMMUNITIES TABLE / 1

Facility or Community	Location		Population				Primary Function	Bomb Code				Space Port	% Visser	Food Stores	Gang Class
	Zone	Lat.	SC	LC	BM	% Alive		P	M	B	R				
Large Resorts															
1	N Pole		800	2K	13K	3	Glacier Climbing	N	-	N	N	-	77	2 / 12	12
2	2- 10	4- 43	3K	3K	16K	64	Amusement Park	N	-	N	N	-	90	2 / 2	12
3	3- 4	3- 15	3K	200	800	100	Back to Nature	N	-	N	N	-	-	*3W	12
4	3- 41	3- 94	4K	600	2K	100	Leisure	N	-	N	N	-	-	*4W	12
5	3- 52	5- 92	3K	400	2K	36	Gambling	N	-	N	N	-	-	1 / 4	12
6	3- 71	5- 40	2K	200	2K	100	Skiing	N	-	N	N	-	-	*9W	12
7	4- 10	4- 1	400	600	2K	83	Beauty Farm	N	-	N	N	-	-	1 / 6	12
8	4- 55	3- 63	1K	600	2K	85	Leisure	N	-	N	N	-	-	1 / 3	12
9	4- 70	2-109	2K	200	1K	72	Gambling	N	-	N	N	-	-	2 / 2	12
10	5- 15	5- 21	10K	200	14K	41	Amusement Park	N	-	N	N	-	55	5 / 2	12
11	5- 14	2- 46	7K	1K	18K	70	Leisure	N	-	N	N	-	54	3 / 5	12
12	5- 25	2-106	1K	350	3K	100	Historic Moments	N	-	N	N	-	-	*2W	12
13	7- 29	5- 78	2K	900	8K	35	Leisure	N	-	N	N	-	-	1 / 7	12
14	7- 58	6- 52	500	2K	4K	5	Cross Country Ski	N	-	N	N	-	-	1 / 3	12
15	8- 1	6- 21	2K	3K	8K	5	Shopping Mall	N	-	N	N	-	-	1 / 9	12
16	8- 66	2- 26	2K	900	7K	60	Mineral Springs	N	-	N	N	-	-	1 / 6	12
17	8- 98	6-113	10K	3K	27K	5	Ice Riggers	N	-	N	N	-	41	3 / 11	12
18	10- 28	3- 52	9K	3K	13K	72	Dinopark	N	-	N	N	-	73	1 / 1	12
19	10- 68	4- 16	3K	600	2K	94	Leisure	N	-	N	N	-	-	1 / 4	12
20	10- 99	1- 80	400	300	2K	26	Mister Beak's	N	-	N	N	-	-	1 / 5	12
21	13- 16	2-114	200	2K	7K	60	Sporting Events	N	-	N	N	-	-	1 / 2	12
22	14- 4	3- 34	2K	3K	14K	60	Performing Arts	N	-	N	N	-	70	1 / 3	12
23	14- 54	2-106	2K	2K	10K	94	Leisure	N	-	N	N	-	74	2 / 2	12
24	14- 80	5- 92	300	1K	7K	35	Leisure	N	-	N	N	-	-	1 / 3	12
Small Resorts															
1	1- 10	3- 40	1K	30	400	81	Performing Arts	N	-	N	N	-	-	0	12
2	1- 92	4- 50	540	20	500	76	Leisure	N	-	N	N	-	-	0	12
3	1-100	2-100	150	140	1K	100	Child Care Camp	N	-	N	N	-	-	*1M	12
4	2- 60	3- 54	50	10	90	99	Self Quest	N	-	N	N	-	-	0	12
5	2- 90	3- 8	200	20	130	96	Rehabilitation	N	-	N	N	-	-	*1M	12
6	2-100	5- 10	90	15	200	100	Corp Hideaway	N	-	N	N	-	-	*4M	12
7	3- 20	2- 71	450	30	400	100	Polo Club	N	-	N	N	-	-	*4M	12
8	3- 50	3- 4	50	8	400	100	Backpacking	N	-	N	N	-	-	*2M	12
9	3- 60	4- 60	150	20	400	100	Retreat	N	-	N	N	-	-	*2M	12
10	3- 70	4- 20	200	44	400	100	Rock Climbing	N	-	N	N	-	-	*1M	12
11	4- 20	3-115	1K	13	400	99	Corp Hideaway	N	-	N	N	-	-	1 / 2	12
12	4- 90	4- 20	400	35	130	99	River Rafting	N	-	N	N	-	-	0	12
13	4-110	2- 98	900	35	150	100	Corp Hideaway	N	-	N	N	-	-	*1M	12
14	4-115	2- 48	500	10	200	100	Leisure	N	-	N	N	-	-	*3M	12
15	5- 10	4- 40	500	100	1K	95	Corp Hideaway	N	-	N	N	-	-	0	12
16	5- 40	3- 20	200	110	500	92	Fat Farm	N	-	N	N	-	-	0	12
17	5- 90	4- 41	240	20	1K	95	Corp Hideaway	N	-	N	N	-	-	0	12
18	6- 76	4- 11	500	50	600	84	Nature Retreat	N	-	N	N	-	-	1 / 4	12
19	6-115	4- 55	440	130	1K	94	Execuserve	N	-	N	N	-	-	1 / 4	12
20	7- 30	5- 74	1K	210	900	36	Backpacking	N	-	N	N	-	-	1 / 2	12
21	7- 50	5- 74	1K	220	800	42	Retreat	N	-	N	N	-	-	1 / 2	12
22	7-110	3- 40	280	170	600	97	Jungle Gym	N	-	N	N	-	-	0	12
23	7-111	2- 92	1K	90	500	55	Nina's Pickup Bar	N	-	N	N	-	-	0	12
24	8- 20	5- 30	2K	50	1K	38	Gambling	N	-	N	N	-	-	0	12
25	8- 30	3- 92	900	110	2K	71	Hunting	N	-	N	N	-	-	0	12
26	8- 80	2- 10	2K	210	600	55	Skiing	N	-	N	N	-	-	1 / 2	12
27	9- 40	6- 90	400	110	2K	5	Hunting	N	-	N	N	-	-	0	12
28	9- 50	3- 40	1K	40	2K	86	Retreat	N	-	N	N	-	-	0	12
29	9- 96	4- 34	1K	30	2K	86	Leisure	N	-	N	N	-	-	1 / 1	12
30	9-110	2- 33	90	70	2K	67	River Rafting	N	-	N	N	-	-	0	12
31	10- 24	5- 26	630	90	1670	44	Nature Studies	N	-	N	N	-	-	0	12
32	10- 31	3- 21	170	110	1930	99	Equestrian	N	-	N	N	-	-	0	12
33	10- 80	4- 29	200	160	800	94	Botanical Park	N	-	N	N	-	-	0	12
34	10-100	3- 78	1400	260	620	89	Leisure	N	-	N	N	-	-	0	12
35	11- 42	3- 70	330	50	730	97	Deep Sea Fishing	N	-	N	N	-	-	0	12
36	11- 92	4- 27	50	10	90	99	Retreat	N	-	N	N	-	-	1 / 5	12
37	12- 5	4- 50	2020	55	1070	85	Backpacking	N	-	N	N	-	-	1 / 1	12
38	12- 62	5- 4	400	95	2130	46	Writers Guild	N	-	N	N	-	-	1 / 2	12
39	12- 75	3- 73	1740	85	1690	93	Hunting	N	-	N	N	-	-	1 / 1	12
40	13- 20	3- 37	620	180	630	86	Health Spa	N	-	N	N	-	-	0	12
41	13- 70	4- 95	420	40	840	69	Rock Climbing	N	-	N	N	-	-	0	12
42	14- 23	3- 36	270	60	1030	98	Tennis and Golf	N	-	N	N	-	-	0	12
43	14- 42	2- 95	1230	55	550	60	Deep Sea Fishing	N	-	N	N	-	-	0	12
44	14- 80	3- 16	640	165	2200	78	Nature Retreat	N	-	N	N	-	-	0	12

* Food Stores in Months (M) for the entire community

FACILITIES AND COMMUNITIES TABLE / 1

Facility or Community	Location		Population				Primary Function	Bomb Code				Space Port	% Visser	Food Stores	Gang Class
	Zone	Lat.	SC	LC	BM	% Alive		P	M	B	R				
Small Resorts															
45	14-100	5- 0	1130	70	1330	34	Backpacking	N	-	N	N	-	-	0	12
46	15- 0	4- 84	1260	50	1840	69	Beach Houses	N	-	N	N	-	-	1 / 1	12
47	15- 50	4-102	120	250	2290	80	Spelunking	N	-	N	N	-	-	0	12
48	15- 88	4-110	1570	140	2120	85	Leisure	N	-	N	N	-	-	0	12
49	15-100	4- 28	770	160	800	11	Floating Bar	N	-	N	N	-	-	0	12
50	16- 10	3- 28	80	200	1980	84	Astronomy	N	-	N	N	-	-	1 / .6	12
Landcaste Communities															
Concord	2- 15	3- 15	-	70K	14K	85	Residential	-	H	M	L	-	26	1 / .8	13
Creighton	2- 69	5- 1	-	85K	17K	40	Residential	-	H	M	L	-	42	1 / 3	13
Derry	3-110	3- 90	-	50K	10K	79	Residential	-	H	M	L	-	24	2 / 3	13
Midpoint	5- 32	4- 61	-	55K	90K	84	Residential	-	H	M	L	-	60	1 / 3	14
Hawthorn	7- 44	2- 84	-	65K	105K	40	Residential	-	H	M	L	-	63	0	14
Calais	7-115	5- 67	-	55K	90K	32	Residential	-	H	M	L	-	69	1 / .9	14
Jersey	9- 33	4-116	-	75K	120K	34	Residential	-	H	M	L	-	23	0	14
Belden	9-107	5-112	-	45K	75K	35	Residential	-	H	M	L	-	68	0	14
Irvine	11- 4	2- 40	-	31K	68K	46	Residential	-	H	M	L	-	61	1 / .3	14
York	11- 89	3-113	-	33K	68K	57	Residential	-	H	M	L	-	85	0	14
Allen	13- 66	4- 38	-	45K	8K	50	Residential	-	M	H	M	-	85	0	13
Pierce	16- 36	3- 23	-	75K	15K	70	Residential	-	H	M	L	-	54	4 / .5	13
Landcaste Prisons															
1	1- 15	5- 0	1600	600	200	100	SC & LC Prison	N	N	-	-	-	-	*2M	Spec
2	12- 42	2-112	120	300	400	100	Bondsmen Court	N	N	N	-	-	-	SS	Spec
3	13- 84	3- 34	-	100	200	100	BM Prison	N	N	-	-	-	-	*34M	Spec
Bondsmen Communities															
1	1- 29	4- 56	-	825	265K	55	Utility Parts	H	M	L	L	-	32	4 / 6	16
2	1- 42	5- 93	-	625	240K	13	Waste Control	H	M	L	L	-	93	3 / 7	15
3	1- 46	3- 74	-	825	265K	26	Electric Parts	M	M	H	M	-	91	0	16
4	2- 5	2- 86	-	365	280K	47	Meat Packing	H	M	L	L	-	80	2 / 5	15
5	2- 65	4- 30	-	825	200K	72	Chemicals Civil	H	M	L	L	-	76	1 / 12	16
6	2- 76	3- 75	-	365	260K	15	Lumber / Paper	H	M	L	L	-	92	1 / 4	15
7	2-117	5- 24	-	825	265K	17	Electric Parts	H	M	L	L	-	92	1 / 15	16
8	3- 55	4- 32	-	365	250K	39	Textiles	H	M	L	L	-	91	3 / 3	15
9	3- 68	2- 70	-	825	240K	24	Consumer Goods	H	M	L	L	-	87	3 / 5	16
10	3- 78	3-102	-	1236	190K	34	Chemical Indust.	H	M	L	L	-	95	1 / 11	16
11	4- 2	2-114	-	365	280K	16	Food Processing	H	M	L	L	-	80	1 / 33	15
12	4- 33	4- 74	30	1360	240K	27	Metal Foundry	H	M	L	L	-	95	4 / 5	16
13	4- 43	5- 24	-	985	260K	14	Machining	H	M	L	L	-	93	5 / 5	16
14	4- 84	2- 75	-	625	220K	43	Clothing	H	M	L	L	-	79	1 / 13	15
15	4- 94	4- 56	-	625	260K	36	Paper Products	H	M	L	L	-	37	1 / 30	15
16	5- 44	4- 19	-	2950	120K	9	Assembly	H	M	L	L	-	97	3 / 4	17
17	5- 74	3- 40	-	3450	120K	15	Chemical Indust.	H	M	L	L	-	95	1 / 5	17
18	6- 6	4- 56	-	3950	120K	9	Petroleum Ref.	H	M	L	L	-	97	0	17
19	7- 52	2-103	-	2450	145K	12	Clothing	H	M	L	L	-	91	3 / 6	17
20	7- 60	6- 32	-	1950	185K	6	Paper Products	H	M	L	L	-	61	3 / 7	17
21	7- 62	5-114	-	2450	165K	9	Lumber (raw)	H	M	L	L	-	70	4 / 4	17
22	8- 38	2- 69	-	1950	175K	23	Textiles	H	M	L	L	-	84	3 / 3	17
23	8- 48	5- 12	-	2950	120K	10	Assembly	H	H	H	L	-	89	0	17
24	8- 52	5- 98	-	2950	185K	11	Machining	H	M	L	L	-	78	1 / 15	17
25	8- 52	3- 48	-	2950	185K	15	Machining	H	M	L	L	-	93	2 / 7	17
26	8- 90	1- 60	-	3950	120K	3	Petroleum Ref.	H	M	L	L	-	98	1 / 23	17
27	8-114	2- 24	-	2950	120K	13	Assembly	H	M	L	L	-	89	4 / 4	17
28	9- 18	6- 72	-	3450	125K	7	Chemical Indust.	H	M	L	L	-	71	1 / 23	17
29	9- 46	5- 68	-	2950	200K	17	Sporting Goods	H	M	L	L	-	56	1 / 32	17
30	9- 42	3- 3	-	2950	200K	26	Housewares	H	M	L	L	-	30	2 / 16	17
31	9- 47	3- 90	-	2950	200K	21	Assembly	H	M	L	L	-	62	4 / 8	17
32	9-115	5- 47	-	2950	185K	15	Machining	H	M	L	L	-	63	3 / 3	17
33	10- 54	5- 4	-	2950	165K	14	Chemical Civil	H	M	L	L	-	64	3 / 3	17
34	10- 65	2- 90	-	3460	140K	17	Chemical Indust.	H	M	L	L	-	89	2 / 12	17
35	11- 9	5- 78	-	2950	165K	17	Assembly	H	M	L	L	-	78	0	17
36	11- 26	2- 98	-	2950	145K	23	Machining	H	M	L	L	-	52	1 / 5	17
37	11- 48	3-108	-	2950	165K	44	Assembly	H	M	L	L	-	31	3 / 4	17
38	11- 88	4- 96	-	3450	185K	67	Vehicles	L	L	H	M	-	65	0	17

* Food Stores in Months (M) or Weeks (W) for the entire community

Spec = see Chapter 5 for details

FACILITIES AND COMMUNITIES TABLE / 1

Facility or Community	Location		Population				Primary Function	Bomb Code				Space Port	% Visser	Food Stores	Gang Class
	Zone	Lat.	SC	LC	BM	% Alive		P	M	B	R				
Bondsmen Communities															
39	11-110	4- 35	-	2950	165K	29	Assembly	H	M	L	L	-	82	3 / 5	17
40	12- 5	3- 25	-	1450	80K	74	Food Processing	N	N	N	N	-	87	SS	17
41	13- 21	4- 71	-	1236	235K	32	Chemical Ind.	H	M	L	L	-	94	3 / 5	16
42	13- 76	5- 28	-	985	280K	34	Machining	H	M	L	L	-	52	2 / 5	16
43	14- 47	4-112	30	1360	240K	26	Metal Foundry	H	M	L	L	-	51	2 / 4	16
44	14- 52	4- 40	-	1236	220K	1	Chemical Ind.	H	M	L	L	-	53	1 / 25	16
45	15- 24	5- 4	-	365	170K	13	Produce	M	M	H	M	-	92	*3M	15
46	16- 30	4-107	-	365	280K	41	Construction Mat.	H	M	L	L	-	38	4 / 8	15
47	16- 32	4- 5	-	1360	240K	32	Petrol Refining	H	M	L	L	-	83	4 / 5	16
48	16- 64	4- 50	-	985	280K	31	Plastics	H	M	L	L	-	93	1 / 16	16
Remote Farms															
1	3- 10	3- 60	-	20	-	100	Farming	N	-	-	-	-	-	*7W	13
2	3- 30	3- 50	-	20	-	100	Farming	N	-	-	-	-	-	*6W	Spec
3	3- 50	3- 80	-	20	-	100	Farming	N	-	-	-	-	-	*4W	13
4	3- 70	3- 20	-	20	-	100	Farming	N	-	-	-	-	-	*6W	13
5	3- 80	3-110	-	20	-	40	Farming	N	-	-	-	-	95	15 / *5W	16
6	3- 90	3-106	-	20	-	100	Farming	N	-	-	-	-	24	3 / *7W	13
7	3-110	3- 0	-	20	-	90	Farming	N	-	-	-	-	80	6 / *5W	15
8	3-115	2-108	-	20	-	88	Farming	N	-	-	-	-	80	6 / *6W	15
9	4- 5	2-115	-	20	-	86	Farming	N	-	-	-	-	80	6 / *6W	15
10	4- 10	2-110	-	20	-	89	Farming	N	-	-	-	-	80	6 / *6W	15
11	4- 12	3- 85	-	20	-	100	Farming	N	-	-	-	-	24	2 / *3W	13
12	4- 60	2- 88	-	20	-	90	Farming	N	-	-	-	-	79	6 / *5W	15
13	4- 65	3- 73	-	20	-	97	Farming	N	-	-	-	-	67	*5W	9
14	4- 80	3- 22	-	20	-	100	Farming	N	-	-	-	-	-	*7W	13
15	4- 91	2- 68	-	20	-	93	Farming	N	-	-	-	-	79	14 / *7W	15
16	9- 10	2- 80	-	60	640	100	Farming	N	-	-	-	-	-	SS	Spec
17	9- 20	2- 80	-	60	640	100	Farming	N	-	-	-	-	-	SS	Spec
18	9- 30	2- 72	-	60	640	100	Farming	N	-	-	-	-	-	SS	Spec
19	9- 40	2- 66	-	60	640	100	Farming	N	-	-	-	-	-	SS	Spec
20	9- 50	2- 67	-	60	640	100	Farming	N	-	-	-	-	-	SS	Spec
21	9- 60	2- 60	-	60	640	100	Farming	N	-	-	-	-	-	SS	Spec
22	10- 10	2- 32	-	60	640	100E	Farming	N	-	-	-	-	-	*4W	-
23	10- 20	2- 28	-	60	640	100E	Farming	N	-	-	-	-	-	*5W	Spec
24	10- 30	2- 27	-	60	640	100E	Farming	N	-	-	-	-	-	*6W	Spec
25	10- 40	2- 24	-	60	640	100E	Farming	N	-	-	-	-	-	*5W	-
26	10- 80	2- 4	-	60	640	100E	Farming	N	-	-	-	-	-	*6W	-
27	10- 85	2- 2	-	60	640	100E	Farming	N	-	-	-	-	-	*4W	-
28	10- 91	2- 23	-	60	640	100E	Farming	N	-	-	-	-	-	*6W	-
29	12- 5	3- 25	-	60	640	100	Farming	N	-	-	-	-	-	SS	16
30	12- 42	2-112	-	60	640	100	Farming	N	-	-	-	-	-	SS	Spec
Remote Fishing Operation															
1	9- 70	3- 16	-	60	600	90	Fishing / Seafood	N	-	-	-	-	-	-	10
2	9- 92	2- 95	-	60	600	68	Fishing / Seafood	N	-	-	-	-	-	-	10
3	10- 6	3- 17	-	60	600	72	Fishing / Seafood	N	-	-	-	-	-	-	10
4	10- 36	2- 90	-	60	600	62	Fishing / Seafood	N	-	-	-	-	-	-	16
5	10- 62	2- 72	-	60	600	63	Fishing / Seafood	N	-	-	-	-	-	-	16
6	10- 80	2- 36	-	60	600	68	Fishing / Seafood	N	-	-	-	-	-	-	14
7	11- 10	2- 60	-	60	600	54	Fishing / Seafood	N	-	-	-	-	-	-	14
8	11- 14	2- 93	-	60	600	61	Fishing / Seafood	N	-	-	-	-	-	-	16
9	11- 43	3- 99	-	60	600	96	Fishing / Seafood	N	-	-	-	-	-	-	16
10	11- 90	3-106	-	60	600	87	Fishing / Seafood	N	-	-	-	-	-	-	14
Remote Ranching Operation															
1	7- 80	2- 94	-	60	600	100	Meat / Poultry	N	-	-	-	-	-	*3M	16
2	8- 14	2- 84	-	60	600	100	Meat / Poultry	N	-	-	-	-	-	*2M	16
3	8- 24	2- 73	-	60	600	100	Meat / Poultry	N	-	-	-	-	-	*4M	16
4	9- 40	6- 55	-	35	240	99	Meat / Poultry	N	-	-	-	-	-	SS	Spec
5	9- 60	6- 35	-	35	240	88	Meat / Poultry	N	-	-	-	-	-	SS	Spec
6	9- 80	6- 27	-	35	240	97	Meat / Poultry	N	-	-	-	-	-	SS	Spec

* Food Stores in Months (M) or Weeks (W) for the entire community

SS = Self Sufficient

E = Evacuated

WORLD ATLAS TABLE / 2

Zone Lat	Site	Zone Lat	Site	Zone Lat	Site	Zone Lat	Site
Zn 1 Lat 2 1-100 2-100	Small Resort 3	Zn 3 Lat 3 3- 80 3-110 3- 90 3-106 3-110 3- 90 3-110 3- 0	Remote Farm 5 Remote Farm 6 LC Derry Remote Farm 7	Zn 5 Lat 3 5- 26 3- 82 5- 30 3-103 5- 33 3-111 5- 35 3- 58 5- 40 3- 20 5- 40 3- 85 5- 74 3- 40 5- 99 3- 44	Law Enforcement 2 Naval Substation 2 Scan Matrix Subcon 5 Small Resort 16 Subcon 22 Bondsman 17 Subcon 42	Zn 8 Lat 1 8- 90 1- 60	Bondsman 26
Zn 1 Lat 3 1- 10 3- 40 1- 46 3- 74 1- 79 3- 31	Small Resort 1 Bondsman 3 Surrogate Diamond	Zn 3 Lat 4 3- 0 4- 26 3- 20 4- 8 3- 55 4- 32 3- 60 4- 60 3- 70 4- 20 3- 86 4- 32	Subcon 65 TSF 2nd Reg 1st Bt Bondsman 8 Small Resort 9 Small Resort 10 ISF 27th Reg 1st Bt	Zn 5 Lat 4 5- 10 4- 40 5- 10 4- 72 5- 14 4- 80 5- 32 4- 61 5- 44 4- 19 5- 50 4- 0 5- 54 4- 36 5- 90 4- 41	Small Resort 15 Subcon 107 Subcon 112 LR LC Midpoint Bondsman 16 Subcon 108 Trident Artesia Small Resort 17	Zn 8 Lat 2 8- 4 2- 20 8- 14 2- 84 8- 24 2- 73 8- 38 2- 69 8- 66 2- 26 8- 80 2- 10 8-114 2- 24	TSF 9th Reg 3rd Bt Ranching Site 2 Ranching Site 3 Bondsman 22 Large Resort 16 Small Resort 26 Bondsman 27
Zn 1 Lat 4 1- 15 4-110 1- 26 4-114 1- 29 4- 56 1- 38 4- 28 1- 50 4- 12 1- 60 4- 6 1- 80 4- 80 1- 90 4- 50 1- 92 4- 50 1-115 4- 38	Subcon 1 TSF 8th Reg 2nd Bt Bondsman 1 Trident Deerfield Air Substation 1 Air Substn 4 LR Subcon 64 Subcon 17 Small Resort 2 Law Enforcement 1	Zn 3 Lat 5 3- 52 5- 92 3- 71 5- 40	Large Resort 5 Large Resort 6	Zn 5 Lat 5 5- 0 5- 38 5- 5 5- 35 5- 8 5- 43 5- 15 5- 21	Subcon 91 Subcon 69 Subcon 92 Large Resort 10	Zn 8 Lat 3 8- 13 3- 74 8- 30 3- 92 8- 52 3- 48 8- 91 3- 0 8-116 3- 16	Naval Substn 7 LR Small Resort 25 Bondsman 25 TSF 2nd Reg 2nd Bt RMBK Startouch
Zn 1 Lat 5 1- 15 5- 0 1- 30 5-104 1- 42 5- 93	LC Prison 1 Subcon 84 Bondsman 2	Zn 4 Lat 2 4- 2 2-114 4- 5 2-115 4- 10 2-110 4- 60 2- 88 4- 70 2-109 4- 84 2- 75 4- 91 2- 68 4-100 2- 55 4-110 2- 98 4-115 2- 48	Bondsman 11 Remote Farm 9 Remote Farm 10 Remote Farm 12 Large Resort 9 Bondsman 14 Remote Farm 15 Subcon 21 Small Resort 13 Small Resort 14	Zn 6 Lat 4 6- 6 4- 56 6- 60 4- 40 6- 76 4- 11 6- 90 4- 64 6- 90 4- 66 6- 98 4- 18 6-115 4- 55	Bondsman 18 Subcon 73 Small Resort 18 Subcon 68 Subcon 23 ORCA Ground 2 Small Resort 19	Zn 8 Lat 5 8- 3 5- 45 8- 20 5- 30 8- 48 5- 12 8- 52 5- 98 8- 75 5- 10	Air Substn 6 LR Small Resort 24 Bondsman 23 Bondsman 24 Subcon 24
Zn 2 Lat 2 2- 5 2- 86	Bondsman 4	Zn 4 Lat 3 4- 12 3- 85 4- 20 3-115 4- 55 3- 63 4- 65 3- 73 4- 70 3- 70 4- 80 3- 22	Remote Farm 11 Small Resort 11 Large Resort 8 Remote Farm 13 Subcon 62 Remote Farm 14	Zn 7 Lat 2 7- 44 2- 84 7- 52 2-103 7- 60 2- 51 7- 64 2- 66 7- 70 2- 47 7- 80 2- 47 7- 80 2- 94 7-111 2- 92	LC Hawthorn Bondsman 19 Subcon 74 Law Enforcement 3 Subcon 80 Subcon 94 Ranch Site 1 Small Resort 23	Zn 8 Lat 6 8- 1 6- 21 8- 98 6-113	Large Resort 15 Large Resort 17
Zn 2 Lat 3 2- 14 3-112 2- 15 3- 15 2- 60 3- 54 2- 76 3- 75 2- 90 3- 8 2-110 3- 90	TSF 8th Reg 1st Bt LC Concord Small Resort 4 Bondsman 6 Small Resort 5 Subcon 19	Zn 4 Lat 4 4- 4 4- 42 4- 10 4- 1 4- 33 4- 74 4- 74 4- 0 4- 90 4- 20 4- 94 4- 56 4-105 4- 75 4-105 4- 76 4-105 4- 85 4-106 4- 76 4-110 4- 95 4-117 4-115	Air Substn 5 LR Large Resort 7 Bondsman 12 Space Launch 1 Small Resort 12 Bondsman 15 7th Imp Guard LZ Space Tracking Imp Comm Center Subcon 102 ISS Headquarters Subcon 101 Scan RA1	Zn 7 Lat 3 7- 50 3- 0 7- 52 3- 20 7- 80 3- 42 7- 96 3- 56 7-110 3- 40	Subcon 6 Subcon 90 Subcon 83 ISF 27th Rg 2nd Bt Small Resort 22	Zn 9 Lat 2 9- 3 2- 84 9- 10 2- 80 9- 20 2- 80 9- 30 2- 72 9- 40 2- 66 9- 50 2- 67 9- 60 2- 60 9- 90 2- 97 9- 92 2- 95 9-110 2- 33	Air Substn 7 LR Remote Farm 16 Remote Farm 17 Remote Farm 18 Remote Farm 19 Remote Farm 20 Remote Farm 21 Subcon 86 Fishing Site 2 Small Resort 30
Zn 2 Lat 4 2- 10 4- 43 2- 40 4- 0 2- 60 4- 30 2- 65 4- 30 2- 96 4- 0	Large Resort 2 ORCA Ground 1 Subcon 18 Bondsman 5 RMBK Crestview	Zn 4 Lat 5 4- 18 5- 71 4- 43 5- 24 4- 60 5- 46 4- 70 5- 29 4- 80 5- 18 4- 80 5- 22 4-100 5- 10 4-100 5- 13 4-105 5- 9 4-110 5- 7 4-110 5- 34	Surrogate Holman Bondsman 13 Subcon 93 Subcon 67 Subcon 96 Subcon 72 Power Substn 6 Subcon 79 Subcon 82 Naval Substation 1 Subcon 88	Zn 7 Lat 4 7-104 4- 44	Naval Substn 6 LR	Zn 9 Lat 3 9- 42 3- 3 9- 47 3- 90 9- 50 3- 40 9- 70 3- 16 9- 90 3- 28 9- 90 3- 35	Bondsman 30 Bondsman 31 Small Resort 28 Fishing Site 1 Subcon 87 Subcon 98
Zn 2 Lat 5 2- 6 5- 44 2- 60 5- 14 2- 69 5- 1 2-100 5- 10 2-117 5- 24	Surrogate OINC Subcon 61 LC Creighton Small Resort 6 Bondsman 7	Zn 5 Lat 2 5- 14 2- 46 5- 25 2-106	Large Resort 11 Large Resort 12	Zn 7 Lat 5 7- 29 5- 78 7- 30 5- 74 7- 40 5- 78 7- 50 5- 74 7- 62 5-114 7- 70 5- 84 7-115 5- 67	Large Resort 13 Small Resort 20 Subcon 63 Small Resort 21 Bondsman 21 Naval Substn 5 LR LC Calais	Zn 9 Lat 4 9- 33 4-116 9- 74 4-110 9- 81 4- 0 9- 90 4- 35 9- 90 4-106 9- 96 4- 34	LC Jersey Trident Sterling City Space Launch 2 Naval Substation 3 Power Substation 7 Small Resort 29
Zn 3 Lat 2 3- 20 2- 71 3- 31 2- 50 3- 33 2-118 3- 42 2- 50 3- 68 2- 70 3-115 2-108	Small Resort 7 Power Substn 3 Trident Topaz Trident Sunrise Bondsman 9 Remote Farm 8			Zn 7 Lat 6 7- 6 6- 12 7- 58 6- 52 7- 60 6- 32 7- 78 6- 54	Surrogate Skyhawk Large Resort 14 Bondsman 20 Trident Victoria	Zn 9 Lat 5 9- 46 5- 68 9-100 5- 20 9-103 5- 20 9-105 5- 13 9-105 5- 6 9-107 5-112 9-110 5- 0 9-110 5- 2 9-115 5- 5 9-115 5- 47 9-116 5- 0	Bondsman 29 Subcon 113 Subcon 114 Subcon 115 Subcon 116 LC Belden Subcon 25 Subcon 117 Subcon 118 Bondsman 32 Scan Chemex
Zn 3 Lat 3 3- 4 3- 15 3- 8 3-110 3- 10 3- 60 3- 30 3- 40 3- 30 3- 50 3- 41 3- 94 3- 50 3- 4 3- 50 3- 80 3- 52 3- 24 3- 70 3- 20 3- 78 3-102	Large Resort 3 Subcon 89 Remote Farm 1 Subcon 20 Remote Farm 2 Large Resort 4 Small Resort 8 Remote Farm 3 TSF 8th Reg 3rd Bt Remote Farm 4 Bondsman 10						

Zone Lat	Site	Zone Lat	Site	Zone Lat	Site	Zone Lat	Site
Zn 9 Lat 6 9- 18 6- 72 9- 40 6- 55 9- 40 6- 90 9- 60 6- 35 9- 80 6- 27	Bondsmen 28 Ranch Site 4 Small Resort 27 Ranching Site 5 Ranching Site 6	Zn 11 Lat 3 11- 69 3- 76 11- 70 3- 52 11- 80 3- 45 11- 89 3-113 11- 90 3- 36 11- 90 3-106 11-110 3- 91	Naval Substn 9 LR Subcon 44 Subcon 52 LC York Subcon 53 Fishing Site 10 Subcon 76	Zn 13 Lat 3 13- 61 3- 86 13- 84 3- 34	Surrogate Granger LC Prison 3	Zn 15 Lat 5 15- 4 5- 72 15- 8 5- 20 15- 15 5- 8 15- 24 5- 4	TSF 1st Reg 2nd Bt Subcon 3 Subcon 2 Bondsmen 45
Zn 10 Lat 1 10- 99 1- 80	Large Resort 20	Zn 11 Lat 4 11- 70 4- 18 11- 77 4- 61 11- 88 4- 96 11- 91 4- 81 11- 92 4- 27 11-110 4- 35	Law Enforcement 5 Subcon 110 LR Bondsmen 38 TSF 2nd Reg 3rd Bt Small Resort 36 Bondsmen 39	Zn 13 Lat 4 13- 21 4- 71 13- 28 4-110 13- 55 4-100 13- 63 4-102 13- 66 4- 38 13- 70 4- 95 13-116 4- 46	Bondsmen 41 TSF 9th Reg 1st Bt SC Mining Site 1 Air Substn 9 LR LC Allen Small Resort 41 Law Enforcement 6	Zn 15 Lat 6 15- 60 6- 3 15- 75 6- 4 15- 80 6- 7 15- 86 6- 5 15- 90 6- 8	Subcon 46 Subcon 47 Subcon 48 Subcon 49 Subcon 50
Zn 10 Lat 2 10- 2 2- 85 10- 10 2- 32 10- 20 2- 28 10- 30 2- 27 10- 30 2- 60 10- 36 2- 90 10- 40 2- 22 10- 40 2- 24 10- 40 2-116 10- 60 2- 35 10- 62 2- 72 10- 65 2- 90 10- 70 2- 73 10- 80 2- 4 10- 80 2- 36 10- 85 2- 2 10- 90 2- 88 10- 91 2- 23 10- 93 2-101	Law Enforcement 4 Remote Farm 22 Remote Farm 23 Remote Farm 24 Subcon 81 Fishing Site 4 Subcon 99 Remote Farm 25 Subcon 85 Subcon 75 Fishing Site 5 Bondsmen 34 Subcon 66 Remote Farm 26 Fishing Site 6 Remote Farm 27 Subcon 71 Remote Farm 28 Subcon 105	Zn 11 Lat 5 11- 9 5- 78 11- 30 5- 53 11- 30 5- 55 11- 38 5- 48 11- 40 5- 58 11- 40 5- 48 11- 45 5- 45 11- 50 5- 41 11- 60 5- 42 11- 60 5- 25 11- 70 5- 20 11- 75 5- 10 11- 80 5- 60 11-110 5- 0	Bondsmen 35 Subcon 26 Subcon 35 Subcon 13 Subcon 27 Subcon 15 Subcon 37 Subcon 28 ORCA MTC 1 Subcon 43 Subcon 7 Subcon 45 Subcon 8 Subcon 106	Zn 13 Lat 5 13- 76 5- 28	Bondsmen 42	Zn 16 Lat 2 16- 0 2- 40 16- 4 2- 82	ORCA Test Range 2 Surrogate Ceros One
Zn 10 Lat 3 10- 6 3- 17 10- 17 3- 22 10- 28 3- 52 10- 30 3- 37 10- 31 3- 21 10- 40 3- 52 10- 44 3- 46 10- 45 3- 33 10- 52 3- 37 10-100 3- 78	Fishing Site 3 Subcon 111 LR Large Resort 18 Air Substation 2 Small Resort 32 Subcon 95 Subcon 97 Subcon 100 Subcon 109 Small Resort 34	Zn 12 Lat 2 12- 42 2-112 12- 42 2-112 12- 49 2-105 12- 60 2-105 12- 62 2- 92	Remote Farm 30 LC Prison 2 TSF 9th Reg 2nd Bt Subcon 70 Scan RA2	Zn 14 Lat 2 14- 22 2- 95 14- 22 2-100 14- 40 2- 94 14- 42 2- 95 14- 53 2-103 14- 54 2-106	Subcon 58 Subcon 59 Subcon 60 Small Resort 43 Power Substn 4 Large Resort 23	Zn 16 Lat 3 16- 10 3- 28 16- 36 3- 23 16- 60 3- 92 16- 56 3- 60 16- 68 3- 90 16- 74 3- 23 16- 75 3- 55 16- 86 3- 58 16- 90 3- 60 16-100 3- 60	Small Resort 50 LC Pierce Subcon 11 Scan RA3 Subcon 4 Naval Substn 12 LR Subcon 12 TSF 1st Reg 3rd Bt Subcon 16 Subcon 14
Zn 10 Lat 4 10- 17 4-101 10- 68 4- 16 10- 80 4- 29 10- 86 4- 0	Naval Substn 8 LR Large Resort 19 Small Resort 33 ORCA Ground 3	Zn 12 Lat 3 12- 5 3- 25 12- 5 3- 25 12- 18 3- 58 12- 66 3- 88 12- 75 3- 73 12- 75 3-102 12- 85 3-103 12-100 3- 75	Bondsmen 40 Remote Farm 29 ISF 27th Reg 3rd Bt Naval Substn 11 LR Small Resort 39 Drilling Site 4 Drilling Site 5 Drilling Site 6	Zn 14 Lat 3 14- 2 3- 8 14- 4 3- 34 14- 4 3- 34 14- 10 3- 9 14- 14 3- 79 14- 23 3- 36 14- 80 3- 16	Subcon 51 Air Substn 10 LR Large Resort 22 Subcon 55 ORCA Ground 4 Small Resort 42 Small Resort 44	Zn 16 Lat 4 16- 22 4- 18 16- 30 4-107 16- 32 4- 5 16- 64 4- 50 16- 88 4- 90	Subcon 57 Bondsmen 46 Bondsmen 47 Bondsmen 48 Trident Summit
Zn 10 Lat 5 10- 24 5- 26 10- 54 5- 4 10- 80 5- 0	Small Resort 31 Bondsmen 33 Air Substation 3	Zn 12 Lat 4 12- 5 4- 50	Small Resort 37	Zn 14 Lat 4 14- 32 4-108 14- 47 4-112 14- 52 4- 40 14- 74 4- 57 14- 80 4- 49 14- 91 4- 78	SC Mining Site 2 Bondsmen 43 Bondsmen 44 TSF 1st Reg 1st Bt Subcon 56 Trident Columbia	Zn 16 Lat 5 16- 40 5- 0 16- 44 5- 0	ORCA MTC 2 Power Substation 5
Zn 10 Lat 6 10- 24 6- 26 10- 54 6- 4 10- 80 6- 0	Small Resort 31 Bondsmen 33 Air Substation 3	Zn 12 Lat 5 12- 10 5- 67 12- 34 5- 8 12- 37 5- 38 12- 38 5- 15 12- 40 5- 64 12- 50 5- 2 12- 62 5- 4	Subcon 77 Subcon 9 RMBK Benedict Subcon 10 Subcon 103 Naval Substn 10 LR Small Resort 38	Zn 14 Lat 5 14- 0 5- 95 14- 50 5- 8 14- 60 5- 8 14- 70 5- 10 14- 80 5- 92 14- 80 5- 93 14-100 5- 0 14-105 5-100 14-110 5- 67 14-110 5- 75 14-110 5- 96 14-110 5-100 14-114 5- 38 14-115 5- 62	Surrogate UCP Subcon 39 Subcon 40 Subcon 41 Large Resort 24 Power Substation 8 Small Resort 45 Subcon 29 Subcon 31 Subcon 32 Subcon 33 Subcon 34 Trident Clearwater Subcon 30	Zn 16 Lat 6 16-110 6- 0	SC Mining Site 3
Zn 11 Lat 2 11- 4 2- 40 11- 10 2- 60 11- 14 2- 93 11- 15 2- 60 11- 26 2- 98 11- 30 2- 90 11- 35 2- 98 11- 48 2-101	LC Irvine Fishing Site 7 Fishing Site 8 Subcon 104 Bondsmen 36 Drilling Site 1 Drilling Site 2 Drilling Site 3	Zn 13 Lat 2 13- 16 2-114 13- 74 2- 56	Large Resort 21 Naval Substation 4	Zn 15 Lat 3 15- 30 3- 85 15- 50 3- 83	ORCA Test Site 1 RMBK Lab	N Pole	Power Generator N1 Power Generator N2 Power Generator N3 Power Generator N4 Large Resort 1 Law Enforcement 7 Power Substation 1
Zn 11 Lat 3 11- 0 3- 52 11- 42 3- 70 11- 43 3- 99 11- 48 3-108	Subcon 78 Small Resort 35 Fishing Site 9 Bondsmen 37	Zn 13 Lat 3 13- 20 3- 37 13- 30 3- 24 13- 48 3- 52	Small Resort 40 Subcon 54 Air Substn 8 LR	Zn 15 Lat 4 15- 0 4- 84 15- 15 4- 80 15- 30 4- 74 15- 40 4- 74 15- 50 4-102 15- 88 4-110 15-100 4- 28	Small Resort 46 Air Substn 10 LR Subcon 38 Subcon 36 Small Resort 47 Small Resort 48 Small Resort 49	S Pole	Power Generator S1 Power Generator S2 Power Generator S3 Power Generator S4 Power Generator S5 Surrogate Antex Law Enforcement 8 Power Substation 2

GANG GENERATION TABLE / 3

Gang Class	Roll	Members	Weapons			Military Value MV	Expert Skill Chance	Expert Skill Class	Man Power MP	Espnge Skill
			R	P	X7					
1	000-012	SF Military - SF Civilians	4	5	1	68	216	1	13	4
	013-016	Law Enf - SF Civilians	4	5	1	89	251	3	13	4
	017-714	SF Civilians	-	2	1	10	100	4	11	1
	715-999	Bondsmen	-	-	2	3	052	13	19	1
2	000-003	SF Military - SF Civilians	4	5	-	65	216	1	13	4
	004-004	Law Enf - SF Civilians	4	5	-	86	251	3	13	4
	005-200	SF Civilians	-	2	-	7	100	4	11	1
	201-999	Bondsmen	-	1	1	3	050	12	15	1
3	000-005	SF Military - SC & BM Civilians	4	-	-	112	264	5	13	6
	006-007	Law Enf - SC & BM Civilians	4	-	-	102	264	5	13	7
	008-999	SC & BM Civilians	-	1	1	3	113	6	12	1
4	000-360	SF Military - SC Civilians	2	6	-	44	160	7	12	4
	361-999	SF Support - SC Civilians	4	6	-	49	179	2	13	3
5	000-999	SF Support - SC Civilians	2	6	-	45	179	2	12	3
6	000-999	SF Support - SC Civilians	2	6	-	45	160	7	12	3
7	000-044	Larden (Generators)	4	6	-	44	002	12	18	1
	045-999	Larden (Generators)	-	-	-	8	008	12	18	1
8	000-580	SF Military - SC Civilians	4	-	-	112	264	5	14	6
	581-740	Law Enforcemnt - SC Civilians	4	-	-	102	264	5	14	7
	741-999	SC Civilians	-	3	3	9	113	6	14	2
9	000-010	SF Military - SC Civilians	4	6	1	66	216	1	12	4
	011-031	SF Support - SC Civilians	4	6	1	53	179	2	12	4
	032-373	Security - SC Civilians	4	6	1	66	179	2	12	4
	374-999	Bondsmen	2	2	1	8	050	12	15	1
10	000-006	SF Military - SC Civilians	4	6	1	66	140	9	12	4
	007-020	SF Support - SC Civilians	4	6	1	53	103	10	12	4
	021-231	Security - SC Civilians	4	6	1	66	103	10	12	4
	232-999	Bondsmen	2	2	1	8	050	12	13	1
11	000-120	SC Security - SC Civilians	4	6	-	60	160	2	13	4
	121-600	SC Civilians	-	3	-	10	100	4	12	1
	601-999	Bondsmen	-	1	-	2	050	12	15	1
12	000-069	LC Military - Tourist	4	6	-	52	080	4	12	5
	070-564	Bodyguard - Tourist	2	4	-	119	100 *F	4	12	8
	565-999	Bondsmen	-	-	-	1	050	12	14	1
13	000-073	LC Military - LC Civilians	6	6	1	71	118	11	14	4
	074-332	Law Enf - LC Civilians	6	6	1	66	063	11	14	3
	333-414	LC Support - LC Civilians	2	11	1	58	025	11	14	2
	415-831	LC Civilians	2	7	1	41	005	12	13	1
	832-999	Bondsmen	2	4	1	11	052	13	14	1
14	000-016	LC Military - LC Civilians	6	6	1	71	118	11	14	4
	017-017	Law Enf - LC Civilians	6	6	1	66	063	11	14	3
	018-061	LC Support - LC Civilians	1	11	1	54	025	11	14	2
	062-310	LC Civilians	1	6	1	33	005	12	13	1
	311-999	Bondsmen	1	3	1	8	050	12	14	1
15	000-000	Law Enf - Managers	10	10	-	104	100	11	14	3
	001-001	LC Support - Managers	10	10	-	82	100	11	14	2
	002-999	Bondsmen	-	1	1	3	070	12	15	1
16	000-000	Law Enf - Managers	10	10	-	104	100	11	14	3
	001-001	LC Support - Managers	10	10	-	82	100	11	14	2
	002-999	Bondsmen	-	1	1	3	070	14	15	1
17	000-000	LC Military - Managers	7	4	-	65	136	11	12	4
	001-004	Law Enf - Managers	7	4	-	60	072	11	12	3
	005-016	LC Support - Managers	4	4	-	33	044	11	11	2
	017-999	Bondsmen	1	1	2	6	070	15	13	1

*F At least one of the Bodyguards is a Foraging Expert.

Expert Skill Class	Expert Skill Category					
	Foraging	Food Production	Construction	Manufacturing	Repair Technology	Medical
1	00 - 57	58 - 63	64 - 70	71 - 83	84 - 95	96 - 99
2	00 - 48	49 - 56	57 - 64	65 - 79	80 - 94	95 - 99
3	00 - 63	64 - 68	69 - 74	75 - 85	86 - 95	96 - 99
4	00 - 09	10 - 23	24 - 37	38 - 63	64 - 90	91 - 99
5	00 - 65	66 - 68	69 - 72	73 - 80	81 - 95	96 - 99
6	00 - 19	20 - 26	27 - 35	36 - 54	55 - 91	92 - 99
7	00 - 42	43 - 51	52 - 60	61 - 77	78 - 93	94 - 99
8	00 - 79	80 - 82	83 - 85	86 - 91	92 - 96	97 - 99
9	00 - 96	-	-	-	97 - 97	98 - 99
10	00 - 95	-	-	96 - 96	97 - 97	98 - 99
11	00 - 96	-	-	97 - 97	98 - 98	99 - 99
12	00 - 86	87 - 87	88 - 88	89 - 89	90 - 93	94 - 99
13	00 - 84	85 - 85	86 - 86	87 - 88	89 - 96	97 - 99
14	00 - 64	65 - 70	71 - 81	82 - 92	93 - 95	96 - 99
15	00 - 92	93 - 93	94 - 94	95 - 96	97 - 98	99 - 99
16	00 - 98	-	-	-	-	-

RMBK Bondsmen		Landcaste or Bondsmen		Starcaste and all Other	
Roll	Age	Roll	Age	Roll	Age
00 - 02	1 - 6	00 - 01	1 - 6	00 - 07	1 - 6
03 - 05	7 - 12	02 - 03	7 - 12	08 - 15	7 - 12
06 - 08	13 - 18	04 - 05	13 - 18	16 - 24	13 - 18
09 - 11	19 - 24	06 - 45	19 - 24	25 - 32	19 - 24
12 - 31	25 - 30	46 - 55	25 - 30	33 - 39	25 - 30
32 - 59	31 - 36	56 - 56	31 - 36	40 - 47	31 - 36
60 - 61	37 - 42	57 - 58	37 - 42	48 - 54	37 - 42
62 - 63	43 - 48	59 - 71	43 - 48	55 - 60	43 - 48
64 - 74	49 - 54	72 - 86	49 - 54	61 - 66	49 - 54
75 - 83	55 - 60	87 - 98	55 - 60	67 - 72	55 - 60
84 - 92	61 - 66	99 - 99	61+	73 - 77	61 - 66
93 - 99	67+			78 - 82	67 - 72
				83 - 87	73 - 78
Age 49+	Immigrants	Age 43+	Immigrants	88 - 91	79 - 84
Age 37 - 48	Child Immigrants	Age 31 - 42	Child Immigrants	92 - 95	85 - 90
Age 25 - 36	1st Generation	Age 16 - 30	1st Generation	96 - 99	91+
Age 1 - 24	2nd Generation	Age 1 - 15	2nd Generation		

GANG WARFARE TABLE / 5A

Roll	CASUALTY NUMBERS (ATTACKER / DEFENDER)									
	Combat Odds = Attacker Military Value ÷ Defender Military Value									
	1 to 4	1 to 3	1 to 2	1 to 1.5	1 to 1	1.2 to 1	1.5 to 1	2 to 1	3 to 1	4 to 1
0	9 / 0	9 / 0	8 / 0	7 / 0	6 / 0	5 / 0	5 / 1	4 / 1	3 / 3	3 / 3
1	9 / 0	9 / 0	7 / 0	6 / 0	5 / 0	5 / 1	4 / 1	4 / 2	3 / 3	2 / 4
2	9 / 0	8 / 0	7 / 0	6 / 0	5 / 1	4 / 1	4 / 2	3 / 3	2 / 4	2 / 4
3	9 / 0	8 / 0	6 / 0	5 / 0	4 / 1	4 / 1	4 / 2	3 / 3	2 / 4	2 / 4
4	9 / 0	7 / 0	6 / 0	5 / 0	4 / 1	4 / 2	3 / 3	3 / 3	2 / 4	2 / 4
5	8 / 0	7 / 0	6 / 0	5 / 1	4 / 2	4 / 2	3 / 3	3 / 4	2 / 4	2 / 4
6	7 / 0	6 / 0	5 / 1	4 / 1	3 / 3	3 / 3	3 / 4	2 / 4	2 / 4	1 / 5
7	6 / 0	5 / 0	4 / 1	4 / 2	3 / 4	3 / 4	2 / 4	2 / 4	1 / 5	1 / 5
8	5 / 0	4 / 1	4 / 2	3 / 3	2 / 4	2 / 4	2 / 4	1 / 4	1 / 5	1 / 5
9	4 / 1	4 / 2	3 / 3	2 / 4	2 / 4	2 / 4	1 / 5	1 / 5	1 / 6	1 / 6

GANG MORTALITY TABLE / 5B**DAMAGE CLASS 1 - 2**

Casualty Number	No Aid First Aid	Aid Station	Field Hospital	Bondsmen Trauma Center	LC or SC Trauma Center
0	00	00	00	00	-
1	01	01	01	01	-
2	03	02	02	02	-
3	06	04	04	04	-
4	07	05	05	05	-
5	09	07	07	07	-
6	11	08	08	08	-
7	13	09	09	09	-
8	15	11	11	11	-
9	17	13	13	13	-

GANG MORTALITY TABLE / 5C**DAMAGE CLASS 3 - 10**

Casualty Number	No Aid First Aid	Aid Station	Field Hospital	Bondsmen Trauma Center	LC or SC Trauma Center
0	02	01	00	00	00
1	05	02	02	02	01
2	12	06	05	04	03
3	18	09	08	07	05
4	24	13	11	09	07
5	31	16	15	12	09
6	37	19	18	14	11
7	43	23	21	17	13
8	49	26	24	19	15
9	56	30	27	21	17

INDIVIDUAL DATA TABLE / 6

Morale Class	Combat Skill Level	Personnel	Weapons			Military Value MV	Expert Skill Chance	Expert Skill Class	Man Power MP	Espnge Skill
			R	P	X7					
Crack	5	Trident (individual)								
Line	4	8th or 9th Reg Starmarine	1			8	030	16	1	4
Line	4	Field Support Troop	1			6	030	16	1	3
Elite	8	Ground Support Troop	1			6	020	16	1	2
Line	4	Power Armor Troop	1			84	999	16	1	6
		Law Enforcement Agent	1			6	030	16	1	4
Elite	7	RMBK (individual)								
Line	4	1st or 2nd Reg Starmarine	1			12	050	16	1	6
Line	4	Field Support Troop	1			6	030	16	1	3
Elite	8	Ground Support Troop	1			6	020	16	1	2
Elite	6	Power Armor Troop	1			84	999	16	1	7
		Law Enforcement Agent	1			11	050	16	1	7
Crack	6	Scan (individual)								
Line	4	Starmarine	1			9	030	16	1	4
Elite	8	Support Troop	1			6	020	16	1	3
Crack	4	Power Armor Troop	1			84	999	16	1	6
		Security Agent	1			7	020	16	1	6
Crack	5	Imperial (individual)								
Line	4	27th Reg Starmarine	1			8	030	16	1	4
Elite	8	Support Troop	1			6	020	16	1	3
Guard	8	Power Armor Troop	1			84	999	16	1	6
Crack	5	7th Guard Starmarine	1			122	999	16	1	6
Elite	6	7th Guard Support Troop	1			8	030	16	1	3
Elite	8	Secret Service Agent	1			11	050	16	1	8
		Secret Service Specialist	1			14	999	16	1	6
Line	4	Subcon (individual)								
Green	3	Starmarine	1			6	020	16	1	4
		Security or Support Troop	1			5	010	16	1	4
Crack	5	Surrogate (individual)								
Crack	4	Starmarine	1			8	050	16	1	4
Elite	6	Support Troop	1			7	050	5	1	3
Elite	5	UCP Starmarine	1			11	050	16	1	4
		UCP Support Troop	1			10	050	16	1	4
Line	5	Landcaste (individual)								
Line	4	Military	1			7	000	11	1	4
		Law Enforcement Agent	1			6	000	11	1	3
Line	1	Civilian (individual)								
Crack	1	Starcaste		1		2	007	4	1	1
Green	1	Surrogate		1		2	012	8	1	1
Line	1	Landcaste		1		2	000	11	1	2
		Bondsmen		1		2	003	14	1	1

GROUPS AND TEAMS

Crack	5	Imperial 27th, Scan, Subcon								
Line	4	Starmarine Squad	13			233	326	16	13	6
Elite	8	Field Support Unit	30			187	454	16	30	4
		Power Armor Squad	6			966	*6	16	6	8
Elite	7	Trident Squad 1st or 2nd Reg	13			364	412	16	13	7
Elite	6	Imperial Secret Service Teams								
Elite	7	Squad (1/3 of a Section)	8	4		325	*2	16	12	8
		Security Detachment	9			335	*5	16	9	8
Crack	5	Surrogate Squads								
Elite	8	Squad	21			350	575	16	21	5
Elite	6	Power Armor Squad	6			852	*6	16	6	8
Guard	8	UCP Squad	21			471	*2	16	21	8
		UCP Power Armor Squad	6			852	*6	16	6	8
Line	5	Landcaste								
Line	4	Military Squad	21			147	345	16	21	5
		Law Enforcement Team	6			50	058	16	6	5

SITE STATUS SHEET

Locale _____

Organization 1 Food Store _____ Boss's LCI Total _____ Max # of Lieut _____ # Exiles _____

Gang	Gang Type	Weapons	MV	Visser	Experts	Comments
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

Organization 2 Food Store _____ Boss's LCI Total _____ Max # of Lieut _____ # Exiles _____

Gang	Gang Type	Weapons	MV	Visser	Experts	Comments
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

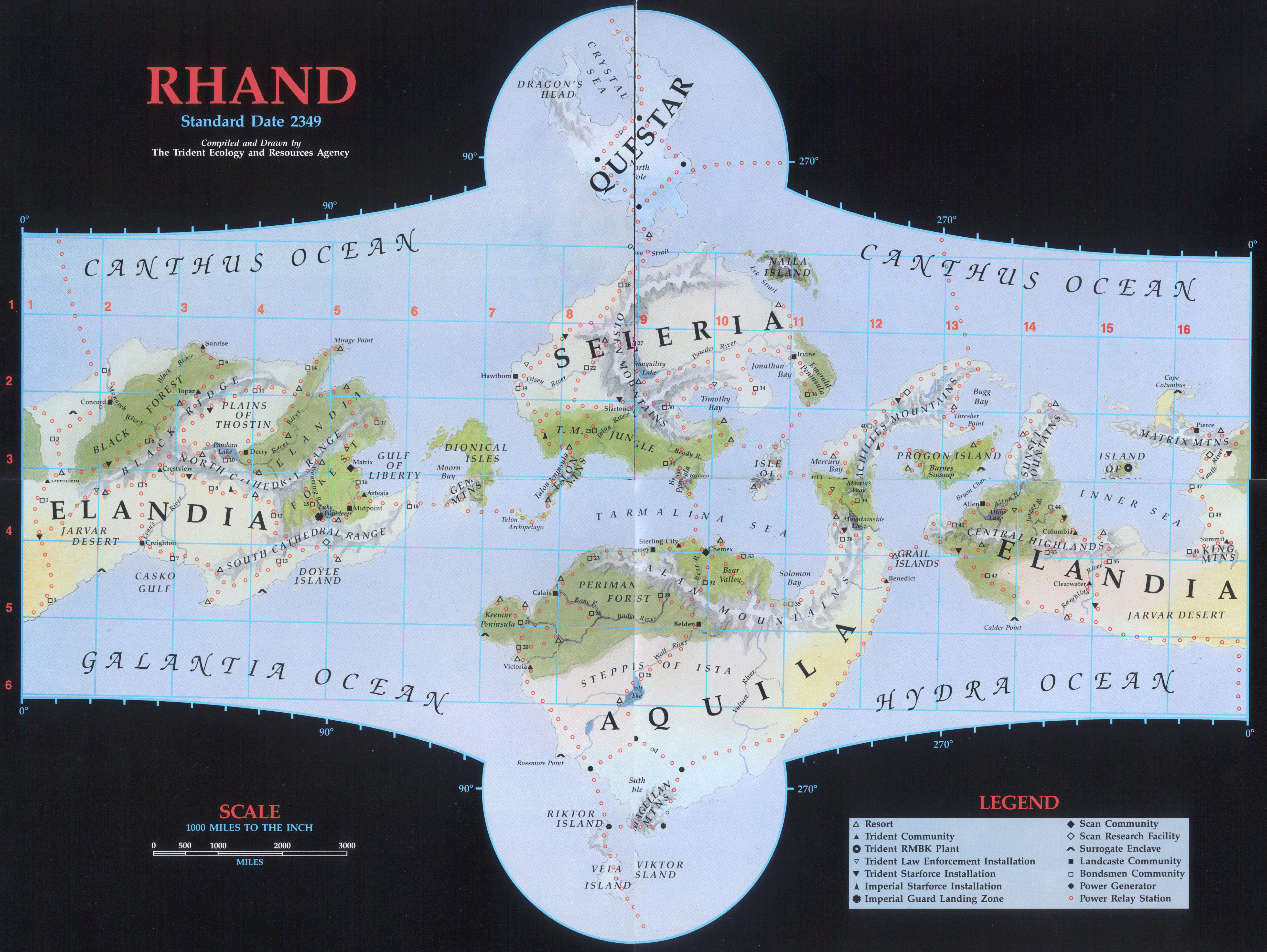
Organization 3 Food Store _____ Boss's LCI Total _____ Max # of Lieut _____ # Exiles _____

Gang	Gang Type	Weapons	MV	Visser	Experts	Comments
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						

RHAND

Standard Date 2349

Compiled and Drawn by
The Trident Ecology and Resources Agency



LIVING STEEL

RHAND:2349

THUS OCEAN

WELCOME TO THE APOCALYPSE.

This supplement to **Living Steel** presents the key people, places, and powers of Rhand at the time of the Awakening.

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