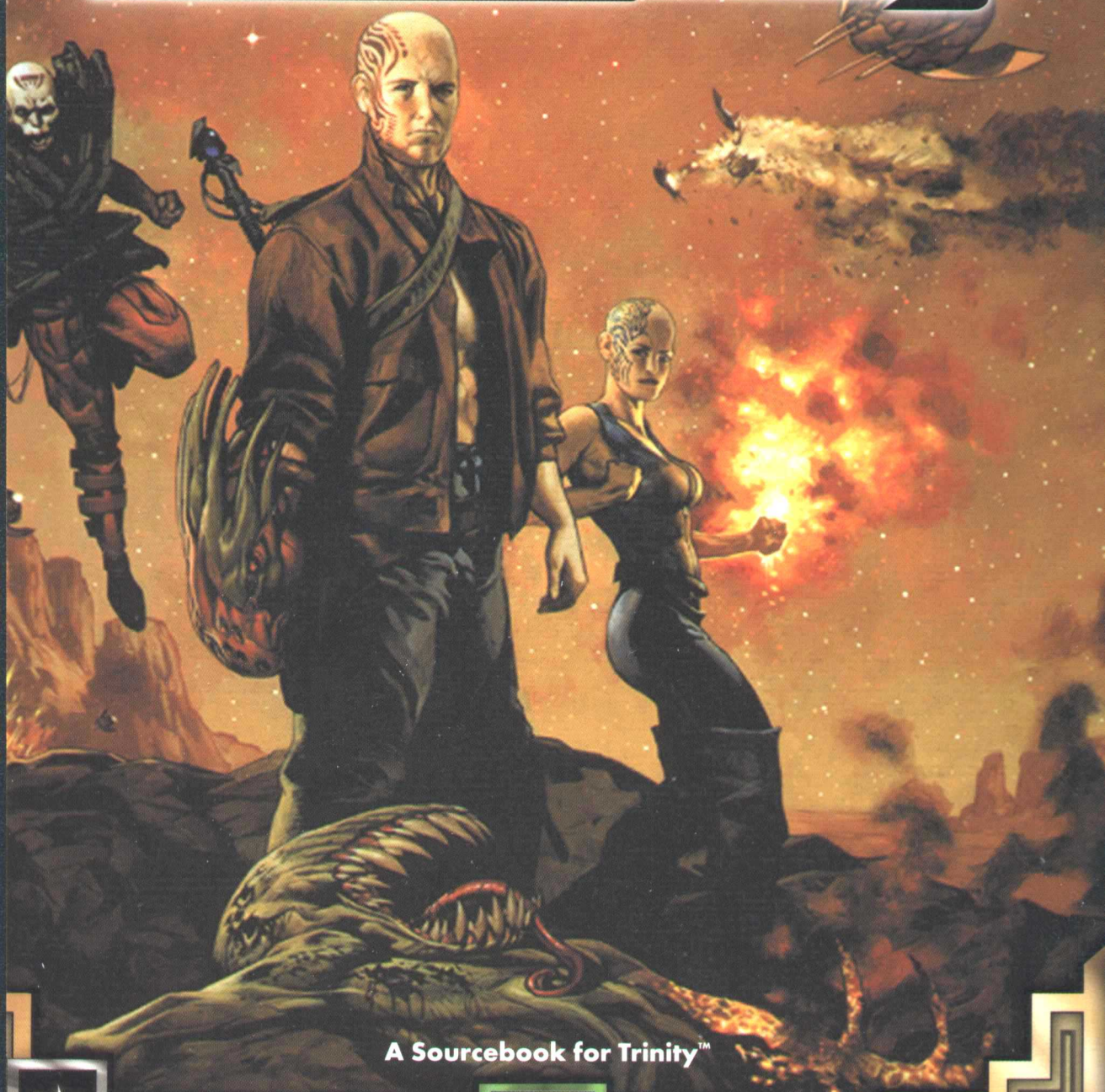


AURORA AUSTRALIS

PSI ORDER LEGIONS & AUSTRONESIA SOURCEBOOK™



A Sourcebook for Trinity™



SACRIFICE

HOPE



UNITY

JUST ANOTHER FRIDAY NIGHT

The doctor smiled warmly as Bill Collins stepped into the office. "While we wait for the other tests to be analyzed, why don't you take a seat, Mr. Collins? We can talk about why you're here."

Collins tried to return the doctor's smile without showing the nervousness he felt. "Sure, doc, whatever you say. What do you want to know?"

"We'll start with the beginning. What brought you to our doorstep this morning?"

Collins took a deep breath. After collecting his thoughts, he told the doctor most of the story...

. . .

I wasn't drunk. Sure, I'd knocked back a few beers, but I had a full stomach before I got to Murphy's, and I'm not a little prat. So this wasn't some drunken hallucination.

I'd come for the show. There was supposed to be a band playing that night, lots of signs advertising a group called Sister Mary — supposed to be the upcoming goddesses of guitar rock. The band didn't show, though, so the stage space had tables and chairs on it, just like a weeknight. Even without the band to draw a crowd, Murphy's was packed; just a couple of tables and a handful of seats at the bar were left open by the time I got there. I waved to Mike Flannery, Tom Johnson, and their boys as I took a seat at the bar. We'd all gone to school together and I saw them in town every so often.

I hadn't been there too long when a couple of blueys wandered in, causing a bit of commotion. The Legions have a base in town, not too far from the bar. Still, Murphy's isn't a Legions hangout; it's more for the local yobbos.

Anyway, these two, a man and a woman, were still in fatigues, complete with the usual Legions patches and insignia. Their shirts read "MARSDEN" and "ASHBY." They were chatting pretty intently when they walked through the door, but they weren't oblivious to their surroundings. Even so, they did a good job of pretending not to notice when the rest of the room shut up.

The blueys found a small table near the middle of the room, just a meter or so from where I was sitting. They kept on earbashing the whole time. Casual, but seemed like business. I could just overhear them — something about transfers in and out of Africa. The guy, Marsden, noticed me staring and shot me a glare that could barbecue an Emperor penguin on the spot. I spent some time watching my drink.

Murphy's isn't exactly a Legions-friendly bar. It's the stomping ground for the ANZDF vets in the area — and any soldier boys on leave, of course. There's always been a rivalry between the anzies and the blueys. Doesn't make for a calm night out. About the only time you'll catch the knob crew at Murph's is when they don't want to be seen at the usual hangouts. That meant these two were probably on about something juicy. I settled in and tried to eavesdrop a little more discreetly.

They were both in depressingly good shape, yeh? I guess that's what getting paid to exercise all day will do for you. Still, the woman, Ashby, wasn't all that much for the eyes. She had a couple of scars on her face, and spent too much time scowling like she'd gotten a big mug of real horse piss, not just the watered-down stuff Murphy passes off on strangers. Marsden looked like a recruiting poster — big, bulky build, shaved head, bright blue eyes. Like I said, depressing.

About then somebody put a few coins in the jukebox and it got too loud to hear much of anything. I finished another beer and was looking at moving on when the guy next to me knocked me with his elbow. I'm not hot-headed, so I looked before I shoved back.

He hadn't even glanced at me. The bloke had kicked his stool back and was arguing with the woman next to him. I could barely hear him over the music. The woman — his girlfriend, I guess — was glaring at him, not saying anything while he bellowed into the general noise. The song ended abruptly, and the woman spoke in the sudden silence.

"Just stop it, David! You're acting crazy."

That just seemed to make him more pissed. "Crazy? You want to see crazy?!" He roared. Reflexively, I stepped back off the barstool as he curled his big right hand into a fist. I kind of wanted to do something, yeh? But this guy was pretty big, and very drunk. The classic no-hoper — he'd done his time toting a gun with the diggers, maybe had his moment of glory as a third-rate forward, and then a life of nothing much. And then I heard a third voice, another woman's voice.



"You lay a hand on her, and you'll see crazy." It was Ashby, the bluey. Her voice was raspy but dead calm, and she looked like she was ready to fight this David if she had to. The space around the couple had already started clearing a bit. When the Legionnaire stepped up, though, folks really started to hustle out of the way.

David stared at her, the beer and the anger competing to see which one got control of his motor functions first. They reached his mouth at about the same time. "...Th' fuck d'you think you are?" he spat.

Ashby took a single breath. "I'm no one in particular. But either you leave her alone, and get the hell out of here, now, or..." she trailed off.

"This's bullshit," David continued. "I dunno who th' bloody bollocks you think you are, but this's none o' your goddamn business!" Ashby tilted her head to the right slightly. I think she was staring at the guy's midsection, watching him drift from side to side. She didn't respond. Just watched him.

I could feel a whole mess of ugly about to uncork when the bartender piped up. "Go walk it off, Dave. Flick; I don't want any trouble."

The drunk looked back toward the bar, almost losing his balance in the process. With a shake of the head and some muttering, David righted himself and lurched toward the door. The crowd cleared out of his path as he stumbled through, a few folks laughing nervously as the door closed behind him.

David's lady gave Ashby a look that I couldn't figure out. There might have been some thanks in there, but there was also some anger, as though she was annoyed that someone else had to help solve her problems. Ashby

just nodded slightly and returned to her table. The woman stayed at the bar a couple minutes, long enough that I considered asking her if she'd need some help going home in case her rabbit of a boyfriend tried to make some worry. She left of a sudden, though, before I could act on it. I want to believe that she didn't chase the sod home.

Things settled down for a while after that. Somebody dropped more coins in the juke, which one of the waitresses tuned to a more reasonable volume. The bartender sent Ashby a drink in thanks for calming the situation. She took it in what looked like good spirits. I decided to stay for another handle, and that one turned into a few more and conversation with some of the other regulars.

Those few beers did some talking of their own after a while, so I headed for the back of the bar to tap the pipe. The blueys had moved to the tables by then, and were racking up for a game of eight ball with Johnson and Flannery, my old school mates. After working things out with the beers, I found a barstool, ordered another and sat to watch the billiards.

The blueys were damned good; they cleaned up their half of the balls in just a few minutes, while the locals' half was still awfully full. Tom looked up at me with a pleading expression on his mug as Ashby lined up on the eight ball. Mike muttered something under his breath about impossible shots.

The bluey tapped the near side pocket and took her shot. The eight ball caromed off the far bumper and darted back and into the side pocket. She and Marsden did some Legionnaire salute thing in congratulations. I didn't think they were out of line about it, but Johnson and Flannery were obviously aggro. Tom looked up at me. "Billy, you see that last shot?" I really didn't want to get involved, but he had me on the spot.

"I gave it a butcher and it looked okay to me, Tom," I said quietly.

"'Looked okay' my ass!" Flannery chimed in. "That was an impossible shot at that angle."

The Legionnaires had started to put up their cue sticks, but stopped when they heard Mike. Ashby furrowed her brow. "You saying I cheated, boy?"

Flannery had a reputation as a hot-head even when we were little, and he'd had a bit more to drink than I thought. "Everybody knows what your kind can do. You move stuff without touching it." He wagged his hand and bugged out his eyes in demonstration. "Yeh, I say you duded, and there's no way you're getting 20 yuan from me."

Marsden looked a little surprised at all this. He glanced around, his mouth half-open. "You moron," he started, "she's not even—" but stopped at a gesture from Ashby.

"Keep your precious Nij quid," Ashby said slowly, "you're not worth my time. C'mon, Linsey, let's shoot." She turned to leave, but Mike and Tom didn't let up.

"You're a bleeding Clayton's of a cheating whore!" Johnson spat. He was still mostly sober, but livid as hell.

"Don't you walk out of here while you owe us money, you tight-arsed short-arm long-pockets!" the drunken Flannery added. "Your big boy there ain't even true blue. Smells like a Yank." By now the rest of the bar was looking in our direction. I noticed three or four of Tom Johnson's friends around the bar standing up.

The Legionnaires walked toward the door, refusing to be baited. Marsden said something to Ashby I couldn't catch as he glanced from side to side at the quieting crowd. I definitely heard Ashby's reply, though: "I remember again why we never come here."

Just then, Mike Flannery, who looked ready to go arse over tit any second, picked up the cue ball from the table and threw it, a fastball into the middle of Ashby's back. The dull thud as it hit wasn't very loud, especially compared to the surprised yell the Legionnaire made as she stumbled forward.

Then things went from crazy to full-on buggo.

Flannery and Johnson hadn't even waited for the ball to hit. "Have a go, you mugs!" Tom shouted, running forward with a wild kind of grin. His four friends also leaped for the blueys; Mike stumbled after more slowly.

The mass attack took the soldiers by surprise, but not the bartender. He was already on the line, calling the cops or MPs. The two blueys might've been overwhelmed if not for the dangerous-looking defensive stance Marsden took up. The men took a beat to get cautious and circled around the pair, giving Ashby time to get up to one knee. She was puffed, gasping for a good breath. Marsden slowly spun in place, trying to track six people at once.

About then, four of the guys decided to try their luck. They all lunged for Marsden at once. He lashed out his right foot against the closest one's kneecap. I heard a surprisingly loud *snap* as he connected, and the man went down with a whimpering cry. Marsden hadn't waited for the reaction; with his leg still swinging around on the follow-through, he launched his right fist in a vicious hook into another guy's face. The bloke dropped, blood spurting from his mashed nose.

That routine gave Wilbur pause, but a third man — Bill Fisher, I think it was — grabbed Marsden's left arm. "I've got him!" Fisher shouted, though he just had a bit of the bluey's wrist, near as I could see. But Tom

Johnson took advantage of the opening and leveled a roundhouse punch into Marsden's stomach.

I was pretty sure that Ashby or Marsden would fry one of these blokes, teke them through a wall or something, but they didn't. Even winded and outnumbered, the blueys didn't go psi. They stayed calm and talked to each other, coordinating their efforts.

"I've got him, Linsey," Ashby said as she tackled Fisher from a crouch, knocking Marsden's arm loose as she slammed Bill to the ground. Marsden muttered thanks, and just as quickly charged at the drunken Mike Flannery. If you ask me, a clever riddle would have put Flannery down, but Marsden wasn't taking any chances. He did a fast combination, sending Mike to the boards with barely a protest, then turned on Wilbur.

That made it even: two Legionnaires and two attackers. I could hear sirens, and reflected blue and red lights flashed through the bar's front window.

Thought of the coppers took the rest of the fight out of old Wilbur, but Johnson was in a frenzy by then. He



jumped at Ashby before the Legionnaire could get back up. "Bloody psycho! This'll teach you to pull your mind tricks on us!" Tom roared, stomping viciously at the bluey's back, right where the cue ball had hit. Ashby let out a "whouff" and fell from hands and knees onto her stomach.

"Christ, Tom, the cops are here!" the bartender shouted. "Get off her!" Most of the other patrons had already seen the writing on the wall, and had either squibbed out altogether or crowded out of harm's way near the stage.

Marsden pulled Johnson off of his companion and dragged him into a chokehold. The bluey kept his momentum going, swinging Tom around in the hold and sending him tumbling across the barroom floor. Johnson had mayhem in his eyes and scrambled to his feet as quick as he could. Marsden just stood there facing him down, then raised his open left hand. A faint rippling haze surrounded a half dozen bottles which lifted into the air and circled menacingly around Tom.

"She's not a psion, you stupid fuck," Marsden said.

And then the cops and the MPs came through the door.

It was on the news, of course. Field Marshall Jabe and Police Chief Rankin were interviewed separately. Both of them said they hoped it was an isolated incident, that the people of Melbourne are good folks, that the Legions respect the citizens and vice versa. I don't think Ashby or Marsden got more than a slap on the wrist for the brawl.

. . .

Collins grinned sheepishly at the doctor. "I didn't come down this morning because of the brawl, though. I wouldn't have to join the Legions to learn how to kick ass; I could take Tae Kwon Do or something."

His smile softened as he thought back. "It was the earlier part, where Ashby talked that guy down from the argument with his girlfriend. I was right there, but I didn't want to do anything — I felt like I couldn't do anything."

"But that woman, Ashby..." Collins shook his head ruefully. "She stepped in and took care of it without a moment's hesitation. The Legions get respect, and they have... I don't know. Moral authority, you could say."

"I want to be a part of that. Where do I sign?"

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Author Dedication

James Kiley — I dedicate this book to my brother Sean Patrick Kiley, the inspiration for more of the Legions than he would imagine.

Special Thanks

To the Eyrie Mafia, who kept me sane and productive during the crunch. — Bruce

To Clayton Oliver, for plenty of good advice and constructive criticism. — Jim



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<http://www.white-wolf.com>; alt.games.whitewolf and rec.games.frp.storyteller

PRINTED IN THE USA.

AURORA AUSTRALIS™

PSI ORDER LEGIONS AND AUSTRONESIA SOURCEBOOK™

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In a turbulent time, it's refreshing to find a people — indeed, an entire region — that faces hardship with a grin. **Aurora Australis** explores a portion of humanity that struggles against adversity with endless zeal and rough wit.

Psychokinetics

Mind over matter. That's what Psychokinesis is all about. Of all the noetic Aptitudes, it has perhaps the greatest degree of direct application to the physical universe. The individuals who channel this ability form the core of the Legions, humankind's most aggressive psionic defenders.

The Legionnaires' defense of the Sydney Spaceport against an Aberrant attack in 2106 revealed psions to the public at large — but it also placed the fledgling group in danger of being labeled a new breed of Aberrants. Certainly, the proxies' subsequent announcement of the psi orders' role as humanity's defenders made for a generally welcome reception from the world's populace (of course, *Æon's* own extensive, thorough — and ongoing — efforts were key to the psions' acceptance as well).

One cannot understate the impression that the Legionnaires made during this time. They were forthright, guileless and resolutely committed to humanity's defense. This resolve, emblematic of Australia's beloved "Aussie Battler," made the Legions' adopted home Down Under a perfect fit. Since that day, Legionnaires have time and again displayed courage, innovation, individuality and rugged determination.

Austronesia

The same can be said of Australians in general. They are a people of passion, of conviction. A people who have developed a reputation for tenacity that fills them with the fire needed to stand down political opponents many times their size.

During the Aberrant War, Australia was a single light in the darkness that engulfed the world. This faint glow, ignored by the greater powers on both sides of the war, was seen as sanctuary by the small and weak. It

was a beacon to those who lost their homes to invasion or cataclysm. These refugees were absorbed readily into a hungry workforce, which led the Austronesian region from a supporting role in global affairs to an influential position in the interstellar society that later emerged.

After the disaster of the New Paris outback settlement in the late 21st century, Australia's state governments established measures to create reliable, self-sustaining, modular mini-arcologies. Financial aid from many corporations allowed this program to grow through the years, and sustained political efforts allowed these small communities some measure of self-government — and, more importantly, allowed them to retain their native languages and cultures.

During the tumultuous times of the post-war Crash, Australia felt a need to better protect its economy and natural resources from resource-hungry, over-populated nations such as the Commonwealth of Indonesia. This led to the creation of the Austronesian Union. This union of nations (including Australia, New Zealand, Papua New Guinea and coalitions of Polynesia, Melanesia and Micronesia) enabled a streamlining of the region's economy to buffer small GNP nations, and organized co-operative access to the rich seabed of the South Pacific. To this day the region offers a stable supply of much needed foodstuffs throughout settled space. Also during this time, corporate growth and the right technological advances enabled Australia to become the undisputed leader in media services.

How to Use This Book

Aurora Australis delves into Psi Order Legions and Austronesia. This book is arranged in the following manner:

Chapter One: Psi Order Legions explores the ins and outs of being a Legionnaire and a psychokinetic. You'll find out how the seven Legions are arranged internally and how they interact with one another. Just as important, you'll find out what it's like to be a psyker, and the options you can explore beyond being just another war dog.

Chapter Two: Psychokinesis digs deeper into this dynamic Aptitude. As with the previous combination sourcebooks, you'll find a listing of alternate effects and some discussion of what more you can do with existing techniques.

Chapter Three: Austronesia provides an in-depth look at the lands of the Pacific. Australia is a wild land of numerous possibilities, and other rich cultures flourish in the regions south of the equator.

Chapter Four: Storyteller Information gives some useful background material on things like military structure, and just what the Aberrants are up to Down Under.

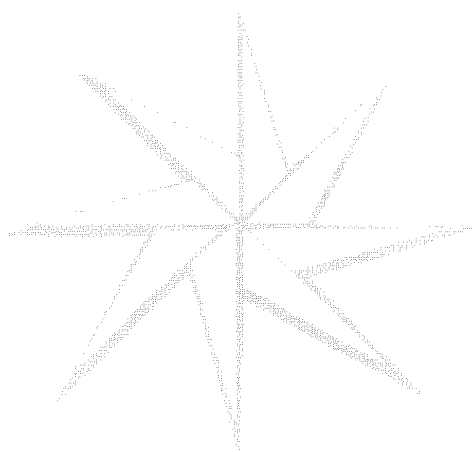
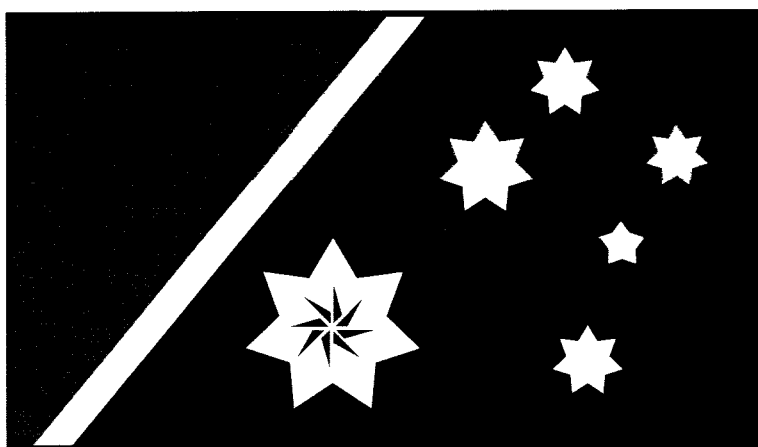
Chapter Five: Technology expands upon the various devices you'll find in *Trinity*, presenting hardware and bioware especially of note to Legionnaires in particular and Austronesians in general.

Chapter Six: Dramatis Personae looks more closely at significant players in the region's socio-political scene. Discover Proxy Larssen's agenda and who's really running the Austronesian Union. And, as always, the chapter ends with some sample characters who capture the tremendous variety that exists here.

Appendix: Timeline finishes things off with a brief rundown of notable events over the past few decades.

To Sum Up...

It is not surprising that the lands Down Under are often called *Aurora Australis* — the Southern Lights. It's a glittering center of entertainment and home of the fiery militant Legions. More than that, though, it's the land of a people who believe that only with full access to information and opportunity can we fight ignorance and light the path toward a brighter future.



Profile

The very existence of Psi Order Legions keeps government leaders up at night. No nation likes to be informed that an independent, paranational 100,000-person army exists. In fact, many countries of the 20th and 21st centuries fought wars against such international groups. Not surprisingly, most sovereign states are necessarily suspicious of large armies not beholden to them or their counterparts.

The spectacular nature of the Legions' defense against the Aberrants at Sydney Spaceport in 2106 thrust psions undeniably in the public's face. The Æon Trinity's backing and the open acceptance of the Austronesian Union in the aftermath of the attack laid the groundwork for the Psychokinesis Order (then comprised of only a single Legion). Still, even Æon's continuous efforts and Australia's vehement support wouldn't be enough to sustain the Legions in the face of concerted political opposition. One of the most important acts "General" Larssen (she eschews the label "proxy") undertook in her order's early years was to draft the Legions Charter. This measure, ratified by the United Nations, restricts the Legions' military influence to within acceptable parameters ("acceptable" to most member nations, anyway).

It's worth noting that General Larssen has thus far turned her psi order's militarism into a PR advantage. "The Legionnaires aren't the mindless forces of a New World Order; they're heroes," documentaries and news stories tell us. "They helped save the Sydney Spaceport back in '06, and they've shown us again and again that they only want to protect us from Aberrants."

Even if Joe Hologram holds reservations as to the Legions' true motivations, Æon does not. The wealth of information gathered on the order uniformly supports Larssen's claim: the Legions' primary duty is to protect human space from hostile forces, be they Aberrant, alien or human. Many Legionnaires have died defending

Earth and its colonies from monsters out in space and in our own back yard. Considering such evidence, most people feel a debt of gratitude to the order.

A Look Inside

The Legions is the largest of the seven modern psi orders, due to two primary factors. One, the Legions is significantly less choosy about their prospective recruits than, say, the Upeo or Æsculapian Orders are. Jokes about the "Mirror Test" aside, if a recruit is physically fit and mentally stable, he's welcome to join the Legions. Latency isn't even a key issue, as made obvious by the large number of neutral Legionnaires. True, the order's standards for "mentally stable" seem to be somewhat broader than other groups'. This isn't to say that the Legions will recruit someone who is obviously mad or dangerous to society. Still, to some degree, tendencies toward violence are acceptable in a Legions recruit. After all, they are an army.

The other main factor in the Legions' high population is the combination of a strong public relations campaign and well-advertised recruiting stations. Few people in human space are unaware that Psi Order Legions exists.

Of course, the Legions needs a large population. Less than a third of the 100,000-person order is psionically active, and factoring all that together, the seven Legions have no more than ten divisions' worth of combat personnel. While that is large for a psi order, no other order has the attrition rate the Legions has (a few percent per year, more in years like 2113 and '14). In case of a global emergency, General Larssen expects to be able to triple the size of the order inside of six weeks. Obviously, the majority of that influx would be neutrals rather than psions, but as military experts like to remind us, it isn't only the psi abilities that separate the Legions from humanity's mundane national armies.

PROTEUS CONFIDENTIAL



Subject: PO Legions Contingency Plans

From: General Alberto Mutofo, UAN

To: Anne Dunnigan, UN Special Committee on Psion Activity

Encryption: DSE

Transmission type: holofile [file enclosed]

Date: 08:14:37 10.15.2121

My thanks for the request for input on your contingency plan; a detailed analysis is attached to this message.

In summary, I believe it is a generally workable plan, but one which takes the Legions' psionic abilities a touch too seriously. The threat this group poses is not based on its access to paranormal abilities, but rather in its troop quality. In training, command and maneuver combat, the Legions is truly unmatched by any national army. Should the unthinkable become a reality, and the armies of the world acquire cause to strike at the psychers, we will have to attack in a way that minimizes these advantages. The attached analysis suggests several ways to do this.

Why the Legions Win

There are dozens of reasons why Psi Order Legions generally receives very high (75% or above) quality ratings from outside military analysts. Those reasons can be boiled down to a few key points:

•**Elitism:** The Legions know they're among the best in human space. While overconfidence can be an army's undoing, it is preferred to timidity in

any situation where soldiers must act in the face of certain death. Even non-psion Legionnaires are less likely to freeze under fire.

•**I'm Bulletproof:** Nothing improves the morale of a soldier quite like an invisible (semi-)bulletproof shield. When a Legionnaire using a telekinetic force barrier is pinned down by enemy fire, she doesn't have to duck into a foxhole and cover her head. She can stand up and get a good look around, without the risk that normally comes with showing yourself during a firefight. Admittedly, TK barriers are far from perfect; bullets do get through. But it sure helps.

•**Stealth:** Assault rifles are loud. Battlefields are usually so smoky that combat lasers create bright red lines in the air from attacker to defender, giving the defender's comrades a target of their own. But Pyrokinesis and Cryokinesis strike virtually invisibly and silently. If a psion can see the target, she can boil his face off or freeze the fuel tank...all without leaving a telltale sound or flash pointing out her position.

•**Superior Officers:** "There are no lousy units, just lousy officers," goes the old saying, and the Legions is definitely light on lousy officers. The officers that formed the skeleton of the psi order in the early years were already seasoned soldiers when they were triggered. Since then, Larssen has insisted that at least half the officers in any given legion must come up through the ranks. Certain exceptionally gifted people receive rapid promotions, and most specialists don't have to grind their way through the enlisted ranks. As of January 2122, however, a full 54% of the Legions officer corps spent at least a year as an enlisted man. That's good for morale, and it gives the order good insight into the front-line soldier's perspective.

•**Volunteers:** There are no conscripts among the Legions. Not one man or woman is there who didn't consciously choose to be there. Since the time of Hannibal, it has been well known that volunteer forces have higher morale than conscript forces; this remains true for the Legions today.

Have Psi, Will Travel

While Aberrants currently focus their attention on some extrasolar colonies and on the fringes of our Solar System, no area is truly safe from these creatures. Though the full-scale assault on the Chromatic home planet shattered the aliens' interstellar capabilities, it will be some time before

peace can be asserted between human and Chromatic. Rumors continue to spread that the mysterious Coalition is on its way to Earth with sinister intent. With all these dangers facing mankind from without, nations, fringe groups and even solitary individuals still threaten humanity's safety from within. The Legions has continually shown themselves to be unmatched in everything from all-out warfare to hostage retrieval. Legionnaires go where they are needed, and in such turbulent times, they are needed everywhere.

Methods and Practices

Overview

Psi Order Legions is divided into seven primary units. Each one is roughly the size of an infantry division (7 to 10,000 soldiers plus support troops); some are considerably larger. The Legions is the largest psi order, but it is still small compared to the national armies of even the smallest countries. Remember that General Larssen, unlike, say, the Ukraine State Council, cannot draft troops.

While her all-volunteer force has a high morale, in an emergency the proxy cannot just sweep up every able-bodied person between 18 and 25. These relative limitations help reassure paranoid national leaders that the psions are not going to take over their countries, much less all of settled space.

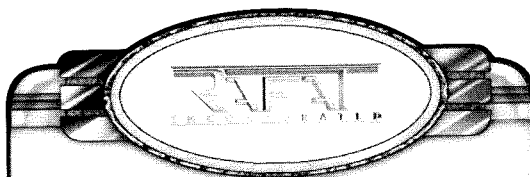
You're In the Army Now

Joining the Legions

The Legions is the biggest single psi order, whether you look at the total number of psions (30,000 and counting), or add in the neutrals as well (more than 70,000 of them). There is a lot of room for diversity in the group; but, as with any military organization, there is pressure for conformity as well. This section investigates the ways that player characters can take unique roles while still fitting into the Legions' hierarchy.

Recruitment and Training

Psi Order Legions has recruitment offices in most major cities on the Australian continent and testing centers in key metropolitan areas across settled space. Unlike some other orders, the Legions doesn't seek out individual recruits; instead,



Murphy's Law and You

— Excerpt: John Croft, *Modern Combat: A View From Dirtside* © 2121 Walkabout Press

We all know that Murphy kicks you harder as the thing you're trying to do gets more complicated. Step back for a second and try to think of something more complex than, say, the assault on Chrome-Prime or the Siege of Kashgar. In war, Murphy hits you where it hurts.

Here are some twists on Murphy's Law — "Anything that can go wrong, will" — that you'll often hear among infantrymen:

You are not Divis Mal. (Or the Aberrant — or proxy — of the week.)

Never share a foxhole with anyone crazier than you are.

Recoilless rifles aren't.

Suppressive fire won't.

Friendly fire isn't.

Professionals are predictable, but the universe is full of amateurs.

No plan survives the first few seconds of combat.

recruiting offices take advantage of the Legions PR machine to bring likely recruits to them. The Legions has a sizable OpNet presence, buys heavy airtime on the medianets, and makes regular recruiting visits to large high schools and tech schools. Recruiters admit that they have pretty easy jobs; Psychokinesis sells itself in many ways. The recruiters' main job is to weed out inappropriate candidates, administer latency tests and, most importantly, keep a recruit's interest should he fail his latency test.

Triggering

Once a prospective latent recruit satisfies the latency test, he is welcome to join the Legions. He first enters a 12-week Basic Training program (described under "Training," below). Assuming he completes the course, he heads for the Prometheus chamber to get dunked. While it is certainly possible to dunk a recruit immediately after he signs on with the order, Proxy Larssen has long maintained four reasons to wait.

It is primarily a practical matter. A psion really must be trained to use his powers as soon as he acquires them, and until he goes through boot camp, the recruit won't know the military way of doing things. Better, in the General's eyes, to teach him how to do things the military way and *then* trigger him.

Additionally, General Larssen wants to build unity and communication channels between psions and non-psions. Putting them in boot camp together is a great way to foster that.

Further, boot camp gets the prospective psion in the best shape of his life. The proxy believes that this helps the latent achieve his full potential upon being triggered.

Finally, boot camp is hard, and isn't even the most difficult thing the recruit will experience. General Larssen wants to be certain that the candidate won't wash out before even finishing Basic. The sort of person who would drop out of the order during boot camp would be a liability as a psion.

Training

Basic Training

The Legions really has some of the best-trained soldiers and psions in the human sphere. They're motivated, of course, and the Prometheus chamber tends to enhance a subject's natural abilities as it grants psionic ability. But it takes more than a smile, a good physique and Psychokinesis to take down an Aberrant — it also takes a year or more of training, depending on the soldier's specialty.

All Legions recruits go through Basic Training in large groups. These groups aren't segregated by latent psionic status or by gender (although sleeping quarters *are* segregated by gender). Recruits who register latent are lumped right in with newbies who show not a whit of psionic potential. Typical recruits tend to polarize between the two types at first, but after the first few weeks things

The Legions Prometheus Chamber

It's been suggested that the Legions is having problems with some of their newer recruits. As conflicts with Aberrants and aliens escalate, more prospective Legionnaires are coming to the psi order with blood in their pasts and vengeance on their minds. A small percentage of even the most stable recruits come out of the chamber under a dark emotional cloud.

Field Marshall Jabe has commissioned a small, discreet task force to investigate this trend. The preliminary data points to a troubling conclusion.

There are tens of thousands of Legionnaires, and thousands more have been killed in the line of duty since the chamber cranked out the first one in 2103. The amount of time spent in the tank varies, but the vast majority of dunks take between two and four hours. Simple multiplication tells us that at this rate, the Legions Prometheus chamber has been active for roughly 16 of the 19 years between 2103 and 2122. Looked at another way, the chamber has been running for more than 21 hours a day for almost two decades.

Regardless of perspective, the numbers above describe a machine that's been taking a terrible beating. Legions noetic technicians are among the best in the cosmos. Though even they admit that they don't know entirely how the device works, technicians in the other orders often fire off their most puzzling problems in email to the Legions techs.

Noetic techs and investigators quietly believe that, despite being built for exactly this purpose, the Legions Prometheus chamber is wearing out. One of the main symptoms of this wear is psychological and emotional damage to a small but increasing number of subjects who pass through the tank. The problems with the chamber will manifest more clearly as time goes on, but the Jabe Commission should report its findings to the Field Marshall before the end of 2122.

Storyteller Note: There is no specific game effect of this issue. If a player wishes to create a psychokinetic who was affected by his experience in the chamber in some way, she should be able to find a number of mental Flaws in **Trinity Players Guide** to suit her character. If, on the other hand, a player wishes to have a psyker that came through the process just fine, he should be encouraged to do so. The mental disturbances described above are still relatively rare.

generally smooth out. Legions drill instructors honestly don't give a damn who's got good genes in the group. In fact, to listen to them, the average recruit is a throwback to pre-simian days in appearance and intelligence.

The 12-week Basic Training course consists of equal parts physical training, combat training and indoctrination. The phrase "indoctrination" might take a bit of explanation. The average free civilian in the 22nd century does what she wants, goes where she pleases, talks when she feels like it and says what she wants when she does. She has her own opinions, and won't stand to have other people to tell her what to do.

That civilian makes a downright crappy soldier.

A good soldier does what he is told as soon as he is told to do it. Further, it is preferable that the command bypasses the brain altogether and goes from ears to spine as quickly as nerve impulses allow. He does not question authority and does not ask why he is given an order; he simply performs it. In the heat of battle, this kind of reaction is critical. Changing a person from an ordinary civilian into a soldier is part of this indoctrination. The recruit is taught how to do things "the military way," what the chain of command is and means, and how to decode a truly bewildering array of acronyms.

In addition to this "mental reformatting," recruits are taught how to use and repair a wide variety of firearms and squad-level heavy weapons. They are also shown their way around various transport vehicles and even VARGs. Recruits also learn basic survival and construction techniques, and are directed how to secure and patrol an area.

Triggering and Occupation Schooling

After completing Basic Training, any recruit who came up blank on previous latency tests is welcome to test a second time. This is done during the week of downtime between Basic and further training. Otherwise, that's a free week for blank recruits, who are welcome to stay on base or take leave. Latent psions are put through the Prometheus chamber at this point.

Right from the point of triggering, new psychokinetics are shown how to use their powers. Training command wants no psions wandering around randomly setting fires and otherwise wreaking havoc. This training continues for a six-week period, after which the new PK attends an abbreviated six-week Occupational Schooling course.

The Fast Track

Not everyone who joins the Legions must go through the full Basic Training course. Since the chaos of 2114 (with the fatal plunge of *Esperanza*, fighting on Mars, and conflict with the Upeo) the psi order has marketed itself to soldiers in national armies who are looking to make a change in their lives and/or who want latency testing. Thus far that program has been a success. About one Legionnaire in three comes directly from another military force these days. There are now Legionnaires from nearly every culture in settled space (although it still skews toward native Australians).

Any soldier (or sailor) who has completed his nation's standard-length term can enter the Legions under an abbreviated-training contract, so long as that national term was a minimum of two years. These lucky recruits get only a four-week "refresher" boot camp that is relatively light on abuse, followed by triggering (if appropriate) and the standard Legions post-Basic Training.

At this time there is no Legions Academy and no college ROTC program for psions. It is unlikely that there ever will be; General Larssen has been known to spit with contempt when such things are suggested.

Neutrals spend 12 weeks in this OS course, which varies in content based on the recruit's chosen specialty. There are far too many specialties to list here, but players and Storytellers should assume that any official group large enough to get a mention below covers at least one specialty for OS purposes.

Legions Officers Training College

General Larssen dislikes reserve officers and academy officers, but she doesn't hold every officer in contempt. When an experienced NCO is promoted to officer rank (Tier 3), he spends 12 weeks at the Legions Officers Training College, arguably one of the finest officer training schools in human space. Leadership and command issues are covered there, as are tactics, strategy and logistics. Experienced officers from outside the order are often brought in as guest lecturers, and roughly a quarter of the students in each LOTC class are not Legionnaires at all, but rather officers of Legions-friendly national armies whose governments are paying handsomely for the extra training these officers receive.

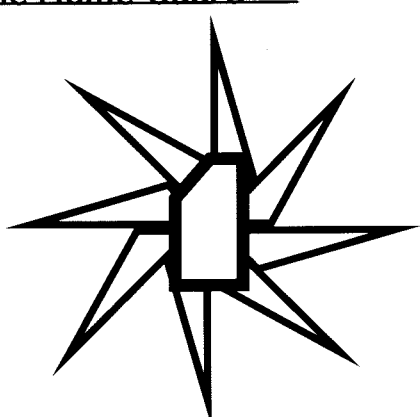
The Legions

Organization

As this section will show, the psi order is an organizational nightmare. Because Larssen added new Legions to the order as the group grew, rather than according to an established master plan, the order's top level seems chaotic. Additionally, because the General has only given leadership of a full Legion to people she trusts implicitly, she has not seen a great need to micromanage the Legions' administrative structure.

In ways, this hands-off approach is a good thing. The individual Legions are arranged to take advantage of their own strengths. But in an order of over 100,000 personnel, inconsistency is maddening and makes battlefield decisions unnecessarily difficult. To lend some predictability to the order, Larssen has imposed a standard "rank-tier" scheme. Though nuance is allowed from Legion to Legion, as a general rule a Legionnaire in a given tier outranks those in a lower-numbered tier, and is outranked by those in a higher-numbered tier.

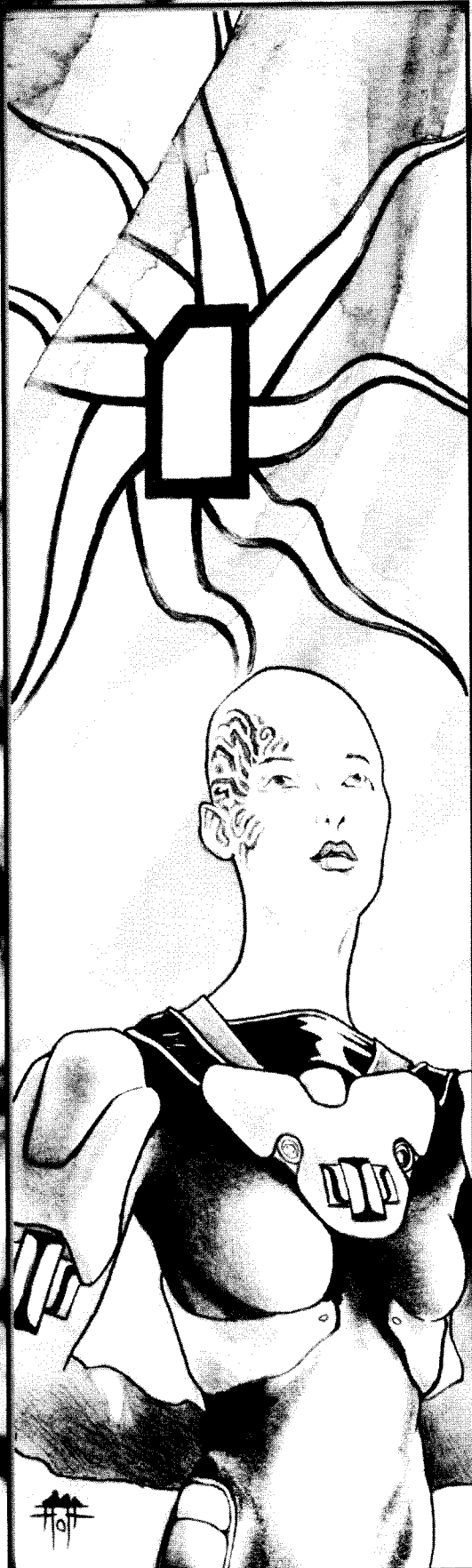
The Home Guard



The First Legion

The First Legion has many roles to fill. As its name implies, it was the initial Legion, with subsequent ones splintering off when the Home Guard got too big to manage. As a result, it retains some historical oddities among its duties.

The Home Guard — whose members are also called "blueys" due to their distinctive blue uniforms, a proud holdover from the Legion's first appearance at Syndey Spaceport — is responsible for the defense of Australia, internal policing and defining the public image of Psi Order Legions. Its current head is Field Marshall Marilyn Jabe, a



Legion Tiers and Organization

If there are multiple entries under a given column, those entries are in rough order of rank (that is, in the First Legion, a Private First Class outranks a Private, even though both are tier 1 soldiers). The Seventh Legion is an exception; the first designation listed refers to infantry, while the second designation is a naval (pilot) rank.

Tier	General Desc	1st	2nd	3rd	4th	5th	6th	7th
0	Civilian or Recruit							
1	Enlisted Soldier	Private, Private First Class, Corporal	Private	Seaman, Petty Officer	Private, Lance Corporal, Corporal	Private	Sotamies	Gocho
2	NCO	Sergeant	Sergeant, Master Sergeant	Chief Petty Officer, Master CPO	Sergeant, Staff Sergeant, Master Sergeant	Sergeant	Alkersantti, Kersantti	Gunso or Socho
3	Junior Officer	Lieutenant	Lieutenant	Jr Lieutenant, Lieutenant, Lieutenant Commander	Jr Lieutenant, Lieutenant, Lieutenant Commander	Tenente	Luttrantti	Shoi or Choi
4	Officer	Captain	Captain, Major	Commander	Commander	Capitao	Kapteeni	Shosa or Chusa
5	Senior Officer	Lt. Colonel	Major, Colonel	Captain	Colonel	Major	Majuri	Taisa or Daii
6	Staff Officer	Field Marshall	Brigadier General	Admiral	Commandant	Commandant	Commander (formerly Eversiti)	Shogun

serious woman in her mid-50s who runs the group with commendable efficiency, if not a great deal of emotion. Jabe has been with the order since '03, like most of the Legions' leadership. It's not public knowledge whether she had a falling out with Larssen or whether they're simply not close, but communication between them is perfunctory and terse. Despite any tension at higher levels, the First functions admirably.

TRITON ARCHIVE

Subject: PFC Gerho

From: Lieutenant Miles DeVane, First Legion

To: Carolyn DeVane

Encryption: SPE

Transmission type: holofile

Date: 09:14:52 4.4.2122

Yeh, sis, you and everyone else wants to know more about the first Qin member of the Legions. The media can't get enough of the fella.

PFC Gerho seems agreeable enough, as aliens go. The general assumption I've seen is that he (at least, I assume he's a "he") came on board with the First to point up the close relationship between humanity and the Qin.

Poor guy. Rumor is that he takes more than his fair share of shit duty from his squad-mates, but he bears it all pretty passively — I haven't heard from anyone who can remember him showing any anger. Of course, it's hard to tell what the little squidder's actually thinking inside his biosuit.

And of course, PFC Gerho doesn't get a chance to actually go on real active duty. A child could see what a PR disaster his getting hurt in combat would be. Since he's rumored to be a warrior by nature and not just because of that decked-out suit of his, I'm sure he's itching for some action.

I, for one, would love to see Gerho go to town on some Abbies. I'm itching to find out how many toys and gadgets he has fitted in that biosuit.

Lines of communication between FM Jabe and the Australia/New Zealand National Defense Forces (ANZ) are excellent and scrupulously maintained. This is rumored to result from the first formal orders Jabe received upon her promotion. The actual arrangement between the First and the ANZ military remains a well-kept secret. Whatever the details, the two forces cooperate surprisingly well when they respond to common threats. The ANZ military tends to stand down and support the Legions in the face of Aberrants, while the reverse is true during more mundane battles. Things can be less cordial on an inter-personal level. Legionnaires and ANZ soldiers maintain a strong rivalry, and there have been incidents of physical conflicts between off-duty members of both forces.

Just like the propaganda claims, members of the Home Guard who join the order's Military Police division really do get to see the universe. MP units are attached to each of the other six Legions — with the Second Legion having the least use for them and the Fourth the most. MPs provide site security and criminal investigation on-base for each group. MPs are held to a higher standard of conduct than either other members of the First Legion or civilian police are. Even certain misdemeanors can get a Legions MP busted back down to regular Home Guard or PR duty.

The Home Guard is the law within the psi order. While the universe at large considers the Legions to be a tough, no-nonsense group, within the Legions, the blueys get a decent berth. Though the Fourth Legion might be scarier, the First Legion takes its reputation as the core of Psi Order Legions very seriously, and woe to the psion who jokes about the First being nothing more than "a bunch of Nancies who dress nice for the vids."

Internal Investigations (II) is a subset of the Military Police. This department is charged with investigating potential violations of the Legions Code of Military Justice (LCMJ). II turns over any criminal information it finds to the regular MPs of the First Legion, who then assess the need for a court martial.

II is understandably unpopular within the order. Its leader, Captain Franklin Lapinski, is a clairsentient and former political officer in the Polish Army. Though he has the trust of the Legions Planning Staff, Lapinski is distrusted by the rank and file. This is due not only to the dislike most Legionnaires have for people whose sole job is to try to catch you screwing up, but also the

Fraternization

The Legions' Code of Military Justice (also LCMJ or "the Code") prohibits non-professional relationships between soldiers in any circumstance where the Legionnaires are of different rank but in the same chain of command, where such a relationship could impact the lower-ranked soldier's standing or career.

In other words, it would be against the Code for a sergeant in the Fifth Legion to socialize off-base with several of the enlisted men under his command — say, to drop by a bar and have a few drinks with the guys. Notably, the same theory states that it is perfectly legal for that sergeant to rent a hotel room with a captain from the Sixth Legion and spend the night in wild romance.

Unsurprisingly, the Code is applied differently in a practical sense. The first example happens all the time with barely a spare glance wasted by the NCO's superior officers, while the second example might get that sergeant a bit of hassle once back in his own unit.

Discretion is key for characters of different rank who might fraternize off-base. The LCMJ is an important tool for maintaining discipline, but fraternization is an equally important tool for maintaining morale. Legionnaire characters should remember that the LCMJ can be used as a legal weapon against them, and act accordingly.

reputation ISRA has for never truly allowing its members to leave the fold entirely.

Public Relations handles the vast majority of Legions interactions with the public. It coordinates with personnel from each Legion as necessary, compiling reports, arranging interviews and leaking information as needed. By rights, it should be a separate administrative branch within the Planning Office, but Larssen is typically occupied with more important matters.

Bottom Line

The First Legion is a relatively straightforward division. Its members are the media darlings of the Legions, though such attention can sometimes be oppressive. Also, thanks to traveling in such circles, it's not unheard-of for a bluey to get swept up in the backbiting realm of the rich and famous — even to the point of being tagged for a movie role or some ill-conceived publicity stunt.

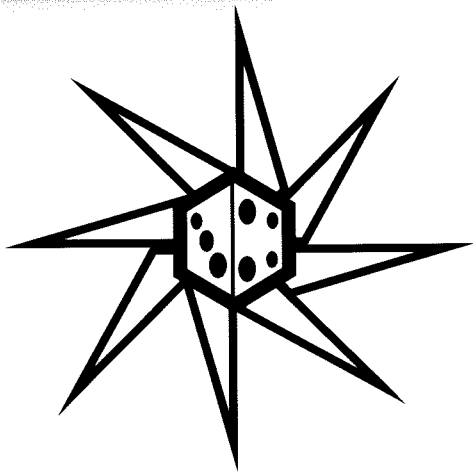
Military Police and Internal Investigations keep extremely busy these days, and members of the Public Relations division frequently get swept up in their activities as well. (Imagine the chaos in the wake of an assassination attempt on one of the higher-ups in the order. Now imagine being ordered to investigate the attempt and bring the guilty party to justice — all while keeping a low public profile.)

Allegiance: Step lively! The Home Guard forms the boundary between the civilian world and the Legions. Without us, the civilians would never trust the order, and the order wouldn't be able to interface with the civilians. We're the key that makes the whole thing work.

Ability Group: Bureaucracy, Etiquette, Firearms, Investigation, Savvy, Style

First Legion Organization

Total Personnel:	20,000 soldiers (incl. 4,000 psions)
Home Guard:	16,000
1st Division:	8,000
2nd Division:	8,000
Military Police:	3,500
Internal Investigations:	500
Public Relations:	2,500



Fortune's Knights

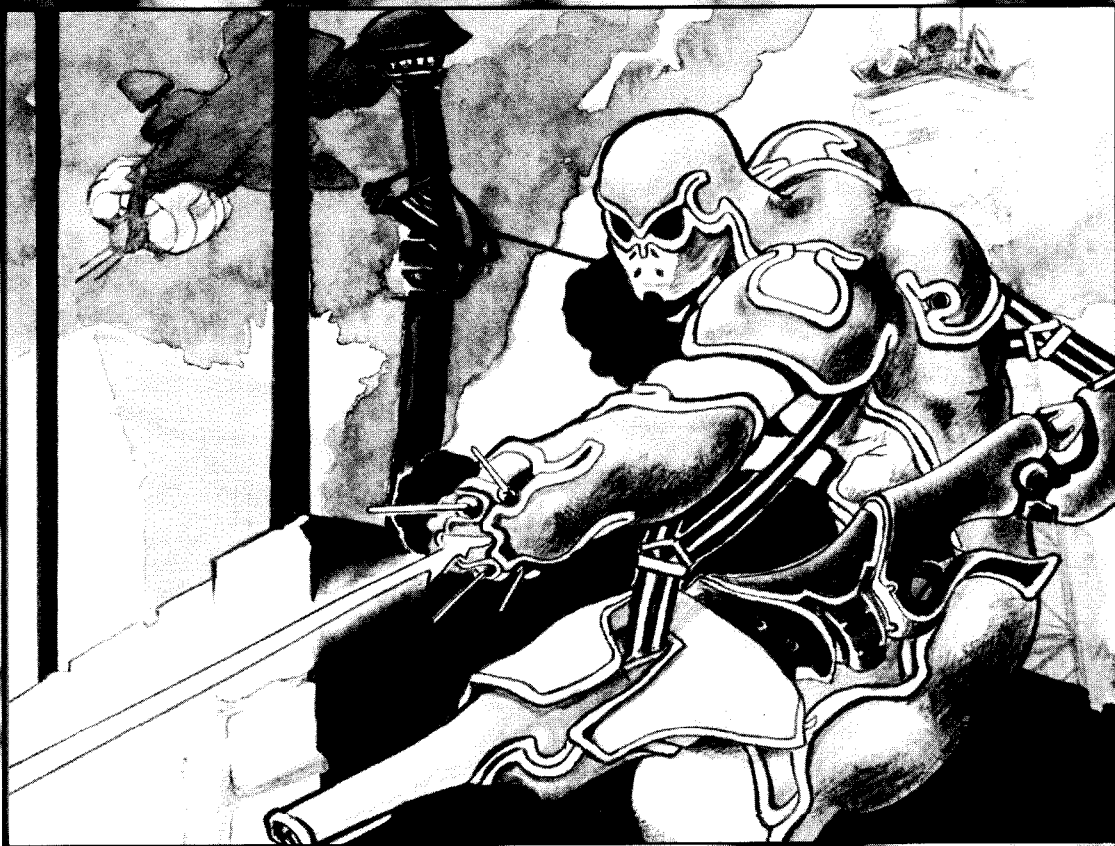
The Second Legion

It's a wonder the Second Legion works at all. Before long, a misunderstanding or deliberate deception on the Second's part will put Psi Order Legions at war with a national government. At present, Larssen and the rest of the Planning Office are taking a hard look at reorganizing Fortune's Knights, or even disbanding the Legion outright.

What's the problem? The Second Legion is designed to work on an independent contract basis for outside interests. This began in the early years as a means to gain much-needed financial resources for the young psi order's growth. Indeed, Fortune's Knights is in many ways merely a body shop for those interested in purchasing martial expertise.

Prospective employers may contact the Second Legion as a group and ask its administrative staff to post job offerings to available units. Alternately, they may contact a particular unit directly. Using the Legion as a broker costs a few percent extra, but many employers consider it to be worth it. Even when an employer meets with a given merc unit within the Second, that unit registers the job with Fortune's Knights administration. Within some general guidelines, the units that make up Fortune's Knights can take any contract they like. Units are hired independently of one another; a contract with one unit does not give an employer access to the entire psi order (or even just one Legion) as backup.

Rarely, and illegally, some contracts are hashed out (or just expanded from their original



PROTEUS CONFIDENTIAL

Second Legion Contracts

— **Craig Bartholomew, Proteus Division, 3.16.2122**

Few guidelines control the sorts of contracts member units of the Second Legion may accept.

- Any contract is immediately rendered void by Aberrant involvement among the employer's forces — in fact, odds are very good that such an employer is soon on the receiving end of a tactical strike by more Legionnaires than it could have afforded to hire. Accepting such a contract and remaining with the employer after learning of an Aberrant connection is grounds for court martial.

- The Second Legion will not broker any contracts that involve the destruction of public property or the deaths of civilians. Such contracts are forbidden entirely. Brigadier General Banion can be lax in enforcing this rule if the end result justifies the destruction, especially in the case of covert activity. He seems to feel that the guideline has more to do with public relations than with morality.

- No contracts that directly threaten Legions personnel or property may be accepted. This stipulation does not apply to members of the Second Legion in the employ of another participant in the conflict for which the unit may be hired. In other words, you can shoot at other Legionnaires working for your employer's enemy, but you cannot shoot at uninvolved Legionnaires.

terms) beyond the watchful eye of Brigadier General Banion and the proxy. These endeavors tend to be a little more...shadowy. Most of the time, Knights Administration looks the other way when it hears rumors of a secret contract, but if the Legions is getting the sharp end of a bad deal, the unit in question is reassigned to Mars Polar Patrol duty or worse.

Taken together, it's inevitable that such an arrangement will lead to instances where Legionnaires fight one another. Admin does what it can to keep such cross-contracting to a minimum, but it does happen on occasion. In such cases, most of



Top Contractors

— **Excerpt: *Pro Warrior Weekly: All-Legions Special Issue*, © GN 12.14.2121**

There are a lot of professional operators out there, folks (and too bloody many amateurs, as plenty of you have written to tell me). Below are some of the best. These four units are among the absolute tops you can find. Drop me a line if you've heard of better.

- **Red's Brigade:** Major J.R. "Red" Dobson leads this collection of grizzled vets. Red has close to 50 soldiers in the unit, split into two platoons. Red has been in the Legions since the order went public in 2104, and he looks it. His core group is old, too; average age is over 30. But they know their stuff. Very little surprises Red's Brigade. They also know what a lot of the younger guys don't, which is that your best hope for long-term survival is to avoid combat. If you meet up with one of these joes, buy him a beer and listen to his advice.

- **The Huntsmen:** PW Weekly gives you the scoop on the big Aberrant bounties, yeh? Some of you might have noticed how the Huntsmen pick up more than their fair share. While nobody in human space is an Aberrant-hunting expert, the Huntsmen are close. Lieutenant Georgia Graham runs the Huntsmen, which is at roughly platoon strength. The Huntsmen tend to be quiet, largely keeping to themselves. They haunt the LAST Zone and the ruins of central France, looking for their next big score.

- **Bravo Company:** This media-savvy unit hit the big time when they took down the Aberrant "Diablo," who hit Perth during the 2118 World Cup. They are not a full-blown company; on their best day the Bravos number only about 20 soldiers. But they've got members fixed up with vid recording gear, a PR firm on retainer and they donate money to Australian charities. The hype may make them seem like glory hounds, but they're highly competent and take advantage of top-grade African and Brazilian equipment.

- **J's Elites:** A small group that lives up to its name. J has a couple of squads, both psions and neuts, who specialize in hostage extraction and similar no-mistakes stealth work. The psions and neuts work remarkably well together. The entire group relies primarily on ordinary modern technology; psi use is restricted to emergencies due to backlash effects. The Elites were responsible for taking down the Sword of Allah terrorists at the Johannesburg Stock Exchange last July with no hostage deaths.

the soldiers feel no hostility toward their opposite number. These men are professional warriors, and to take unnecessary potshots at a Second Legion bioVARG that may become backup on your next gig is unprofessional. While it would be career suicide for two Legions units on opposite sides of a battle to agree to a mini-truce, the mercenary psions do tend to show each other greater leniency and come to surrender terms much faster than "conventional" national or independent forces do.

As unpredictable as combat missions can be, most work pretty well within the guidelines. The majority of contracts that don't work out have a lie at their core. The "rebel staging ground" was a civilian village, "minimal security" turns out to be a mechanized infantry division, or "on-demand extraction" becomes "sorry, boys, you're on your own." And while honest mistakes do happen, lies cost lives.

If proof comes out that an employer sold out a Second Legion unit, the contract brokers in the administrative wing add a new job to their postings board: retaliation. A bonus is paid to the first member of the Second to do appropriate damage to such an employer's holdings. Such retaliation should involve the destruction of property and not the deaths of civilians or employees.

Retaliatory tactics work well against corporate and private interests. They don't work nearly so well against national governments. The Legions has yet to go to war with a country, and observers dearly hope it never happens. It would certainly violate Larssen's clearly defined mission to protect, not fight, humanity. Plus, it would destroy the Legions' credibility.

Bottom Line

The Second Legion is a powderkeg. Individual Second Legion units take on a wide variety of operations, and resource management issues are always near the top of their priorities. The latitude afforded members of the Second can get psion characters into a lot of trouble if, for instance, they're discovered on a covert operation getting intelligence on FSA holdings in Antarctica. The FSA is unlikely to buy any story about the characters being an independent group. No, the Americans will assume the worst: that the Legions is poking around in their business with evil intent.

The Storyteller has to be aware of potential problems that can naturally arise from Second

TRITON ARCHIVE

Second Legion Job Postings

— Excerpt: 6.2.2122

Due to numerous violations, contact information for postings is NO LONGER POSTED TO THIS BOARD. Contact Admin directly for further details on all postings.

Garrison Duty: McMurdo, Antarctica. Posted 7.3.2121. Requested: Two squads. Admin Comment: *Incredibly boring duty; note the age of the posting. The money is decent, though, and it isn't like you'd be under fire.*

Extraction: Central Asia. Post Date 5.19.2122. Requested: One strike team, veteran preferred. Admin Comment: *Not boring. Highly secure. Discretion more important than success.*

Intel: Riyadh. Post Date 3.29.2122. Requested: One strike team to one squad, experience preferred. Admin Comment: *Straightforward recon here, though danger a possibility; bring your NBC gear.*

Site Security: Bogota. Post Date 5.7.2122. Requested: One platoon, experience a must. Admin Comment: *Seems like this is partly a "show" operation, so be ready for cameras.*

Bug Hunt: Sri Lanka. Post Date 6.1.2122. Requested: Two squads or more. Admin Comment: *Aberrant hunting; request comes from Command & Planning. Usual bounties apply.*

Special Ops: Extrasolar. Post Date 5.12.2122. Requested: One platoon; experience required. Admin Comment: *Internal job request. Details classified.*

Legion activity. If a group can conceal its allegiance it can act relatively freely, but if its true allegiance is found out there will be protests from all sides. Imagine the chaos that would ensue if a Knights mercenary unit with its cover blown is about to be captured, and the characters are hired to extract those mercs before the target finds out who they really are.

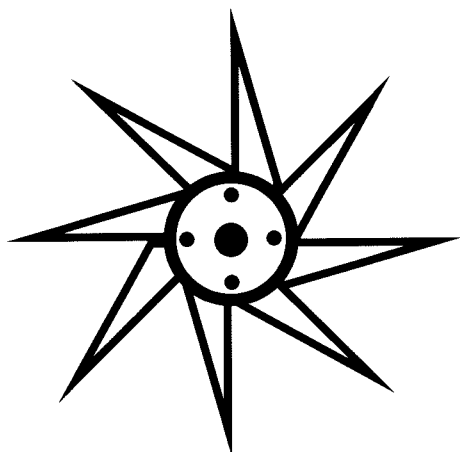
Allegiance: We've got freedom of action that no other Legion has, and that includes the freedom to get stinking rich. We're not really indies; our loyalty is to Colonel Banion and General Larssen, but the poor suckers in the other six have no idea what they're missing out here in the wide universe.

Ability Group: Drive or Pilot, Firearms, Stealth, Intrusion, Survival, Savvy

Second Legion Organization

Total Personnel:	15,000 (incl. 5,000 psions)
Admin Staff:	500
Various Mercenary Units:	14,500
1st Division:	7,000
2nd Division:	7,500

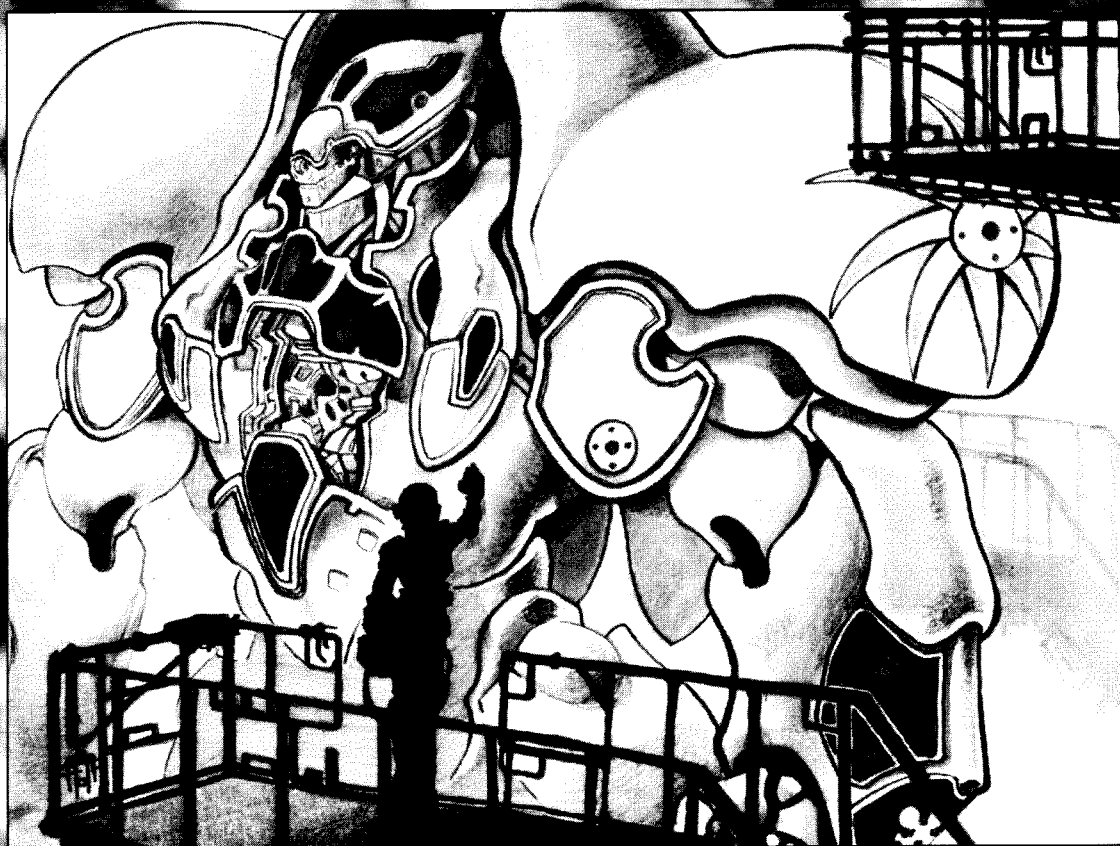
Administratively, the Second is divided into two special infantry divisions and a headquarters battalion. In practice, those two divisions are utterly fragmented, with units as small as individual strike teams on independent and semi-independent missions.



Support Force One

The Third Legion

Psychokinesis Proxy Larssen took an unusual step when she split her logistics and support troops into a Legion of their own. Back in 2106, the Legions effectively had two quartermaster corps. One supported the Home Guard, the other Fortune's Knights. There was unnecessary dupli-



Other Psions in the Legions

All non-psychokinetic psions are officially part of the Third Legion, even if they are attached to another Legion in practice.

Clairsentients are extremely valuable for their ability to sense and locate hostiles (especially Aberrants). Clears frequently find themselves with "hotdog" promotions to junior officer grade, and get stuck in a battalion's headquarters unit. This is not universal; ISRAns can refuse the promotion and attachment and serve out their terms as ordinary soldiers, but they are certainly useful as HQ personnel.

Teleporters are almost unheard-of in Psi Order Legions these days. A half dozen rejoined the order after the Upeo returned to human space (see **Stellar Frontier** for more details), attaching themselves to 2nd Legion units operating out of Africa. These teleporters primarily defend the Upeo homeland. They are fiercely independent, and absolutely refuse to be "used" by the Legions Planning Staff outside of the missions their units choose. Whether this independence will also assert itself in the face of a truly catastrophic event (interplanetary war or a concerted Aberrant attack) remains to be seen. Larssen hopes that these few teleporters can become the core of a reconciliation between her order and Atwan's.

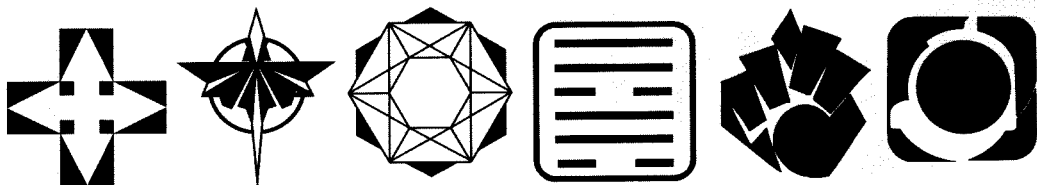
Electrokinetics are typically former Orgotek Ops personnel who were lured to the Legions after their Orgotek contracts ended. As combatants, EKs fit right in with the PKs that populate the rest of the order — and lasers and lightning come as a sur-

prise to an enemy prepared for fire and ice. Additionally, technokinetic specialists are typically offered a healthy bounty to assist electronic warfare programs throughout the order.

Biokinetics are similarly valuable enough in combat situations that they're welcome in any forward unit. They tend to have problems advancing through the officer ranks due to the Legions senior staff's distrust of the Norça. Shifters are treated well in the Fifth Legion, but this only serves to fuel the rumors that Commandant Salera is a Norça pawn.

Vitakinetics spend most of their time as combat medics, but the Algeis Mode gives them an edge that a lot of combat medics lack. Mentatis specialists tend to spend time both at battlefield hospitals and in the Post-Triggering Recovery Center at Legions HQ.

Telepaths, while officially welcome, seldom join; the reciprocal triggering agreement between the Legions and the Ministry is so rarely used as to be nonexistent. That means that every telepath in the Legions was Ministry-trained and is assumed to remain loyal to the Ministry. That, in turn, means that telepathic soldiers get one of two treatments: either they remain stuck as enlisted men for their entire term of service, or they are given a hotdog promotion to junior lieutenant and left in command of a maintenance platoon. In either case, the goal is to keep the telepath away from any valuable secrets. The above scenarios are by no means the only possibilities, but are far more common than Legions Planning Staff would admit.



cation of effort and competition for resources. As the story goes, Solveig Larssen brought the officers in charge of each group to a small, poorly ventilated room with uncomfortable chairs and locked them in until they resolved the problem. The rival quartermaster corps merged and received status equal to the other Legions.

Support Force One is responsible for everything the Legions does unrelated to PR (that's the First's problem) or fighting (that's everyone's problem). It's also responsible for all non-psychokinetic psions. The Third has picked up new duties along the way and, in return, slid some of its own onto the other Legions' shoulders.

Scott Henrickson was recently named to lead the Third Legion, taking the reins from the proxy herself. He's taken the title "Admiral" to reflect the naval support work the Third does. Henrickson has aggressive plans to further define the Third Legion as a fighting force of its own around a core of heavy armor units. When the General commanded the Third personally she didn't have the time to put such plans into place herself, but she endorses Henrickson's efforts.

Bottom Line

The Third is a catch-all division, and the Planning Staff has advised Larssen to spin at least parts of it off into its own force. All neutral personnel are assigned here, the majority to one of a number of support troops. These include: engineering (bridge building, construction, mine laying and sweeping, demolitions, utilities management); signal troops who manage intra- and inter-unit communications; chemical troops responsible for the detection and containment of nuclear, biological and chemical weapons; transport (a catch-all including supply truck drivers and anyone else who does not drive a combat vehicle); medical personnel (including rexes); electronics troops; and maintenance troops, the most unglamorous of details.

Notably, the Third Legion has a growing armor unit. Henrickson has a short tank battalion (about 30 tanks) that, along with some VARGs, he plans to make the nucleus of a reengineered Third Legion.

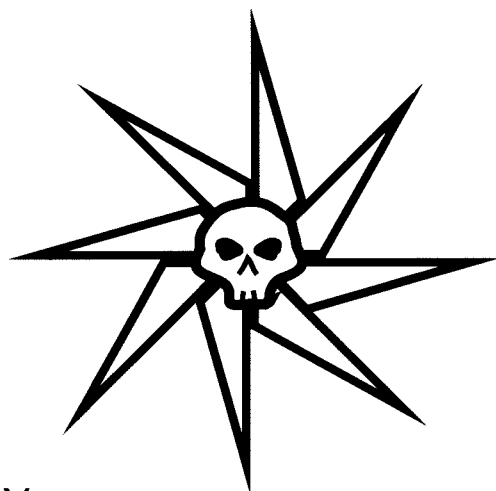
Allegiance: Honestly, the Third Legion isn't all that cohesive. Sure, we feel some loyalty to each other, but how much value can you put on your membership in a group whose real nickname is "Misc?" Admiral Henrickson is making a real group out of us now, though, and we're willing to give him a shot.

Ability Group: Awareness, Bureaucracy, Command, Firearms, Subterfuge, one of Engineering or Science

Third Legion Organization

Total Personnel:	25,000 (incl. 4,000 psions)
Armor:	6,800
Navy:	5,200
Support Troops:	13,000

Roughly 75% of the Support Troops total is assigned evenly among the other six Legions at any one time. It also retains an additional 30,000 contracted civilians not included in the division total.



Vengeance

The Fourth Legion

Professional soldiers like to tell stories about the real bad-asses of the 22nd century: the FSM Marines, the Argentinian Elite Guard, the UAN's Assault Corps, those types of guys. Tough, and maybe — probably — a little crazy. But when *those* bad-asses tell their own tough-guy stories, they talk about the Fourth Legion.

Saying "the Fourth Legion is dangerous" is like saying "the sun is hot." Fourth Legionnaires are the types of soldiers you're glad to have protecting you, but hope to God never come to your neighborhood to do it.

The Legions Prometheus chamber is responsible for tweaking some of these soldiers — in any psi order, a small percentage of latents come out of the Prometheus chamber with slightly worse tempers or a reduced sense of empathy. Some small fraction of those come out truly psycho. In the Legions, the psychos join the Fourth.



Others join Vengeance (they prefer “the Fourth,” “Vengeance” having been applied by an overzealous PR flak) because they’re angry. The Aberrants are back and they’re doing a lot of damage. Young women and men from outer colonies hear news that their home rock has been destroyed, or have fled to Earth just ahead of such destruction. They join the Fourth to get some payback.

Colonel Agrah Shahim, the leader of the Fourth, is not unlike a caged tiger. He has better things to do than the paperwork and politicking that come with his position, and his discomfort in the few interviews he’s given back this perception up. His answers are short and to the point, and he rarely expounds upon his personal feelings or philosophy in a public forum. Shahim shares his troops’ desire to drive back Aberrants and any other threat to humanity with decisive lethal force. It’s not surprising that the colonel has retained the full respect of his troops since taking over command in 2117.

Bottom Line

It may seem strange that the Second Legion is considered to be more of a political liability than the Fourth, but the difference lies in application. There are members of Fortune’s Knights all over human space, outside of direct Legions supervision. Any one of them may cause a diplomatic incident. While individual members of the Fourth are generally more dangerous than those of the Second, the Fourth as a whole maintains tighter discipline. A Fourth Legionnaire might get into a fight or damage some property, but the Fourth Legion isn’t about to go knock over a small country.

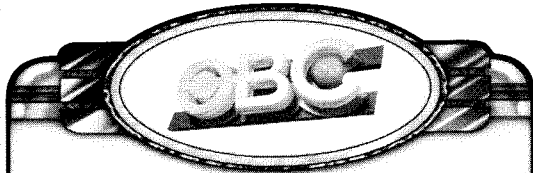
The Fourth Legion has a wide range of personalities and states of mind. Many join the group out of bitterness or a desire to get revenge on their enemies. Some may never get the vengeance they desire, though others might. Vengeance is a hard life, and not a few Fourth Legionnaires have died before getting retribution, while others have applied for transfer after discovering that the harsh truth is more than they can face.

Allegiance: We're not the Legions' fist. We are the hard knobby pair of gloves that the order puts on before throwing any punches. There is no fight we can't win, no enemy we can't take down a peg. If someone must fight and die to save the universe, we may as well be out front.

Ability Group: Athletics, Brawl, Endurance, Firearms, Intimidation, Melee

Fourth Legion Organization

Total Personnel:	5,000 (incl. 1,500 psions)
Strike Force Alpha:	1,200
Strike Force Beta:	1,200
Strike Force Gamma:	1,200
Strike Force Delta:	1,200



Fourth Legion Motivation

— Excerpt: Colonel Agrah Shahim,
interviewed for *Retrospective*, ©
2119 OBC

Every society needs a group of people that it can trust to act in its best interests during time of war. Humans have the Legions, and the Legions have "Vengeance," as my soldiers in the Fourth are popularly known.

We accept this duty; many of us relish it. It is an opportunity to show mankind our skill, and a chance to excel even when the ever-present media closes its collective eye. Most of us would choose no other life.

PROTEUS CONFIDENTIAL

The Price of Vigilance

—Excerpt: transmission intercept
from Colonel Agrah Shahim to
Proteus Assistant Director Mary
Pointer, 4.21.2119

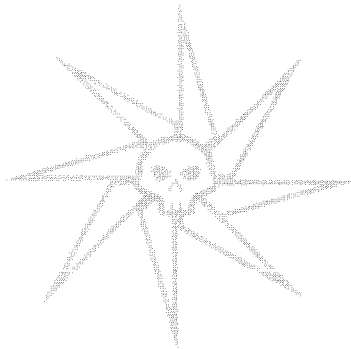
...and you have to understand that I don't give a damn how uncomfortable you are with my personnel. Billions of people sleep peacefully on this rock every night, and most of them don't know how lucky they are for that luxury. Your eight billion are terrified of my Legion. "How frightening, what monsters!"

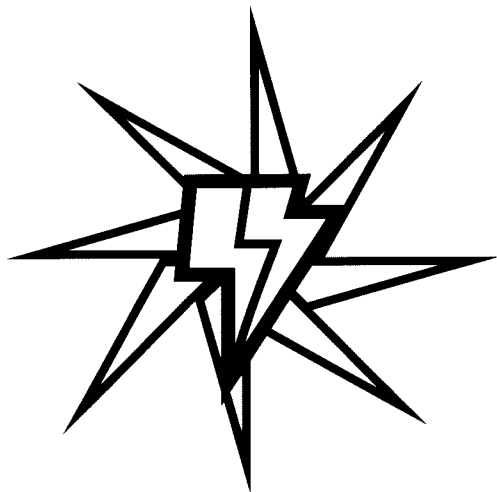
To hell with your eight billion. My people don't sleep peacefully. We know there are monsters out there, and by Allah, we know that your eight billion are *going* to put us on the front lines, again and again and again. "Fight the Aberrants with the Fourth Legion, and hopefully the Fourth will whittle their numbers down before they get too close to Earth and the rest of us have to respond.

"Oh, no, but don't get too close to those soldiers. They're too violent."

And the damndest thing is that none of you understand why we're doing it. You *hate* us. You see us full of macho bullshit; cruel and callous to our own. You cannot imagine that we have a sense of honor, or that our honor keeps us fighting in places where your polite society has broken down beyond all recognition.

We will save your world, and your eight billion, and none of you will even understand why.





The Americas

The Fifth Legion

There are really four divisions to the Legion of the Americas.

The South American Corps has the best PR — it has good relations with most of the civilized governments of Sudamerica, and as a result it gets the most media exposure.

The Central American Corps is busy. United Nations peacekeeping forces are spread from Colombia to Mexico, trying to keep a handle on roaming insurgencies, the Mexican border conflict, foreign mercenary “training” and the seemingly unstoppable war between El Salvador and Honduras. The Central American Corps is on good enough terms with the local UN command that joint maneuvers are relatively common.

The greatest Legion Navy presence outside of Australasia patrols the Caribbean and Eastern Pacific. Compared to any national navy, the Legions’ American Fleet is laughably small, but that size seems to mollify the nations of the Caribbean Rim. The American Fleet is a threat to no nation.

There are so many variables in North America that it’s almost impossible to fully describe the North American Corps’ role on that continent. Even with battalions based in Mexico City, Québec and the LAST Zone, there is a greater Legions presence within the borders of the Federated States than its government realizes. The Fifth’s commander, Commandant Iago Salera, maintains relations with the Halifax Irregulars, the Free Mountaineers and other Trumerican groups. His LAST zone boys keep on pretty good terms with the governing boards of Des Moines and Chillicothe, and

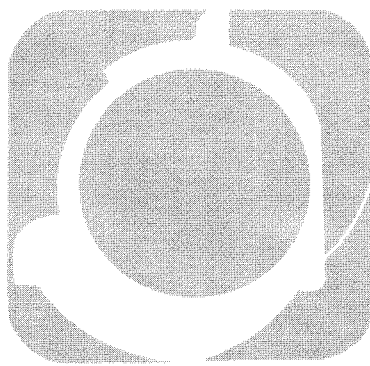
Lightning

Media pundits called the signing of the 2110 Legion Aberrant Suppression Treaty (LAST) an indicator of the warming relationship between the FSA and the Legions. The LAST agreement gave the Legions jurisdiction over the Blight region in North America. Not only were the pundits wrong, they missed the real story.

The LAST agreement was the low point in relations between the Legions and Orgotek. Larssen and Cassel are reported to have sniped verbally at one another during proxy council meetings of that time. Though no actual fighting took place, tension between Orgotek’s Operations staff and the Fifth Legion was high. Orgotek Ops apparently saw the LAST agreement as an attempt by the Legions to further horn in on Orgotek territory.

By 2112, things began to cool off. To symbolize the friendship between the rivals, the Fifth Legion and Orgotek Ops each designated a platoon to cross-train, to learn how the other side worked and how to best take advantage of each other’s strengths. This combined unit is known as Lightning. The Legions has gotten much more interested in the combat uses of Electrokinetics since this cross-training began; the corresponding military research has gotten more popular in Orgotek, as well.

Lightning’s members wear a blue lightning-bolt patch on their uniforms to designate their special expertise. They are the default liaisons to Orgotek Ops in the event of joint operations. Since 2112, more than a dozen joint operations have taken place, notably in the Rocky Mountains and the LAST Zone.



they even pitched in (unofficially) during the Mississippi floods of '16. Salera continually risks the precarious relationship his psions have with the FedBoard, but as of yet he's covered his tracks pretty well.

Bottom Line

North America is awfully reminiscent of a tense cold war spy thriller. Soldiers have to move carefully within their area of operations or risk diplomatic disaster; the LAST agreement isn't so strong that wrong moves by a group of hotheaded Fifth Legionnaires couldn't destroy it. The FSM is looking for a reason to exile the Legions, and though they haven't found one yet, heaven help the Legionnaire that precipitates such an ouster.

By contrast, the Fifth Legion is on decent terms with the governments south of the Panama Canal. There are disagreements, of course, but not to the same degree as in the Federated States.

Characters who get involved with rebel elements in North or South America must walk a careful line. Those who actively sympathize with those rebels might find themselves transferred to another Legion; or, if they act on those sympathies, face a court martial for insubordination.

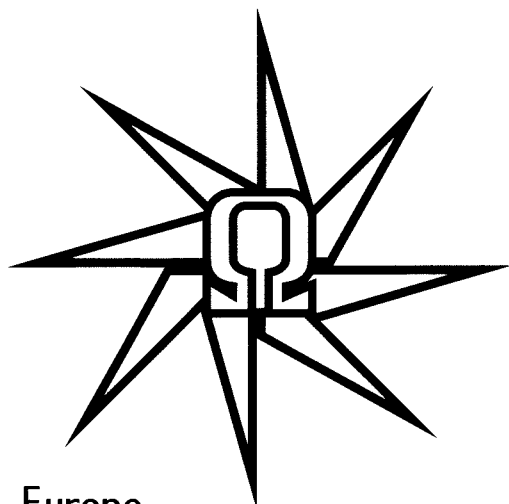
Allegiance: These are tense times. Hasty action in the wrong place could easily get a lot of people killed. We are soldiers, of course, and if battle must occur we gladly volunteer ourselves for the duty, but we have to be careful. One must choose one's fights carefully.

Ability Group: Command, Firearms, Interrogation, Intimidation, Style, Subterfuge

Fifth Legion Organization

Total Personnel:	15,000 (incl. 3,500 psions)
South American Corps:	4,000
Central American Corps:	4,000
North American Corps:	5,000
Caribbean Fleet:	2,000





Europe

The Sixth Legion

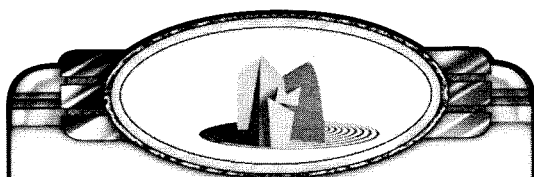
Gianetta Mossalo, leader of the Sixth Legion, engenders some very strong opinions among her troops. She's somewhat infamous within the Legions ranks and across Europe due to her unwillingness to totally embrace a military structure. She refuses to take a military title of any kind. To her subordinates she is "Ms. Mossalo." In private she explains that she is unwilling to insult the military tradition by taking an unearned rank.

Her troops' opinion of her varies wildly. The majority of the Sixth Legion is willing to trust her judgment while keeping any doubts to a low mutter. Many soldiers are convinced that Mossalo received her rapid promotion based entirely on her great psionic potential. Her power level ranks in the top one percent of the order, and there are tales of the time that Mossalo, barely out of the tank, played the proxy to a standstill in a chess-like fire-and-ice game.

Psychers in that first group, Mossalo's supporters, come mostly from non-military backgrounds. In the words of Sixth Legionnaire Andrei Dzardescu, "I took a latency test when I was 18. It said I had strong tendency toward psychokinesis, so I joined the Legions. I never wanted to be a soldier, I never wanted to have a sergeant tell me where and when I could eat, sleep, piss. I just wanted to help my homeland." Dzardescu — and many like him — are utterly dedicated to the Legions' goals, but sometimes wonder openly if a strict military hierarchy is the best way to reach those goals.



Mossalo relies on experienced military advisors to help run the Sixth's day-to-day operations. However, she's proven resistant to operating in an entirely military setup. Although Mossalo is willing to develop compromises that benefit the Legion as a whole, it's been difficult to garner complete respect from her senior staff. It's quite likely Proxy Larssen will have to step in and redirect Mossalo's focus or even replace her if things don't start running more smoothly soon.



Crisis in the Sixth Legion?

— Excerpt from *Insight* holomag, ©
2121 Sophia Gromulka

...by contrast, Mossalo's detractors want her removed from her position in favor of "a real soldier." Few of these soldiers are willing to come forward and state their names.

Majuri Nils Johanssen is Mossalo's most outspoken critic within the Sixth, and he was happy to speak on the record. "I like to think I understand where Eversti Mossalo — sorry, Ms. Mossalo — is coming from. She's very well educated and she's very intelligent. But her well-intentioned policies are slowly eroding the morale of this legion. My brigade alone has had almost 20 applications for transfer to the First or Second in the time since Ms. Mossalo came on board. Those applicants are good people, career-minded soldiers who have the welfare of Earth in mind.

"Military groups thrive on routine, on predictability and on a clear, obvious chain of command." Johanssen continued. "Those are the priorities we need to re-emphasize here in the Sixth. If things get much worse, honestly, I intend to appeal directly to General Larssen."

Bottom Line

Sixth Legionnaires can easily get swept up into any story taking place in Europe; their responsibilities take them across the continent. They are usually found in relatively small groups as well, making it easy for Storytellers to fit new Sixth Legion player characters into a group. With the leadership problems going on the Sixth, many Legionnaires are looking for an excuse to just keep their heads down, get their work done and keep out of the politics. Other characters may dive right into the political problems in the Sixth; players and Storytellers should discuss the level of politics they want in their game.

Things do not look good for Gianetta Mossalo and the Sixth Legion. Her core of senior officers is divided on issues of trust and respect for her. Indeed, one or two have even made noises about transfers to another Legion.

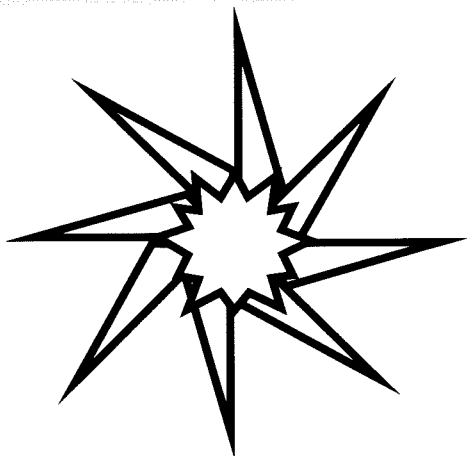
Allegiance: Yes, the fighting is all well and good; Earth certainly needs her defenders and we are proud to count ourselves among them. But hasn't anyone else noticed that there's a society out here that needs rebuilding? Our homes are falling apart and Aberrants nest in the heart of what was once the center of culture on Earth. If the Aberrants attack for real, we'll be right there fighting, but until they come, can't we get the Earth straightened out?

Ability Group: Awareness, Firearms, Intrusion, Investigation, Rapport, Survival

Sixth Legion Organization

Total Personnel:	10,000 (incl. 3,200 psions)
Northern Regiment:	2,000
Western Regiment:	3,500
Eastern Regiment:	2,500
Southern Regiment:	2,000

The regiments listed are administrative and are rarely fielded as a single fighting force.



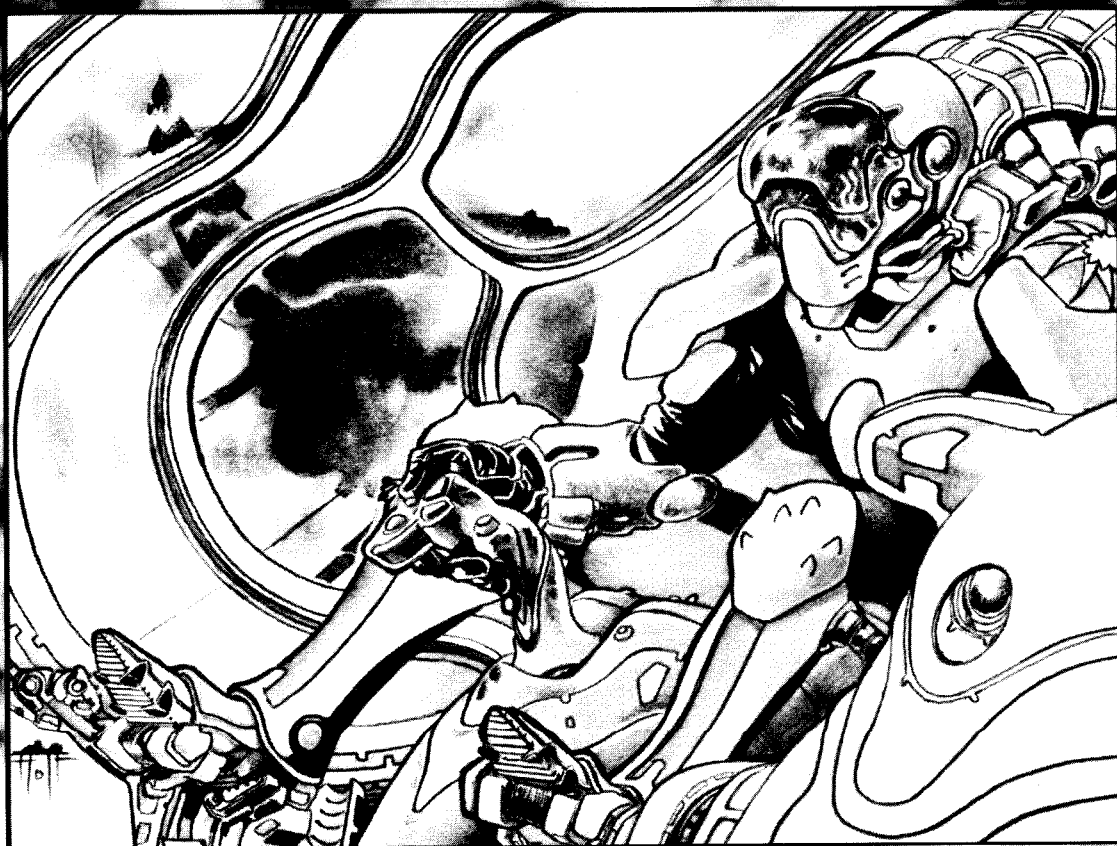
Phoenix Squadron

Seventh Legion

Call them what you want; from “flyboys” to “space cadets,” the Seventh Legion’s hotshot pilots and assault troops have heard it all. They’re the darlings of the off-Earth colonies, and most of them are happy to play that status for all it’s worth when on “dirt leave.” (It’s a common joke that the birth rate doubles nine months after Phoenix Squadron finishes a colony posting.)

The core of the Seventh consists of three groups. The smallest of these is the combat pilots, gunners and so on — the men and women made famous in holosims like *Stellar Patrol* and *Silent Scream*. Second is the orbital assault group — the evolution of Marine and “first strike” battalions throughout history, and the highest per-capita users of VARGs and similar mobile assault gear. The largest group in the Seventh is the support detail: engineers who keep the engines running; comm and sensor operators on the Legions’ few capital ships; and quartermasters, navigators, physicians and damn nigh everything else a combat spaceship needs to keep in operation.

Shogun Toshiro, the Seventh’s commander, is something of an odd duck. He’s remarkably tall for a fighter pilot — about 190 cm — and he’s one of the fastest humans in the order. His concentration is in Telekinesis, and rumor has it that he’s used that Mode to enhance some maneuvers in the half-dozen martial arts in which he is proficient. It is something of a cliché that a Nihonjin soldier is proficient in martial arts, but the man is *good*. Soldiers in Phoenix Squadron are required to take only



Subject: Antarctic Drills

From: Shogun Toshiro, Phoenix Squadron

To: General Solveig Larssen

Encryption: DSE

Transmission type: textfile

Date: 14:02:37 09.07.2121

Please accept my humblest apology, General. I had been led to understand that our relationship with the UN would allow us to stage maneuvers over Antarctica without the sort of uproar you describe in your memo. No such violations will occur again.

I admit to some confusion, however; the UN was more than willing to let us clear renegade Chitra Bhanu from Dakshn Gangotri, boil that nest of Aberrants out of its ice castle and so on; but now that things have calmed down around the South Pole we are unwelcome there?

Regardless, judging from the UN report about the incident, our stealth "technology" worked brilliantly. UN radar and polar satellites spotted the drop ships, but not the drop troops. I believe this will make an excellent ace in the hole.

a basic one-week hand-to-hand combat course in Basic Training. Toshiro encourages deeper study, and it does seem that most of his promotions come out of his student corps. A bit of nepotism? Probably. But the General doesn't appear to have a problem with it.

Bottom Line

The Seventh is charged with keeping extrasolar colonies safe for human colonists; their secondary mission is to hunt down Aberrants wherever they may flee to in the universe. Under more conservative leadership, the Seventh might abandon that secondary mission to concentrate on the human colonies across known space, but Toshiro is no conservative. Instead, the Seventh is spread (perhaps dangerously) thinly over human colonies and unexplored space.

Orbital Assault Troops

The Seventh's stealth airborne assault troops are far more unusual than the Legion's guarded internal reports imply. These troops actually drop from vacuum and through a planet's atmosphere. In theory, it's an excellent combat tactic. Even in the unlikely event that advanced radar systems could pick up a human-sized object, the drop troops' pressure suits are treated with radar-absorbing material, making them practically invisible to such scans. Once in the atmosphere, the troops can maneuver to the drop point with much the same accuracy as a modern HALO jump.

The key is, of course, Psychokinesis. A psyker with Flight (4 Telekinesis) and Flame Immunity (1 Pyrokinesis) can survive orbital re-entry with only an air supply, a pressure suit and the expenditure of three Psi. Training, of course, is also an essential component.

While many Legionnaires might technically qualify to serve as drop troops, there are currently only two trained drop troop squads (only a dozen soldiers). One of these squads is drawn from the Seventh Legion and one from the Fourth. Not one of the people who actually drop is precisely right in the head.

The Assault Corps, designed as fast-response troops, is the largest of the Seventh's divisions. The Inner and Outer System Fleets, each with 1,000 members, are designed for rapid deployment to support one another. The third piece of the Solar System puzzle is the Near-Earth Fleet, whose role is to defend the space from Earth out to Luna. Three jump ship fleets (Ichiban, Niban, Sanban) work in conjunction with the *Æon Trinity's* Leviathan program to patrol remote outer space. Each of the fleets has at least one jump ship; associated ships in each fleet include frigates, scouts and dozens of fighters. In theory, Toshiro can call the three extrasolar fleets to any given location in a matter of half a day or less.

Allegiance: The universe is a huge, beautiful place. There must be thousands of worlds out there that can support human life. When humans get there, we'll pave the way, and more importantly, we'll make sure that no force can harm them.

Ability Group: Pilot, Firearms, Martial Arts, Resistance, Engineering, Science

Seventh Legion Organization

Total Personnel:	10,000
	(incl. 3,000 psions)
Near-Earth Fleet:	1,500
Inner System Fleet:	1,000
Assault Corps:	2,000
Outer System Fleet:	1,000
Ichiban Fleet:	1,500
Niban Fleet:	1,500
Sanban Fleet:	1,500

Other Groups

Though Psi Order Legions is more regimented than any other order (save perhaps the Ministry), there are a number of groups whose membership spans two or more of the other Legions. Some groups have already been described previously in this chapter, while others are listed below. Not all of them are strictly supported by the Legions' administration, but most serve an important purpose within the order.

Planning Staff

Legions Planning Staff is a "supra-organization" that maintains the order's long-term agenda. Members include General Larssen, all seven Legions commanders and leaders of the order's more important subgroups (such as the Navy and R&D). Two dozen enlisted personnel, NCOs and officers on staff develop projections of everything from Aberrant activity to stock market trends. There are a few Third Legion clairsentients in the service of the Planning Staff, but they are not strictly a *part* of PS. There are too many staffers who don't want ISRA knowing what they're up to.

The Legions Navy

Proxy Larssen, with a background in infantry and extensive off-Earth combat experience, was originally resistant to the idea of a wet navy for her psi order. Both of the generally accepted reasons to have a navy — to cripple an enemy nation through the destruction of surface shipping, and to protect surface shipping from an enemy nation — are alien to the Legions' mission.

During a period that Larssen jokingly calls "The Great Haranguing," from 2110 to early 2112, a cadre of Legionnaires with naval experience sent

over 100 letters and emails to General Larssen urging her to integrate some kind of navy into the Legions.

First Legionnaire and former FSN Captain Seamus Riley, a Boston Irishman and longtime friend of Gar Banion, led this cadre. Riley, a longtime Third Legionnaire who ran his company as an amphibious group of Aberrant-hunters operating in the islands of New Zealand, was quite vocal about his frustration with Larssen's anti-navy stance.

Eventually, the Psychokinesis Proxy relented. Legions naval forces have been slowly built up over the intervening years, and support five Naval Task Groups at present. Operationally, each NTG is led by a Grozny-class Fast Response Carrier, and is accompanied by around six support ships. Each NTG is responsible for a different theatre, divided into Indian, North Atlantic, South Atlantic, North Pacific and South Pacific. Additionally, and separate from the Third Legion's Navy, the Fifth Legion has a small task group in the Caribbean. The Planning Staff is confident that each NTG can handle "at least a few" Aberrants at a time; to date, each group has faced down at least one Aberrant without taking serious damage.

Research and Development

Major Vincent Pollard's R&D group doesn't just figure out new and exciting ways to blow things up. This department — officially attached to the Third Legion but with members from all existing divisions — is tasked with developing equipment to help combat the incipient Aberrant menace. This means experimenting with everything from biotechnology danger sensors to a smart bullet that will round corners in search of its prey.

Squads are a bit nervous about trying out new mystery gear from R&D. Older NCOs still tell the story of Sergeant Domanski, a psion attached to the squad that gave the first field-test to biotech camouflage combat dress. Domanski was unable to get herself properly formatted to the equipment; during a night-assault wargame, the gear started to glow bright blue. She was hit with sim weapons a record 68 times that evening.

TRITON ARCHIVES

The "Sonokinetics"

— Excerpt: "Telekinesis and Sound", Legions Colonel Martin Sanderson, Ph.D., *Noetic Studies Journal Letters*, 06.10.2121

What we call sound is simply a pressure wave propagating through the air or another medium. As others have shown, the telekinesis mode of the psychokinesis aptitude can be used to induce simple waves in solid objects (the equivalent of giving a steel rod a solid thwack).

Starting in early 2120, experimenters worked with a few squads from the Legions Home Guard to focus this ability to generate a constant-amplitude sinusoidal pressure wave in air, at infrasonic and audible frequencies. Our results have been most promising. Further experiments shall be in progress by the time this study is filed:

The Explorers

Australia, the Legions' homeland, is one of the most forbidding places on Earth. Witness the example of the New Paris colony: less than a year after its founding, the land itself rose up to destroy the city. Popular myth has it that Australia was explored and settled by hardy, tough individuals who weren't the type to let a snakebite or a little heatstroke get in the way of their travels.

The Explorers, an unofficial organization whose membership spans all seven Legions (and possibly the Norça as well), are the inheritors of this myth. The Explorers are made up of those who can handle any environment without resorting to high-tech options for survival. Membership in this group is not mandatory — there isn't even much social pressure to join. Rumors inflated by bragging make it hard to gauge the seriousness of these tests, but individual Explorers are expected to show endurance in the face of hardship. A neut Explorer might be expected to swim the Bass Strait between the mainland and Tasmania. A psion, by contrast, might be expected to climb Mount Olympus on Mars with only a vac suit.

If those feats seem to be the fruit of hyperbole, well, they *are* only rumors. Officially, the Legions leadership discourages membership in the Explorers, as the group has a staggeringly high attrition rate. Unofficially, it is rumored that the commanders of two of the Legions are members themselves.

Where the Warriors Gather

Larssen always emphasizes, when someone asks, that the Legions is as much an idea as an institution. Physical buildings come and go. What matters most is the network of social relationships, the chain of command that lets the Legions operate. The Legions started off without flashy support structures; her contingency plans (see "Larssen's Agenda," p. 120) all make provisions for the Legions losing some or all of their hardware and apparatus.

Still, a good headquarters serves both practical and symbolic purposes. The Legions never forgets that they were the first psions to act overtly on behalf of others. Legions HQ — the "Jar" to many Legionnaires and Sydneysiders — provides a continuous reminder that the Legions is there, ready to act. In addition, the physical proximity of so many of the Legions' planners and researchers helps support a constant stream of interactions. Brilliant innovations emerge from chance encounters in hallways as often as from long conferences. The Legions' regional offices likewise keep the Legions visible and keep leaders in touch.

The Jar: Legions HQ, Sydney

The Jar occupies reclaimed waterfront territory, a spot that held luxury hotels until the Abernant raid that brought the Legions out of hiding. Lingered taint from venom attacks poisoned the ground, and it took noetic science to make the area fit for habitation again. Now a mini-arcology perches in the middle of New Park, a quarter-kilometer area with exotic landscaping.

New Park includes native plant life from all the areas in which the Legions operates. Plants used to extremes of heat or cold, deep-ocean pressure or alien atmospheres flourish behind psychokinetic screens. Legions docents supervise "petting zoo" areas, where kids (and curious adults) can sample the range of textures and behaviors exotic plants can produce. For several years the local media ran stories about all the accidents that almost happened to children feeding flies to

Proposal: Legions Reorganization Scheme

— Textfile conversion of group discussion led by
Legions Colonel Elizabeth Davenport, 01.05.2122

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We are all aware of the problems with the order's current organization. Three Legions are defined by geography and four by function. Of the latter four, one is only loosely associated with the order; selection into another seems to be based entirely on attitude; and one is so scattered among the other six Legions that it is unable to function as a single unit. Only one of these four — the Seventh Legion, Phoenix Squadron — seems a proper Legion in comparison to the geographic groups. In addition, half a dozen special interest groups within the order, including the Navy, the African attachments of the First and Second Legions, and the armor battalions of the Third Legion, all clamor to be named Legions of their own.

Each member of the Planning Staff is aware of the logistical problems caused by the haphazard organization of the different groups. Each of us has a horror story to tell, from Field Marshal Jabe's, of facing down an insurgency with only 100 kilos of ammunition to distribute through a company, to Ms. Mossalo's infamous 16-ton drop shipment of peanut butter without a single loaf of bread. Or consider Admiral Riley's Aberrant hunting expedition in the North Atlantic, which received contradictory orders from NORCOM and EURCOM (*Triton note: these acronyms stand for North American Command and European Command; presumably they refer directly to Commandant Salera and Ms. Mossalo*) within minutes of each other.

Just as each member of Staff has a pet horror story, there is no doubt that each of us has a pet reorganization plan. As a starting point for debate I will present the following plan. Nothing is set in stone, but I believe it addresses the major concerns of each Legion and notable special interest.

>>> textfile inclusion <<<

Begin application of this plan on 01.01.2123; the changeover should occur in steps and is not expected to be complete until 01.01.2128

Conform all ground-based ranks to a standard defined by the Austronesian Union's ground forces' use on 01.01.2120. Wet navy and space navy ranks become redefined by the AU's naval use as of that date. Air and near-orbit ranks are defined by the AU's aerospace standard as of the same date.

All Legions are divided by geographic area, according to the following scheme:

First Legion — Australia

Second Legion — Asia

Third Legion — the Indian Subcontinent

Fourth Legion — Antarctica

Fifth Legion — South America

Sixth Legion — Europe

Seventh Legion — North America

Eighth Legion — Africa

Ninth Legion — High Seas

Tenth Legion — Near Space Colonies

Eleventh Legion — Extrasolar Colonies

Forces in the Third and Fourth Legions as they currently stand will be broken into the various geographic Legions as appropriate — assault battalions from the current Fourth Legion may be combined to form a few Task Forces or Strike Forces as the situation warrants. The current Seventh Legion is split into the Tenth and Eleventh in this new scheme; the new Ninth Legion would be spun out of the current Third Legion's naval forces.

>>> end textfile inclusion <<<

>>> Audio Note: At the presentation of the above document there is a great deal of noise — shouting, laughter and clapping, thinly-disguised insults — a general outcry. General Larssen, observing, remains silent. <<<

All right, ladies and gentlemen. I daresay I expected this response. I'll field your comments one at a time.

carnivorous plants, stroking ferns somewhat related to very dangerous specimens or otherwise not actually putting themselves in danger. After a while, ratings fell far enough that the scandal-seekers went elsewhere. The Legions keeps importing new specimens and get a steady stream of repeat visitors.

In the center of the park stands the Jar itself. As its name suggests, it's a large cylinder with a top that slopes into a smaller cylinder at the summit. The main cylinder holds 100 floors, while the flank and summit cylinder together hold 30 floors. Every third floor includes big promenade decks, and Legionnaires who can fly (directly via psi or with the assistance of personal devices) come and go all the way up the height of the building. Seeing psions routinely flying across the city provides a most visible reminder that humanity has protectors on the job. (Years of negotiation made it possible, involving generous Legions donations to updating Sydney air traffic control systems and extensive training in human-flight safety issues on all sides.) Legionnaires who don't fly drive in like everyone else. The Jar's roof can support a dozen small fliers, but doesn't except in dire emergencies.

Security consultants refer to the Jar's design in combination with the Legions preference for openness as "a nightmare." The First Legion field-tests security systems designed in cross-order projects: ISRA intuition-boosting drugs, Ministry brainwave monitors, Orgotek and Norçan bioprobes and the like.

Apart from uniformed Legionnaires on patrol, very little of the Jar's security shows except when it's responding a threat. Sculpture hides some monitors; small devices are woven right into the fabric of carpets or built into door-knobs. Larssen explains that the building as a whole defends itself. Tiger-team tests show that the security staff can identify and neutralize an intruder, whether neutral, psion or Aberrant, within 15-30 seconds. The record for unauthorized penetration is 2 minutes, 17 seconds, set in 2117 by an amphibious Aberrant that launched itself from the bay onto the sixth floor. Cryokinetics took it out by dehydrating the floor and moving in with lasers once the creature fell down.

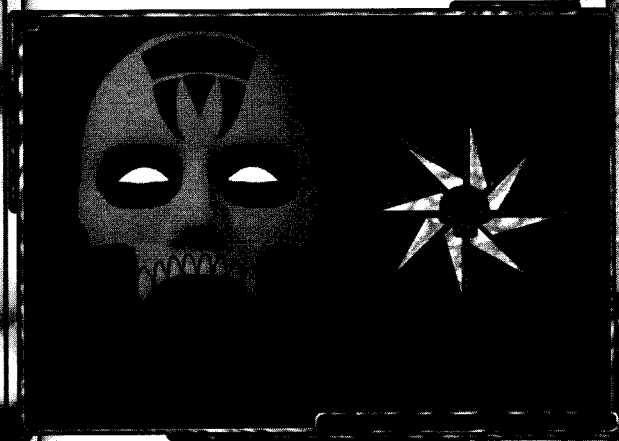
The Jar includes living quarters, schools for the children of Legionnaires, offices, research facilities...every activity the Legions engages in

Tattoos

The Legions uses tattoos for rank insignia. The higher the rank, the more complex the tattoo; each step up in rank adds a new element. Of course, visible marks attract enemy fire, since attackers can identify the individual with the most markings as a unit's leader. During exercises, most unit leaders cover their tattoos. While sensible, this creates some problems of its own. Military tradition requires officers to display visible insignia, and in the heat of battle, soldiers need to know whose orders should get priority and attention.

Biotechnology provides the solution. Legion tattoos now use temperature-sensitive pigments implanted into the Legionnaire's skin. When a soldier's skin temperature changes very rapidly beyond a threshold range of human norms, the tattoo instantly fades into invisibility. When the soldier regains normal temperature, the tattoo quickly returns. Thus a psychokinetic can temporarily remove a tattoo by a simple flex of Psychokinesis (a standard roll is enough to trigger the removal), and let it return soon as the situation warrants a visible tattoo. The flush of fever or rage doesn't make a tattoo fade, nor does the chill of wind and ice above about -50°C .

The implanted pigments grow and die in response to simple chemical treatments. In just a few minutes, a trained tattoo artist can coax the pigments into the patterns a required by a newly earned rank.



gets some space in the Jar, or at least that's the goal. Larssen lives in modest quarters halfway up the tower, saving the summit suites for visitors she thinks should be impressed by the Legions' resources. She also convenes all-Legions staff meetings in rooms near the top.

The bottom half-dozen floors are all open the public. They include the famous memorial hall to fallen Legionnaires, a museum of military history and exhibits about psions' activities throughout settled space. Legions scientists and other scholars hold public lectures; Legions-associated entertainers put on live shows.

The Tank

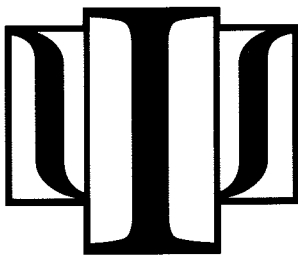
The most important physical artifact of the Legions, their Prometheus chamber, isn't anywhere near Sydney. It occupies any of several niches in a vast abandoned mine complex in Australia's interior. When the copper veins ran out in the 2030s, everyone in the area moved away. The Legions keeps up rumors of taint or 21st century toxic residues to keep others away. On occasion a captive Aberrant "escapes" long enough to warrant a hunt supported by a Legions cordon against all outside visitors. So far nobody's noticed that some of these Aberrant escapes coincide very nicely with visits from skilled vitakinetics in Proxy del Fuego's employ. People think of the area as dangerous and unpleasant, and stay away.

Legions and Society

The Legions does not operate in a socio-political vacuum. The following section explores the impact that the other psi orders, sovereign states and alien races have on the Legions' activities.

The Æon Trinity

Æon stands in the middle of a great many things in the Trinity Universe. The group helps coordinate inter-order maneuvers and assists in ironing out disagreements. Æon also acts as a mediator between the orders and the UN and/or other governments.



Æon employs roughly two-dozen Second Legion units as site security across human space, and it helps coordinate with Second Legion Admin when other orders need to hire Legions personnel. Æon comes to the bargaining table when a national government has a beef with Legions activity; they typically act as trusted negotiators in such a situation.

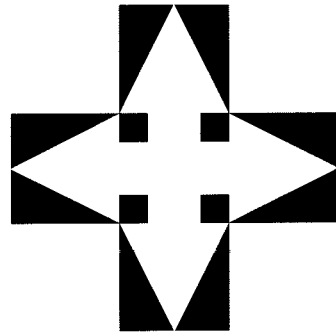
The Legions is comfortable with Æon, for the most part, seeing them as a convenient way to sidestep a lot of the unpleasanties of modern politics.

Psi Orders

The Legions retains a unique relationship with each of the other psi orders that echoes the relationship between General Larssen and the other proxies, as well as the attitudes of the various orders' psions. In general the Legions works well with the other orders, though problems do crop up, as noted below.

Æsculapians

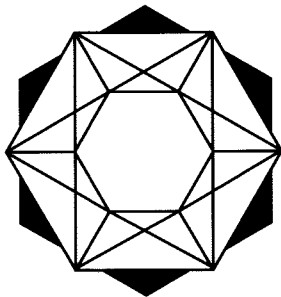
Individual Legionnaires and rexes get along fairly well; certainly enough vitakinetics populate the Third Legion to build a professional respect between the two groups. Recent problems within the Æsculapian Order (see **Shattered Europe**) have hurt its reputation, but most Legionnaires ignore politics when they can.



General Larssen, for her part, distrusts Dr. Zweidler. Larssen isn't inclined to trust most of the other proxies, actually, and usually with good reason. They often have hidden agendas that she feels intrude on the need to present Earth's enemies with a unified defensive front. Still, Proxy Zweidler has kept his people under somewhat better control of late — either that or he's getting better at hiding his operatives' actions. No matter which it is, Larssen watches the docs carefully.

ISRA

As far as the average Legionnaire is concerned, there are two kinds of clairsentients: eternally distracted dreamer-philosophers, and useful ones. The latter group is composed of clears who signed on with the Legions. They are willing to use their powers in military operations, have been through Basic, know who to salute and so on. Such seers get plenty of respect from Legionnaires, as they have shown a willingness to take an active role in humanity's defense. (Not much need be said about the average Legionnaire's attitude toward the first group of clears; "disdain" usually fits the bill.)

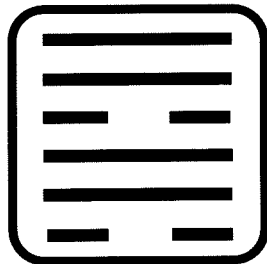


Larssen gets along well with Otha Herzog. The Clairsentience Proxy appreciates the General's lack of personal guile and respects her two-decade dedication to Earth's defense. For her part, Larssen does her best to remain on good terms with Herzog. Though she has yet to get a straight answer from him on any question, she also hasn't been outright lied to yet. At least not that she's found out.

Ministry

There's not much love here. The Legions is all about finding the bad guy — or at least the enemy — stomping over to it, and kicking the crap out of it. The Ministry is subtle, leaving hints in gesture, hiding insult within a peculiar turn of phrase. The Æon Trinity tries to avoid coordinating long-term Legionnaire/Ministry efforts. While both groups are certainly professional enough that they don't actively harass each other, the tension is often almost tangible. The situation on Khantze Lu Ge is just one example of this (see **Trinity Field Report: Extrasolar Colonies and Stellar Frontier**). International tension between Australia and China makes this worse; few friendships were made during the Korean Conflict of 2109.

The wounds in Larssen's relationship with Rebecca Bue Li from the Korean Conflict still haven't healed; Herzog has opined that they might

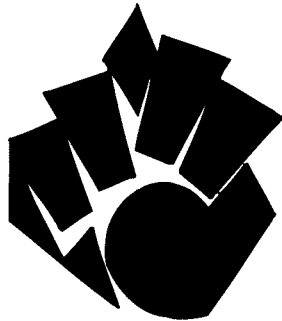


never. Solveig's opinion of the Telepathy Proxy was not great before then. Just as with Alex Cassel, Larssen was convinced that Bue Li was plotting and planning to the detriment of humanity.

Conflicts over the two orders' plans for the defense of Russia and India continue to this day, with Larssen convinced that Bue Li is playing power politics without a clear sense of priority. The Telepathy Proxy, in turn, has made some insinuations about Larssen's motivation for stationing troops loyal only to her in key locations throughout settled space.

Norça

Little conflict occurs between the Norça and the Legions, despite the distressing tendency of Fortune's Knights units to take contracts in Sudamerica. When Legionnaires and Norça do find themselves on opposite sides of a conflict, they tend to back off and communicate informally in hopes of reaching an accommodation. The Legions doesn't want to find themselves at war with Brazil or the Norça, and the converse is true for their counterparts among the Biokinesis Order. Further, both orders' personnel believe in maintaining a professional detachment from their work, and so can tolerate each other's bad habits for weeklong combined missions with little trouble.



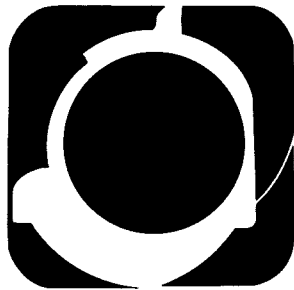
A subtle, complex tension exists between the two orders' proxies, though neither will admit it. On the surface, Larssen can't stand del Fuego. She thinks he's a sexist pig — on at least one occasion, his attitude toward the very idea of military

women led to the breakup of a proxy council meeting, punctuated with the phrase "pin you to a wall and boil your eyeballs out of your skull, you misogynist bastard." Del Fuego is greatly amused by Larssen's hostility. Like few people, he seems to have figured out how to push her buttons and really get her angry.

Still, over the last few years — since the ill-fated meeting described above — he has kept his tongue in check. When not face to face with *Pai de Norça*, Larssen will admit to a grudging respect for the man — "he keeps his priorities straight, most of the time" — but nothing more.

Orgotek

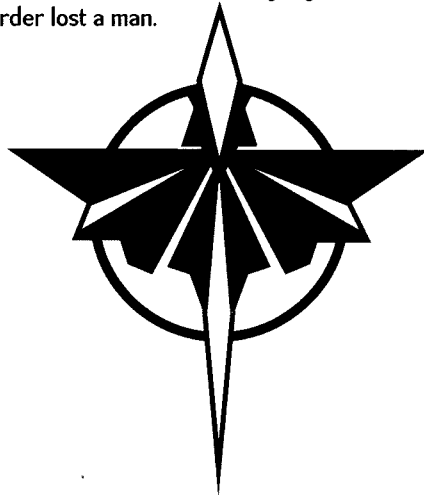
Unlike their respective proxies, Psi Order Legions and Psi Order Orgotek get along famously. Psychers and teks see themselves as being opposite sides of a coin; a grizzled veteran officer's arrogance is matched only by the suit-wearing corporate troubleshooter's conceit. Conflicts do occasionally arise regarding jurisdictional issues, but Legions Planning and Orgotek Ops usually smooth things out with a minimum of difficulty. And there is a tacit understanding between the two groups' leadership that Second Legion units will endeavor not to accept missions against Orgotek holdings, and that Orgotek External Ops will keep reprisals to a minimum.



Larssen tries her best to get along with Alex Cassel, or so she tells herself. Even if he is a conniving bastard, they must work together. Even if he might have been in league with Bhurano, he did send his people into India right on schedule. But Cassel's eternal smile and his poorly feigned surprise at every unexpected event the proxies encounter grates on the General's nerves. She may work with him, but she doesn't trust him for an instant.

Upeo wa Macho

Before *Esperanza*, the Legions and Upeo were among the closest of the psi orders. They worked together whenever possible. Legions maneuver doctrine meshed beautifully with Upeo movement abilities, and not a few teleporters joined the Third Legion. The crowning achievement of cooperation between the two orders came late in 2113, when a joint Upeo-Legions strike force roused a demented Aberrant family and its deluded human cultists from the caves of Madagascar. Despite the power of five Aberrants working together, neither psi order lost a man.



Then, in 2114, the Legions joined the other orders in an attempt to impose martial law upon the Upeo wa Macho. This resulted in the teleporters' departure from Earth and the fragmentation of their long alliance with the Legions. The tension remains, even with the Upeos' return. Members of the Second, Fourth and Seventh Legions (African natives in particular) have made no secret of their contempt for the Upeos' abandonment of Earth. The Upeo, for their part, still harbor deep resentment for the Legions' role in the teleporters' near-enslavement. (See *Stellar Frontier* for more details.) Though many of the old hands of each order wish for a return to the old peace between them, for the time being there is bitterness and distrust.

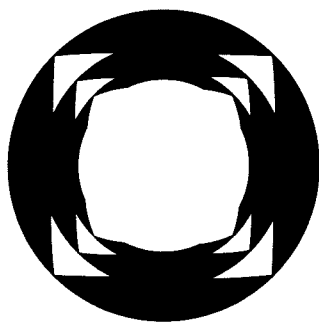
Bolade Atwan and Solveig Larssen got along very well during the early years. Though they approached problems differently, both agreed that their primary goal was to protect humanity. While their friendship was nothing like the girlish idiocy

the newsnets attempt to portray, the proxies trusted each other. The events of 2114 destroyed that trust. Neither proxy can understand the reasons behind the decisions the other made.

Whether any semblance of trust between the Upeo and the Legions can be regained is only for Herzog to say and, as usual, he's not talking.

Chitra Bhanu

There was not a lot of interaction between the Quantakinesis and Psychokinesis Orders, despite the logical progression from one power to the next. Bhurano and Larssen had little to say to each other, coming as they did from different social backgrounds — practically different universes. Bhurano was a stellar-class philosopher-physicist; Larssen was a brilliant military theorist and leader. Relations between the orders were cordial until the Purge of 2109 that resulted in the utter decimation of the Chitra Bhanu.



Areas of Operations

With the aid of interstellar travel, the Legions is free to operate throughout human space. Their focus is always Earth, though, since the homeworld will remain humanity's population center for the foreseeable future. The order's current structure lends itself to such an activity skew as well; of seven Legions, only Phoenix Squadron is tasked with the defense of humans off-planet, despite the vast fraction of the universe that is not Earth.

How the order handles operations — other than those on the high seas and in outer space — depends upon the relationship it has with the relevant government. So an attack on an Aberrant in São Paulo goes down differently than a similar strike in Melbourne. In the first case, the Psi Order Legions is only likely to take action if the Norça are unavailable or call for assistance, and they're going to keep the flash to a minimum in such an event. In Melbourne, the order is going to attack

first and think later — and odds are good that Australia's pro-Legions populace and media will overlook most of the resulting property damage.

Africa

General Larssen has expressed serious concern about the defense of Africa. It is obvious to her, considering the Upeo vanished for over five years, that Upeo Proxy Atwan placed a higher priority on her order's safety than on the safety of her home continent. In the wake of the Upeos' departure in 2114, the Legions extended their area of influence to cover at least portions of Africa. The Sixth Legion takes infrequent patrols in turbulent northern Africa and the Middle East, while elements of the Second take guard points in many of the continent's major cities (on contract, of course). Many native African members of the Second Legion are known to take missions *pro bono*.

Of particular note for Legionnaires in Africa is the continuing conflict in northern Africa between Northern Islamic Fundamentalists and white supremacists, and continued fighting throughout the Middle East. Whole companies of the Second Legion have fought through the 22nd century on the same contract to Israel-Judah, Iran or Jordan.

Also of top priority to General Larssen was the continued garrison of the Upeos' Nyota Kukumbatia Spaceport in Nigeria. The former Upeo faction calling itself the Star-Crossed took up residence in the 'port upon the order's return (see **Stellar Frontier** for more details). Somewhat to Larssen's surprise, these teleporters welcomed the Legions' continued presence on the site.

Antarctica

Several Aberrants have already been unearthed in this region. It's likely that more are hidden in its unexplored vastness. Legionnaires assigned to Antarctic units (usually Home Guard troops assigned to three-month-in, one-month-out rotations) tend to specialize in Cryokinesis, unsurprisingly. A lot of the work in Antarctica is drudgery, maintenance and observation detail, but Explorers tend to love it. Still, the occasional excitement of an Aberrant spotting livens up everyone's day.

Asia

Asia is large — especially considering Legions strategic planners lump all of Russia and the Indian subcontinent in with it. So large that it seems impossible for the Ministry to defend the entire thing alone. Helpfully, that's where the Legions

comes in. A number of large Second Legion units operate in Asia through a special arrangement with the Chinese military. Deals with officials in Hyderabad, Urumqi or Vladivostok set up Legions maneuvers that don't obviously step on the Ministry's toes.

Truth be told, there are more civil wars, brushfire insurgencies and police actions across Asia's Autonomous Regions than the Second has troops for. Things like disaster recovery and public works projects in Siberia and Kazakhstan stretch the division thin indeed. To some extent, Proxy Larssen is happy to have so much of the Second in Asia, since the terrain provides many hiding places for Aberrants. Thanks to strained relations with the Ministry, though, Larssen cannot devote more of her order's resources to the region.

Australia

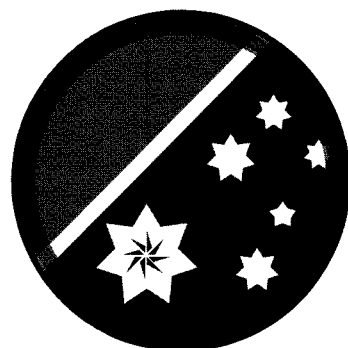
Like Asia, Australia has a territory disproportionate to its population. Large areas of Australia remain unsettled, even with the influx of immigrants. Aberrants, rebels, insurgents and criminals flock to such empty space. So much of the terrain is damned near uninhabitable that Aberrants are the only real threat, though — which is more than enough reason for the Legions to scour it regularly. This provides the order with great positive press: the Home Guard defends the homeland and battles occur, all with very little danger to the typical Australian.

The Legions has an extensive treaty with the Austronesian Union that negotiates the Legions' right to exist in Australia, the enforceability of the Legions Code of Military Justice within the sovereign state of Australia and mutual defense pacts between the order and the Union.

The strength of these pacts and the respect that Psi Order Legions is accorded in the South Pacific means that the ANZ military is smaller and at a relatively reduced state of readiness when compared to forces from nations of similar size. Proxy Larssen is careful when discussing this fact with the Australian Prime Minister and Parliament. A message like "you must be sure to have a strong army of your own" can be misinterpreted in half a dozen different ways, from "we are thinking of abandoning our treaties with you" to "we have secret knowledge that the Aberrants are returning" and everywhere in between.

Mutual Defense?

That's right, a mutual defense pact exists between the Legions and the AU. So if anyone comes prowling in Australian territorial waters, the Legions is bound to leap to the AU's defense — and if another nation jumps up to attack Legions property, the AU assists the Legions in return. In practice, this means that the order is more than willing to help provide extra muscle to the military, and the AU provides the order with much-needed political assistance, funding and UN representation.



Europe

Activity in Europe is structured differently than that in the rest of settled space. Elsewhere, Legions activity is centered on a base from which medium-scale maneuvers, scouting missions and the like are coordinated. In the event of confirmed Aberrant activity, anywhere from several squads to an entire company are mobilized to take the creature down.

But in Europe, where Aberrants hide in hives and nests and crevices away from civilization, the creatures are smart enough to run and hide from the big fights. As described in **Shattered Europe**, Legions patrols throughout most of Europe are small, almost spontaneous affairs. Additionally, the Sixth Legion has a much higher concentration of psions than most other Legions do; promising neuts are either stationed away from Aberrant activity or transferred to one of the other six Legions.

North America

The Fifth Legion has a difficult situation on the North American continent. The Federated States of America sprawls across Nordamerica, and its government is notoriously suspicious of psions.

Building a Better Soldier

Since 2104, several nations have devoted a measurable fraction of their annual defense budgets to so-called "Super Soldier" programs. The top five spenders are, in no particular order: The Federated States of America; Russia; Ukraine; Argentina; and, more recently, Egypt. (Any remaining countries are left to the Storyteller's priority list; they may include off-world colonies as well as Earthbound nations.)

Various Earthly defense departments are well aware that they cannot create psions without Prometheus chambers, and no minister or general proposes seizing one of those. Super soldier research goes in one of three directions: controlled triggering of the Mazarin-Rashoud node (that's right, they're trying to make Aberrants *on purpose*); nanotech and gene therapy to build or force-grow the perfect soldier; or surgically implanting various bits of cyberotechnology.

Each of these programs is fraught with unique difficulties, causing more harm than good — like when a city block in Cairo was burned out as the result of a botched eruption of an Egyptian Army captain turned neo-Aberrant. Nanotech and gene therapy have shown some promise, but unforeseen side effects continue to sidetrack research. Cybernetics also seems viable, but few soldiers are willing to have body parts chopped off and replaced with orbital steel and polymer.

Still, these efforts and/or any resulting creatures can provide a nice twist to an otherwise standard Legions story. Storytellers should remember that enhanced beings of this type are rare. Even the top five countries have no more than 100 viable super soldiers among them. Meeting even one should be truly memorable.

FSA import inspectors carefully examine every shipment of legitimate supplies from Australia and Africa. Fifth Legion training exercises have an FSM observer carefully recording everything that goes on. Legionnaires stationed in the FSA pay an exorbitant salary tax. And woe betide the psyker on leave who lights a cigarette with only the power of his mind. Psions using their powers outside of their official duties are frequently harassed and abused by local authorities.

Things have gotten so bad that the Fifth's commander, Salera, has authorized bypassing normal FSA channels whenever possible — transporting troops, weapons and other supplies directly to and from the Legion-controlled LAST Zone. While this does not strictly violate the Legion Aberrant Suppression Treaty itself, it certainly exacerbates tensions between the Federated States Military and the Fifth Legion. The FSA government, for its part, is considering shooting those airdrops from the sky on the grounds that they can't be certain the crates don't contain Aberrants.

South America

The personality conflict between Solveig Larssen and *Pai de Norça* notwithstanding, the Legions has a pretty easy time moving around Sudamerica. This is mostly due to Commandant Iago Salera's good relationship with del Fuego. Salera is generally willing to accede to the Biokinesis Proxy's wishes when they don't contradict Larssen's orders — letting the *Norça* handle an Aberrant in Peru, for instance, or keeping Legionnaires clear of La Paz for a few days.

Tierra del Fuego, located on the continent's southern tip, also serves as a staging point for Legions activity in Antarctica. The Andes harbor a number of known Aberrants, and terror and rebel attacks are not unheard of throughout much of Sudamerica to this day. The Fifth stays busy.

Near Orbit

Luna and Earth orbit are the province of the Seventh Legion — in fact, some Seventh Legion pilots joke that anything not actually touching dirt on Earth should be turned over to them for protection. Phoenix Squadron has its main base on Luna. This makes for a short trip to Earth when needed, but it is far enough out of the planet's gravity well that launches further into the Solar System are manageable and cheap.

Mars

Legionnaires are still heroes on Mars, owing to an extended campaign in 2113 against servants of The Colony, a Prime-Threat Aberrant with the ability to infect humans with taint to create sub-Aberrant mutant servants (see **Trinity Players Guide** for more information on this Aberrant). Proxy Larssen herself took the lead in the conflict against The Colony and its hundreds of tainted quasi-offspring. Over the course of months, The Colony's forces struck at dozens of minor and major Mars colonies, requiring the majority of Legions forces to finally kill or drive them off. This campaign is well known on Mars (and it enjoyed great popular support there), but the Legions PR machine downplayed it on Earth due mostly to the deaths of those tainted humans who may have been acting under The Colony's influence.

Aliens

Alien races are an unknown factor in the Legions' plans. Human psychologists have no idea how aliens really think, and claim that there is no way to accurately predict their actions. It is hoped that the continuing cultural exchange with the Qin will help both races get a better idea of how to figure out other aliens, but that cultural exchange is itself subject to misinterpretation. For the time being, Legions Planning Staff treats all alien races as potential threats while attempting to remain on the best possible diplomatic terms with them.

Though charged with keeping the outer colonies safe from Aberrant and alien attack, the Seventh Legion occasionally makes forays into unexplored space. Phoenix Squadron has clear procedures to follow in the event of first contact with an alien race (see sidebar). Shogun Toshiro does not expect that his people will follow the protocols strictly, though. He encourages independent initiative among his troops. Though often a virtue, such an attitude could result in Seventh pilots reacting first and reading the regs second, thereby jeopardizing humanity's future relations with a newfound race.

Chromatics

A decisive raid upon the Chromatic homeworld in 2121 shattered the aliens' interstellar capability (see **Alien Encounter 1: Invasion** and/or **Stellar Frontier** for more details). This hasn't resulted in a quick cessation of hostilities, though. The Chromatics have proven to be even more of a

TRITON ARCHIVE

Alien First Contact Protocol

— **Excerpt: Seventh Legion Training Manual, compiled in association with the Aeon Trinity**

- Under no circumstances is a Legionnaire to make direct contact with a newly discovered alien race without first getting permission to proceed from the nearest human colony.
- In the event of direct contact, the senior officer of a flight group or capital ship will not take part, instead remaining at a safe distance. The senior officer will designate a small party of junior officers and enlisted men to make direct contact.
- Communication with newfound aliens should occur only via isolated transmission systems. The possibility of a data transmission that could damage or destroy system-critical communications equipment is too dangerous to ignore.
- Unknown alien craft should be approached in as non-hostile a manner as the commanding officer deems necessary. Under no circumstances should unknown aliens be approached on standard attack vector. If the aliens are deemed likely to begin hostilities, it is the CO's duty to immediately exit the area.
- Legions vessels that come under fire from hostile, unknown aliens are permitted to defend themselves, but their primary responsibility must be to escape; or, if not able to do so, to send all information they have about such aliens to the nearest human or allied colony.

puzzle than previously thought — they were, in essence, manipulated by outside forces that helped them make drastic technological advances, and painted humanity as a deadly foe.

The primitive Chromatics aren't ready to assume it was all a big misunderstanding (and, to be frank, neither is humankind). A dialogue has begun between some Chromatic "dynasties" and

United Nations forces (with Æon's aid). But that leaves a large number of aliens who still consider humans to be murdering savages, and who also war with the other dynasties. Legionnaires on Chrome-Prime help protect human forces from ever-present danger.

As an analogy, though a country's diplomats might speak hopefully about fragile peace with foreign forces, it is the military's job to keep a careful eye on the threat to which those forces might revert. Though the Legions' senior personnel (most of them, anyway) don't want to bomb the surface of Chrome-Prime into radioactive glass, they are prepared to do so. Shogun Toshiro keeps careful tabs on the resources that would be required.

Coalition

Like the rest of Earth, the Legions does not maintain formal relations with the Coalition. After the death of (former Legionnaire) Corporal Leon Savarese (during the withdrawal described in *Trinity Field Report: Alien Races*), Proxy Larssen has

declared the Coalition a Primary Threat to humanity. The Seventh Legion is to lead any assault against the Coalition ark. Unfortunately, with the Æon Trinity controlling access to Leviathans and with military efforts subject to United Nations approval, the Seventh has yet to engage Coalition forces.

Qin

The Legions is on excellent terms with the Qin. The addition of a Qin soldier, PFC Gerho, to the order strengthened relations between the Psychokinesis Order and some influential Qin houses. Lately, some Qin have suggested that a small group of psychers might come to Qinshui as part of a reciprocal agreement, an idea that interests Æon, the UN and Legions leadership. Of course, should real harm come to PFC Gerho, such a deal would be off at the very least. The Legions has received terrorist threats from anti-alien groups like One Earth and Humanity First since PFC Gerho joined the order, but for the present the threats are ignored.



"LEGION TRIUMPHANT" MURAL SYDNEY SPACEPORT LOBBY

The Legions: History

The following represents the Aeon Trinity's best understanding of the Legions' origins. Considering that each order is tied intimately to its respective proxy, this report reads much like a biography of Solveig Larssen.

Beginnings

Solveig Larssen was born April 22, 2067. Given her chaotic — and incredibly dangerous — life, it's a wonder she's made it to 2122. She was born outside of Stockholm, in what was then Sweden (now a part of the Northern Collective). The period immediately after the Aberrant War was a time of martial law and extreme poverty throughout Europe. Her parents were squatters, hoping for a space in the gleaming arcology being built along the Swedish coast. The General never speaks much about her childhood, other than to say that it was an extremely difficult time for all of humanity, and that her own story is no different from that of tens of thousands of other children in the Crash years.

At age 18, a pivotal event changed young Solveig Larssen from a quiet, unassuming student to an assertive young woman with a need to escape her circumstances. She's never discussed the cause, but in summer 2085, Larssen volunteered for the newly created army of the Northern Collective. Aeon research is virtually certain, however, that the young Larssen gave birth to a child that year and surrendered the infant for adoption.

Larssen served in the NC Army infantry for a four-year term. Though records are spotty, she saw some action: keeping peace outside of the growing NC arcologies, helping put down a revolt outside the Helsinki arcology in 2087 and joining in the standoff between the NC and Russia in the winter of 2088. During this standoff, Larssen served under Lieutenant Dag Aure, who would someday be among the first Legions recruits. Sgt. Larssen was in charge of a full infantry platoon by the time she was honorably discharged in 2089.

Larssen was dissatisfied with life as a civilian; she spent only two months in the Oslo arcology before enlisting with the UN's abortive Interspace Peacekeepers (UNIP) unit in autumn 2089. She spent two years in this group, traveling through the Solar System. Interviews with the proxy indicate that she did not consider this time to be terribly glamorous — "I saw a lot of the insides of

TRITON CONFIDENTIAL

Subject: Proxy Movements

From: Triton Field Ops, Stockholm Arcology

To: Xavier Macgruder, Triton Division, Sydney

Encryption: DSE

Transmission Type: textfile
[enclosed holofile]

Date: 14:41:02 06.14.2121

As you notified us, Proxy Larssen arrived Stockholm yesterday morning, 13 June. While the proxies are too well known to travel incognito, her plane was unmarked Legions issue and she was in civilian dress to draw little attention to herself.

Checked in at the Tresker-Mann Hotel under an assumed name. Remained inside hotel until this morning, 0900 GMT, at which time she traveled to a private residence in an upscale district. Berit Gundersen, shown in enclosed holo, greeted her at the door. Gundersen is a lawyer working for the Stockholm Arcology Housing Commission. Records show her DOB as 06.14.2085. A complete dossier is available in the central archives.

Larssen left at 1300 GMT; has checked out of the Tresker-Mann and is *en route* to Australia currently.

personnel carriers and orbital shuttles, and precious little of the universe itself."

Larssen met several skilled officers and NCOs in this time, many of whom, like Iago Salera and Marilyn Jabe, would make up the core of Psi Order Legions a decade later. Solveig Larssen achieved the rank of lieutenant near the end of her time with the UNIP, though she still had far more in common with the enlisted men and recruits than with academy-trained officers.

Fortune's Knights

When the Interspace Peacekeeping project broke down in 2091, Larssen found herself broke, unemployed, and stranded on Luna. She wasn't alone; several thousand "demobilized" UNIP soldiers were in similar straits. After a short stint working private security for Tau Ceti Development on Olympus, Larssen pulled together about a dozen others that she trusted and suggested that they form a mercenary company.

A month later, Fortune's Knights had its first job: a simple sabotage mission contracted by the UAN against Chinese holdings on Mars. Larssen was concerned that there would be collateral damage to civilian areas, and said as much during negotiations. The UAN official assured her that no such damage was possible (which proved to be accurate). The purely military hit went off precisely as planned.

TRITON ARCHIVE

Personal Journal

— **Excerpt: Solveig Larssen,**
12.21.2091

The meeting went very well. Only a few were skeptical; the rest were looking for a place to call home, and this new company could be it. These are good people, all of them. More than just knowing how to fire a gun or how to compensate for low gravity, they have their heads on straight and know the difference between right and wrong.

One of the skeptics — Agrah Shahim — walked out of the meeting when I proposed that we band together. "Get to a war zone first," Shahim said before stomping off. Ah well; 11 for 12 isn't too bad. I'm going to suggest that we call ourselves Fortune's Knights. I'm sure that will be greeted with some laughter.

The 2090s were a time of conflict between the UAN, China and Brazil on Mars. Fortune's Knights quickly built up cash and reputation over the next couple of years while the three superpowers competed for different parts of the Red Planet. The mercenaries were known for an unwillingness to strike civilian targets and a rigorous professionalism in most other respects.

By the turn of the century, the group was two-platoon strength and had taken missions throughout the Solar System. They kept a professional demeanor, a good public relations setup coordinated by Marilyn Jabe and a fairly straightforward moral stance — no missions against civilians, no large-scale destruction. That reliability got them more work than they knew what to do with. More than once they were so overwhelmed with work that they were forced to subcontract to other mercenary outfits. In 2100, a millionaire at the tender age of 33, Major Larssen considered retirement.

TRITON ARCHIVE

Subject: You must be joking!

From: Aure

To: Larssen

Encryption: DSE

Transmission Type: holofile

Date: 02.02.2100

Solveig,

Are you sure this is the right choice? I'm sure you know that the group will dissolve without you at its head. It's my way to joke, but we all know it's true.

Everyone is worried about the prospect of you leaving. Toshiro talks about starting his own interplanetary shipping company. Quitu Riissanen is making noises about a new mercenary company. And I think that Banion's trying to figure out if his nest egg can keep him in that horrible Scotch he drinks until the turn of the next century.

I know it isn't like we're saving the universe here. Things are getting grayer all the time; there aren't easy right-and-wrong choices to make like there were when we were kids. And the group is getting awfully big. I know you hate administrating, that you'd rather be out in the field than calculating fuel costs. But you could splurge for an administrative staff.

I suppose I'm not kidding anyone. Not to be selfish, but I would miss you terribly if you left. It isn't like you're going to make time to come to Paris to see me when I go home for vacations, and you know how I hate the cold. And how would you keep busy? Ah, I could go on, but you know where I'm taking this. Please reconsider retiring. We need you. I need you.

— D

Retirement

Against the wishes of most of Fortune's Knights, Major Larssen dissolved the mercenary company in the spring of 2100. She liquidated what assets she could, and distributed a generous severance to each member of the group. Larssen then returned to Earth and took a much-deserved vacation.

The proxy-to-be took months to get used to the civilian mindset again. She had been strictly military for more than a decade at this time, and it took some decompression to get used to having time to herself. While the former major hadn't taken orders from anyone else from a long time,

she was used to spending her late nights working on logistics and personnel issues, rather than mundane things like dinner or an early rest. In late 2101, on the advice of friends (themselves former Fortune's Knights), she took a long cruise to relax.

As is the case for all of the proxies, documentation around 2102 gets spotty for Larssen. At best, Æon confirmed that Solveig Larssen left the *Pacific Queen* cruise liner due to illness when the ship put in at Brisbane. She spent the next six months at a bungalow she rented near the beach, trying to recover.

Revelation

At the end of this week, Larssen booked first-class space on a commuter-style liner for a trip to Olympus. This is roughly the same time that the other proxies visited Luna. Æon has never confirmed the actual impetus that caused each to head to the Moon, but it's clear that the alien Doyen applied long-term influence to gather the individuals together. See *The Story So Far* (Trinity softcover) for more details.

There, Larssen and the other proxies underwent something not unlike the Prometheus Effect. Designed to awaken their noetic potential, this process was different in certain key ways from that which all psions that follow them experience. Larssen and the others were shown to be central figures in helping humanity defend against an impending Aberrant incursion. Armed with potent noetic abilities and various bioware templates (including the Prometheus chambers), they were encouraged to gather others to the cause.

Still somewhat shaken from these events, Solveig Larssen did what any sane person would do in a similar circumstance: she contacted friends and family. This contact was mostly to reassure the young proxy about her recent choices; she actually kept her strange new condition a secret from most of them.

Among the friends that Larssen contacted were Marilyn Jabe and Dag Aure. Both of them recognized a change in Solveig even before Larssen proposed rebuilding Fortune's Knights as something much bigger.

Birth of the Legions

It didn't take much work to gather the core of the old mercenary company in Brisbane. Larssen changed the name from "Fortune's Knights" to "The Legion" at the suggestion of Otha Herzog. The group remained undercover for its first few

TRITON ARCHIVE

— **Text conversion: voice message; recovered datafile, 11.03.2102; message status unknown**

...but Christ, Dag, I don't know what's happening to me. I wonder if I picked up something from space. Physically I feel fine for the most part. The temperature never seems right; I'm either too hot or too cold. And it doesn't matter if I'm inside or outside. And I could swear that someone's been going through my things; every so often I notice that something's moved.

I thought it might be some old foe attempting retribution, but the doctor you suggested to me said there are no foreign substances in my system. Plus, I don't feel the slightest bit threatened. And you know how reliable my hunches have always been.

That's not the strangest part, though. Every time I close my eyes I see something different. Sometimes old images, like that horrible shelling we took just off Tharsis, or Dara's or Adrian's deaths. But then other times I'm seeing what must be hallucinations. Burning cities, boiling seas, a light like I'm staring into the sun, or some arctic snowscape like the vacations I never had as a child. Fantasies.

I feel mentally overwhelmed. I thought this vacation would relax me. I do feel more comfortable here, at least; perhaps it's the climate. Even so, something feels horribly...off. I am sorry for leaving you all; I never thought that solitude would hurt so much.

years, by agreement of the proxies and their benefactors. Larssen, with her naturally forthright streak, found that agreement stifling. Soon enough, the proxy took her new psion forces on covert maneuvers. This greatly increased the group's chance of exposure, but Larssen kept public knowledge suppressed until the fateful defense of Sydney Spaceport.

TRITON ARCHIVE

Bush Maneuvers

— Excerpt: ANZ military internal report, 10.12.2104

The autumn wildfire is under control. A large group of civilians jumped in to assist, actually. They really knew what they were doing, too. Within a couple of hours they'd secured a few square kilometers and gotten the fire under control. I'd intended to ask them where they were trained, but we had a problem with one of the trucks and before I had a chance to check, they'd run off.

After a few more of these near-exposures, Larssen received word in 2106 that Aberrants were *en route* to the Sydney Spaceport. The popular story of the Legion's appearance depicts a rag-tag assemblage of upstanding souls who scrambled to fight off Aberrant invaders. In truth, Larssen had forces stationed in Sydney six hours before the Aberrants' arrival (thanks to a warning from ISRA, presumably). This squad of psychers was told to stop the Aberrants in any way possible, regardless of any secrecy directives.

That battle and the media frenzy that followed are well chronicled. Media-savvy Legionnaires had an easy time turning that frenzy to the fledgling order's advantage. Several more Aberrant attacks against Australia later that same year cemented the psychers' role as the continent's first line of defense against the creatures. By the end of that year, the Aeon Trinity brokered an agreement between Australia and the Legion giving the psi order considerable autonomy in return for its commitment to fight Aberrants in the South Pacific.

There were multiple assassination attempts against the proxy in the following years — fringe groups and Aberrant cultists, mostly. An ambitious campaign to Antarctica in 2108 in response to reports of a hidden Aberrant lair revealed a number of organizational problems within the Legion. Early in 2109, the order's single legion was split into the Home Guard and Fortune's Knights. The former group was dedicated to defending Australia and the latter to earning enough money to keep the Home Guard in armaments.

Legions in Action

The order needed that materiel. The year 2109 saw the Korean revolt against Chinese rule, as well as the Chitra Bhanu purge. Fortune's Knights made a good deal of money in the Korean Revolt and the Legions made some enemies in China, accordingly. General Larssen herself was on the ground during the Chib purge, and reportedly faced down a crazed Bhurano. The aftermath of the fighting in India gave rise to the Third and Fourth Legions, with the Fourth commanded by Jedder Aiken and the Third by Larssen herself.

In mid-2111, the Legions was reorganized into its present configuration. All the Legions but the Seventh were present, and only two commanders (Aiken of the Fourth and Riissanen of the Sixth) were different from their modern-day counterparts.

The next half-decade was full of fighting and war; all of the Legions were kept quite busy. The Fifth Legion moved into the Legion Aberrant Suppression Treaty (LAST) Zone after that treaty with the FSA was approved. Fighting broke out between different national colonies across Mars. Various separatist movements across Earth contracted Second Legion units to help them seize independence. Extensive fighting against The Colony and its minions on Mars took place, involving even Proxy Larssen in direct combat.

The Legions Today

Such conflict continues to the present, and has not been without tragic losses for the order. Jedder Aiken died in an Aberrant attack on Zurich-Geneva, and longtime friend Agrah Shahim took his place. Quitu Riissanen retired after a near-fatal injury in Perth and was replaced by Gianetta Mossalo. Toshiro was promoted with the creation of the Seventh Legion.

The Legions still awaits the reason for their creation: final confrontation with the Aberrants. Reportedly, Larssen expects it to come before 2125.

A Material World

Holovids exaggerate the power of Psychokinesis. Legion characters on shows like *Strike Team Psion* and *Star Ace!* talk about how they can sense the motion of every molecule in a room or use equally improbable effects. Most Legionnaires do not concentrate on individual molecules; instead their powers manipulate the energies of the subquantum stratum and open connections between noetic energy sources and physical reality.

A psion using Cryokinesis does not put "coldness energy" into an object. Instead, he draws heat from the target (or the surroundings). So where does the energy go? The answer is the subquantum stratum. The psycher creates a "link" between physical reality and the noetic plane, and translates energy from the target's molecules into psion particles. This process causes disruption in the noetic medium, which other psions can sense (just like any use of psi power).

Not surprisingly, Pyrokinesis works in the opposite way. Pyrokinetic effects pour heat into an object or the surroundings. That heat bleeds through a similar link as energy transforms into psion particles, thanks to the psion's noetic manipulation, and flows into the object or spills into the local area.

Telekinesis translates noetic energy into kinetic force (and vice versa), rather than drawing or pushing heat energy. TK effects use psi to gain (or bleed off) the kinetic energy needed to move (or stop moving) a desired target.

In theory, a psychokinetic could cut down greatly upon Psi expenditure by moving energy between physical forces without relying on the subquantum universe. For instance, a psycher might draw heat off of a cooling gun barrel and use it to project plasma halfway across a battlefield, or absorb a bullet's kinetic energy to increase his flight speed. So far, efforts at putting this theory into practice have all failed. Psychokinesis requires noetic energy, and cutting out that "middleman" seems to eliminate the psion's source of power. In game terms, such a thing is currently beyond the ability of any character.

Psi Coordination

Humans working in tandem can accomplish more than those working alone. Two men can lift a sofa that neither could lift alone, and a group coordinating its efforts can do a job more quickly than a single person doing it alone. Military forces from ancient Greece and Rome to the modern day have understood this principle: arrows fired in volleys do more damage than arrows in free-fire, for instance. Volleys broke charges and were especially useful when the weapons being used weren't terribly accurate, like bows or muskets.

Military leaders continue to concentrate on multiplying the power of their forces through coordinated effort. Since 2110, psi power training has included a discussion of coordinated psi use, but combining the abilities of two or more psions has never been easy. Each psion seems to function on a slightly different "wavelength" within the noetic medium, and when two of them try to apply their powers to the same object (say, trying to set it aflame), they find that their efforts do not combine. They either cancel each other out or work independently (the same object might catch fire in two different places, for instance).

Recently, hypnotic conditioning combined with intense small-group training has made psychokinetic coordination (also called "synching up" or "getting in synch") a reality — in effect, the psychers are all taught to adjust to the same "noetic wavelength," thereby constructively reinforcing each other's powers.

During training, the psychokinetics learn a series of simple, highly recognizable pictograms (cross, star, circle, diamond). Each pictogram represents a different "wavelength" to which the psions instinctively learn to attune their minds. Individual strike teams choose among these pictograms, using one as the group's "default setting." The strike team members then attune themselves to the "wavelength" when ordered (or automatically in combat). With everyone operating at the same "frequency," psionic attacks against a target (directed using simple code commands among the group) are devastatingly effective.

Physics Versus Storytelling

Yeah, we know. You science majors are staring at the text with undisguised horror. "The real world doesn't work that way," we can already hear you saying. Trust us, we know. The real world doesn't have Aberrants, faster-than-light travel or humble Americans, either. We accept the existence of all that in order to get to the story and roleplay. Storytellers, if science-minded players really balk at psychokinetic theory, either spout gibberish of your own at them until they go away or explain that noetic science is still in its infancy, and disagreements as to how psi really works are common in every lab throughout settled space.

In theory, this synchronization would benefit other orders similarly, but General Larssen has uncharacteristically kept it under wraps. Even *Aeon* hears only rumors about the training.

Rules Application

Psi coordination works with any of the following powers from *Trinity* (pages 214-221): Hypothermic Blast, Flash Freeze, Heat Sink, Cryofreeze, Heatburn, Ignition, Liquefy and Tow. It also works with the following powers in *Aurora Australis* (see below): Cold Cover, Deafen and Constructive Interference.

Psychers may coordinate their powers only if they share the same Mode and train together. Training time varies, but each technique must be trained individually and typically takes a few hours a day for two weeks. Currently, no more than ten psychokinetics can concentrate on a particular "wavelength" at any one time. Exceeding this practical limit causes the noetic resonance to agitate the subquantum stratum, effectively disrupting the coordination. As a result, multiple strike teams working in the same area make sure to have different defaults prior to entering combat.

System: Reaching the proper "wavelength" in a non-stressful situation (out of combat) requires a standard cross-matched [Psi + Meditation] roll. If successful, the psion tunes in for the rest of the scene (or until she consciously shuts it off). It takes about five turns for all participants to get in synch.

Stressful situations (from combat, fear, etc.) make things more difficult. First, the group's leader must be in contact (line-of-sight, voice, radio or Telepathy) with the rest of his unit and make a Command roll (+1 difficulty or more, depending on how chaotic the situation is) to focus the unit's attention on the proper target. After that, individual characters must spend a Willpower point and make a cross-matched [Psi + Meditation] roll at +1 difficulty.

A failed roll means the individual is unable to focus, though he may try again next turn (subject to modifiers as noted in *Trinity's* Second Chances, p. 162). A botch means that the psion's lack of discipline disrupts the entire effort, stirring up the subquantum stratum to a degree that they must all wait an hour before trying again.

Once everyone's in synch, individual characters spend Psi and roll as normal when the team is directed to use a particular power. The power's result is based on the effect generated by the group's most powerful member, with the total successes rolled adding to the effect. (An effect based on a Psi or Mode score still uses the most powerful group member, but that rating increases by one for each psychokinetic who successfully attuned with the rest of the group. Successes are then applied from the total pool, if appropriate.)

For Example: *Three psychers — Sergeant Smith, 3 Pyrokinesis; Corporal Jones, 4 Pyrokinesis; Private White, 2 Pyrokinesis — are facing down a powerful Aberrant. With things getting desperate, they decide to combine their power in a final assault. Smith succeeds on his Command roll and calls out the code word for Heatburn. Spending a point of Willpower and rolling [Psi + Meditation] at +1 difficulty, each player succeeds in synching up his character. Each then activates Heatburn (spending one Psi and rolling Psi as normal): Smith gets one success; Jones and White each get two.*

*As noted in **Trinity**, p. 216, Heatburn's damage dice pool equals the Pyrokinesis score plus successes rolled. So the combined effort starts with Jones' 4 Pyrokinesis, raised by two for his fellow psions, plus five more from the successes rolled — for a total of 11 dice!*

Note: In or out of combat, any botched Psi roll while psions are in synch has disastrous effects. At the Storyteller's discretion, the coordinated power may simply fail to work, its effect may be vastly increased or reduced, or the backlash from the power may stun nearby psions.

Remember that this sort of power use makes a whole lot of "noise" on the noetic plane. No psion within a kilometer is going to miss a coordinated Plasma Generation. So if you do this, you'd better make it count. Any psion within Attunement range gets a number of extra Attunement dice equal to the number of psions involved in the coordination attempt to notice the power use.

Alternate Psychokinesis Powers

General Larssen never bothered testing to see how much energy she can pour into a particular gas before it becomes plasma, or to see if Cryokinesis allows for the classic "black box" physics experiment. She considers such "blue sky" research to be a waste of time and resources. Some psychers do pursue scientific research of the Aptitude, but the vast majority care only about Psychokinesis' practical applications.

This doesn't mean that the Legions only thinks about PK's *combat* applications. Rather, they spend little energy trying to discover whole new ways to look at the universe. New ways to shorten battles and minimize casualties matter more.

Learning New Techniques

A psychokinetic may learn any of the following techniques instead of the standard techniques seen in **Trinity** (see p. 168 for costs at character generation and p. 172 for experience point costs). However, the character must know the standard power from **Trinity** at a given level before increasing his Mode score (or buying the alternate technique at a higher power level).

For Example: Andrei Dzardescu reaches 3 Cryokinesis and decides to purchase *Adhere* (the alternate power described below), rather than the standard *Flash Freeze*. That's fine, but before

Hey, This is Really Hard!

Quit your whining, soldier. Getting anything accomplished on a battlefield is incredibly difficult; getting a bunch of soldiers to catch their breath and meditate in synch with one another is just about impossible. And remember that no other order knows how to do this, so it can give Legionnaires a real leg up on the opposition. If it were easy, we'd let Orgotek do it.

Dzardescu advances to 4 Cryokinesis he must first buy Flash Freeze.

Many of these techniques are new and experimental; even a psion who hears about them or sees them in action cannot usually figure the technique out spontaneously. Storytellers should insist that characters learn these new techniques from Mentors who already know how it's done, rather than simply allowing the player to spend the experience points and be done with it. This strengthens the bond between the character and his Mentor (which doesn't necessarily make it friendly or comfortable), and helps give the player a better sense of the character's connection to the setting.

Basic Technique

Molecular Sense: The psion gains a heightened awareness of his surroundings by measuring air currents and nearby crystal structures. Molecular Sense lets the psion easily measure air pressure, and thereby test a starship's hull integrity or gauge tomorrow's weather. By touching an object, a psion with Molecular Sense can also detect empty spaces within it, or estimate the thickness of a wall or container. Molecular Sense provides no information about a container's contents — even so, sometimes the fact that a fuel barrel is empty, rather than full, is useful enough.

System: The player declares the information her character seeks (local air pressure or the state of an object she touches) and rolls Psi. A single success is enough to give the character the basic data needed. Extra successes supply a greater degree of detail where appropriate. This power is effective out to a range of (3 x Psi) meters.

Cryokinesis

• **Superconductor:** Electrical resistance in most solids varies with the object's temperature. Lower the temperature (as this technique does) and the resistance tends to go down. Generally — not always — this results in faster, more efficient operation of the device...with some potential hazards. Few tools are built to withstand supercooling, and items on which Superconductor is used need maintenance soon after the power expires. Superconductor can be used on a high-ROF weapon to reduce the likelihood of jams or misfires due to barrel heat. Superconductor only works on hardtech — using this power on a biotech device almost always damages it beyond repair.

System: Roll Psi. The target hardtech device runs at increased efficiency for a number of minutes equal to the successes rolled. This usually means a +1 increase in the device's rating. Computers gain +1 to their fail-safe rating, and agents' Performance scores rise by +1. Most devices draw negligible power for the duration of Superconductor; each success reduces the target device's energy consumption by half or more.

Guns do not run at increased rates; instead, keeping the barrel of a weapon cool makes it more reliable and less likely to jam or misfire. Specifically, an attack roll that fails and contains a single 1 counts as a simple failure, not as a botch (Supercooled guns will produce botch results only if two or more 1s are rolled).

Botching with Superconductor damages the target device, requiring at least eight hours' worth of repairs to bring it back to a functional state.

•• **Adhere:** With this simple, straightforward power, the psychokinetic makes two ordinary objects stick together. Adhere cools the objects at the point of contact to suppress their natural electrical repulsion, so they join as a single item. While the objects so joined together can be separated without psionic ability, the weaker object usually tears in the process, leaving the adhered surface still connected to the more durable one.

This technique can stick weapons, clothing or tools to living beings. Using Adhere this way inflicts some pain, and removing adhered objects from exposed flesh can do a great deal of tissue damage.

System: Spend one point and roll Psi while two objects (or one object and a person) are in

direct contact. The character must be within Psi meters of the contact point. The number of successes achieved is the "bond strength" between the two items. The bonding lasts for 30 minutes, although each success sacrificed from the bond strength increases this duration another 30 minutes.

The objects separate easily once the duration ends. A Might score (or telekinetic effect) greater than the bond strength can separate the adhered objects before time runs out. The bond itself only gives out if it is weaker than both adhered objects (use the chart under "Liquefy," **Trinity** p. 218, to determine an object's effective durability; use the Endurance skill total for a person). If the bond is stronger than either of the objects being stuck together, the more fragile of the two breaks near the point of the bond. A living being suffers one level of Lethal damage per point of bond strength if forcibly ripped from a stronger object. A character using Thermal Screen (1 Cryokinesis) is immune to Adhere.

A character with 4 Cryokinesis can use Adhere in a non-damaging fashion on herself, allowing her to climb up the sides of buildings or cling to speeding starships without having to maintain a grip.

••• **Hibernate:** 21st century scientists experimented with chemically induced coldsleep. The technology never truly matured; ice crystals have a tendency to grow inside human cells, causing irreparable damage and usually death. With Cryokinesis, a psyker can slowly cool his own cells without disturbing them, and can bring himself out of hibernation without suffering long-term damage.

While hibernating, a psychokinetic requires no food and one-hundredth as much air as usual. Diseases that may afflict her do not progress, but neither do wounds heal. The psychokinetic either decides how long she wishes to remain in coldsleep, or simply chooses to remain "down" until she is roused. A psychokinetic choosing the latter option takes a gamble: after a year of hibernation the character begins to physically degenerate, and may die.

System: Roll Psi. A single success puts the character into a hibernative state. One extra success can be used to set a "wake up call" for any time up to one year in the future, or to let the character use Meditation to regain Psi while "under" (so two extra successes enables the character to



do both). It takes 10 minutes to enter the coldsleep state, and half an hour to come out of it safely.

A psion who stays under longer than one year at a stretch suffers degenerative effects, losing one point from her highest Physical Attribute every three months. Once any Attribute falls to zero, the character dies.

A character with 4 Cryokinesis or higher can extend the maximum safe hibernation time to five years; a character with 5 Cryokinesis has no theoretical limit. Alternately, a character with 4 Cryokinesis can use Hibernate on a willing or unconscious subject. Legionnaires often do this to reduce the likelihood of battlefield death due to traumatic injury.

•••• **Cold Cover:** This rather flashy power allows the psion to create hard cover in the middle of a battlefield by flash-freezing all of the moisture in the air in a large area and collecting it into an icy barrier. The barrier generally occupies no more than three cubic meters in volume — often enough to make the difference between life and death to soldiers caught in an ambush.

The psion can shape the barrier to some extent, setting height, weight and thickness, but he cannot create ludicrously misproportioned shapes — no 3,000-kilometer long, one-centimeter diameter ice cables or anything of that nature. The average barrier weighs more than a metric ton but it is less dense than water and will float. Creating the barrier sucks 90% of the ambient humidity from the air within half a kilometer of the psion in all directions, so it cannot be done twice in the same area within a half hour.

System: Spend two Psi and roll. A single success creates a roughly hemispherical lump about a meter in radius or a cube roughly 1.5 meters on a side. By spending an extra success, the psion shapes the barrier somewhat. The barrier is composed of three cubic meters of solid ice, and can be made into a wall 2 m high, 3 m wide and 0.5 m (50 cm, or about a foot and a half) thick, or another simple shape of the character's choosing. However, it can be no thinner at its base than 0.5 m (50 cm) if it is to stand upright.

The Storyteller has final say regarding "ludicrously misproportioned" shapes, of course, but players should be aware that a barrier thinner than 20 cm (0.2 m) provides only visual cover and no armor protection. The barrier's volume can be increased by one cubic meter for each additional success achieved on the Psi roll.

An ice barrier provides the same benefits as any other kind of cover (see *Trinity*, p. 245). Additionally, an attacker trying to "blow through" the cover must inflict one structural level of damage for every 20 cm (0.2 m) of thickness the ice wall provides. Depending on the type of attack, this may not necessarily destroy the entire barrier, but may only make a hole. The final decision on the result is left to the Storyteller.

••••• **Ice Sheath:** Using a technique similar to Cold Cover, above, the psychokinetic draws a 3-cm-thick layer of ice around her body. This ice is unnaturally dense, compressed by the character's noetic mastery, and provides protection against most forms of attack. The ice does not impede the psion's motion in any way, as she unconsciously moves the ice to conform with her own movements. Most psions personalize their Ice Sheath's image in some fashion.

Some Legionnaires consider Ice Sheath to be undignified. Those more concerned with practicality than their self-image, however, use it as the situation warrants.

System: Spend two points and roll Psi. One success creates a 3-cm-thick coating of ice over the character's entire body, except for her eyes, ears, nostrils and mouth. The psion is in no danger of freezing, as this power incorporates Thermal Screen (1 Cryokinesis) in addition to its other effects. Ice Sheath provides armor protection over the character's entire body similar to Combat Armor, but without the bulk [3/4, 0].

In addition to its protective ability, Ice Sheath conceals a character's identity (observers must roll Awareness to recognize the character). It also increases the impact of her punches (add one bashing die to unarmed combat damage). Her icy soles can let her slide across solid surfaces, increasing her sprinting move rate by 5 meters/turn. If the character takes advantage of this movement bonus, the Storyteller may require an Athletics roll to make sharp turns. If traction, rather than speed, is needed, the psion can choose to extend "ice cleats" from her feet, giving her +3 dice any time she must roll to keep her feet. This rather obvious

effect makes the psion stand out to infrared sight (and is distinctive to normal sight as well). Ice Sheath lasts for one scene, after which time the ice quickly melts away.

Pyrokinesis

• **System Burn:** The psion raises his own core temperature by several degrees in a relatively short period of time, mimicking the effects of a fever. Since fever "burns" foreign microorganisms from the body, this destroys at least some of whatever diseases that the character may have picked up. Particularly hostile (or deliberately designed) microorganisms may resist, at the Storyteller's discretion; such things are a great deal more likely to kill anyone who contracts them.

System: System Burn does not require Psi expenditure; simply make a Psi roll. The psion must generate a number of successes equal to the amount of bashing damage the disease dishes out (see "Disease," *Trinity*, p. 254). A botch inflicts one lethal damage level and provides no protection against the disease. It takes 10 minutes for the Legionnaire to clean his system out in this way.

•• **Thermal Awareness:** A character with Thermal Awareness perceives his surroundings primarily via heat traces. Some psions who use this technique report losing sensitivity in the high end of the visual spectrum (blues and violets) to compensate for greatly increased sensitivity to the low end. This ability is not solely based on visual stimuli, though. The character gains a "heat sense" that gives him plenty of information about his environment even if he is blindfolded or in a pitch-black room.

System: A standard Psi roll lets the character to attune his perception to register thermal patterns for an entire scene. He can accurately assess any temperature to within 1° C with a simple Alertness roll. Additionally, the psyker functions in total darkness or blindness without penalty as long as there is an obvious heat differential available. This is important: the character cannot read books in a pitch-black room, nor can he see colors or otherwise take advantage of absent light. He can, however, fight without penalty so long as he makes an Alertness roll each turn to continue focusing on his Thermal Awareness (this roll is considered an automatic action).

At 4 Pyrokinesis, the character can "record" a human target's "heat signature" in his mind. Make a Rapport roll (+1 difficulty) to "memorize" the

signature. Thereafter, no roll is necessary for the psion to recognize the target in any circumstance, even through disguises. The Storyteller may require an Awareness or Rapport roll if the target has gone through significant physical changes — e.g., a biokinetic, a patient of transplant surgery, the subject of significant weight loss or gain.

••• **Weld:** This technique creates an extremely intense, short-ranged (10 cm or so) gout of plasma from the user's fingertip. Psions find that Weld serves better as a tool than as a weapon, though it can be used effectively in close combat. The flame generated can cut through nearly anything, given enough time — even olaminium eventually breaks down before Weld's power.

Unlike Liquefy, Weld does not simply destroy objects. Weld's flame is only about 1 cm in diameter, requiring a lot of time to melt an object down in the way that Liquefy does. Instead, Weld works best when the psion wants to cut through or weld shut objects.

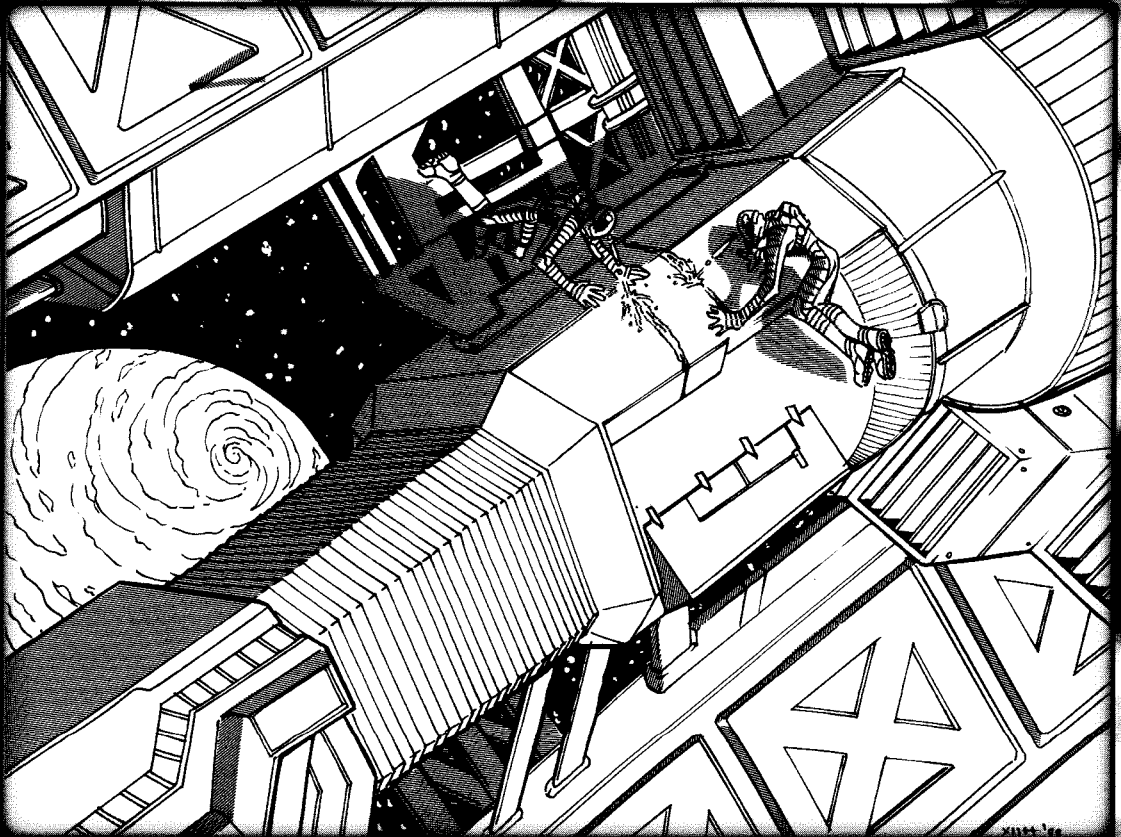
System: Spend one Psi and roll. The number of successes required to burn through a target depends on the substance; see the chart below.

Burning through a one-meter-long, 5-cm-thick material takes about one minute; every additional five centimeters of thickness requires another minute. Welding something shut requires less intense heat: reduce the successes needed by one (to a minimum of one). No matter the time needed, Weld requires just one point of Psi.

Successes Needed	Substance
One	Plastic
Two	Copper
Three	Mylex/bioglass
Four	Orbital steel
Five	Olaminium

If used in combat, Weld lasts for one turn, and its short range means that the wielder must be at hand-to-hand combat range or closer. Weld does five dice of lethal damage on a successful hit to living beings. The attack may be dodged.

•••• **Radiative Manipulation:** This ability gives a character far greater control over the relationship between heat and light than anyone but a Photokinesis specialist. The wielder of Radiative Manipulation can convert heat to light, or light to heat, in the blink of an eye. He can make a flash-



light burn intensely hot but dim or turn a campfire into a roaring, intense bonfire that is strangely cool to the touch.

System: Spend a point and roll Psi. The character may manipulate any heat or light source within (10 x Psi) meters. Success allows the psyker to reduce the intensity of a heat-based attack by converting that energy to visible light; Storytellers may either reduce the damage of a heat attack by one die per success, or grant characters lethal soak dice against this attack equal to the number of successes rolled. Doing this causes the fire to glow very brightly across the visible spectrum; it is visible for at least 100 meters per success.

Conversely, leaching light into heat dims spotlights and searchlights. The psychokinetic needs one success for a flashlight, three for a spotlight, or up to five for truly intense lights (the glare of an arc welder, perhaps).

For a simple atmospheric effect, a single success makes a sphere with a radius equal to his Psi in meters as bright as day and cools it by 25° C, or makes it nighttime-dark and 25° hotter.

Lastly, this ability disrupts the coherence of laser beams. When the psyker targets a laser weapon with Radiative Manipulation, reduce its damage by one die for every success the character achieves.

Each use of Radiative Manipulation lasts for an entire scene, until the psion cancels the power, or loses sight of the power's target.

••••• **Flame Sheath:** Stodgier members of the order consider this technique crass and flashy (though it doesn't earn the snickers that Ice Sheath gets). Flame Sheath enshrouds the psyker in a layer of fire, protecting him from most attacks and creating a hazard for those too close to him. Anyone foolish enough to touch a psion wearing Flame Sheath immediately regrets it.

System: Spend two points and roll Psi. If successful, the character becomes sheathed in red-hot flames for the rest of the scene (or until the psion chooses to deactivate the power).

As with Ice Sheath, it's much harder to recognize the character — observers need an Alertness roll to recognize the psyker even if they are familiar with him. However, it becomes trivially easy (no roll required) for a spotter using ordi-

Fire and Ice

Should a character using Ice Sheath get within hand-to-hand combat range of someone using Flame Sheath, spectacular effects ensue. Squeals and pops of boiling ice are heard, and the hissing of steam accompanies the production of a hot cloud of water vapor. The characters do not take damage from this and can continue to act normally. Even so, both characters' players must roll Psi every turn they are in contact. The first character to accumulate a number of successes equal to his opponent's Psi extinguishes the other character's Sheath.

For Example: Rolly, a psyker with 6 Psi and Ice Sheath, is grappling with Maria, who has 5 Psi and Flame Sheath. They can punch, kick and grapple each other as they wish. Each turn, Rolly rolls 6 dice and Maria rolls 5 dice. After three turns, Rolly has accumulated 5 successes and Maria has a total of 4. At this point, Maria's Flame Sheath goes down while Rolly's Ice Sheath stays up.

nary or infrared sight to notice the character — he glows like a main battle tank's engine core.

Also, perhaps obviously, the character is on fire! Although the psion himself takes no damage, the surrounding environment isn't so lucky. The character's guns don't work well due to the heat, and ammunition often cooks off disastrously. Flammable objects around him tend to burn up. Rather than go into great detail about such things here, we simply encourage Storytellers to have objects burst into flame dramatically — don't worry about the dirt charring under the character's feet nearly so much as the ammo cases he's leaning against.

In combat, the character gets some defense against both bashing and lethal damage [2/2, 0] with no encumbrance. Additionally, anyone making a Brawl or Martial Arts attack against the psion receives a number of lethal damage levels equal to the number of successes rolled during Flame Sheath's initial activation. Unarmed combat attacks the character makes while sheathed automatically inflict lethal damage.

Telekinesis

• **Deafen:** By rapidly compressing and then releasing the air molecules in an area, the psychokinetic creates a deafening noise reminiscent of a thunderclap. Those too close to the source may temporarily suffer hearing loss or even be stunned.

System: Pick a target location within 5 x Psi meters, spend one point and roll Psi. The number of successes represents the radius (in meters) around the target point within which unprotected humans may be both deafened and stunned. Targets up to twice that distance from the target point suffer partial deafness but are not stunned.

Each subject in the inner radius must make an Endurance roll at +1 difficulty. It takes at least one success to avoid being dazed; characters who fail the roll must spend the next turn shaking off Deafen's effects. It takes three successes to prevent hearing loss; characters who get only one or two successes lose their hearing for one minute (six turns). Targets in the outer radius must get a single success on the Endurance roll to avoid spending one turn deafened.

Hard ear coverings (vacuum suit, VARG, construction worker's ear coverings — something with more oomph than simple "hands over ears") add three dice to the character's dice pool for the Endurance roll.

•• **Pressure Control:** The psion creates local atmospheric pressure "bubbles," whether by pushing air molecules out of the way (lowering it to a near perfect vacuum) or cramming them into a smaller space (raising it to many multiples of the air pressure at sea level).

Psychers often use Pressure Control to create "bubbles" of a particular air pressure. In combat, Pressure Control can remove all of the air from an area around a person or compress the atmosphere around her. In addition to the obvious combat applications — it's hard to fight if you can't breathe — the technique also proves useful in many other hazardous environments. A psychokinetic caught on an explosively decompressing spaceship might draw upon the escaping atmosphere to create a sphere of Earth-normal pressure air, or put a seal of high-pressure air over a hull breach to stop further leakage. Although Pressure Control can draw upon an existing atmosphere, it cannot create any kind of air pressure directly from the vacuum of space — there just

aren't enough molecules in the immediate area to be useful.

System: Spend a point of Psi and roll to modify the local pressure. Each success doubles or halves the local air pressure, as the psion wishes. Increasing the air pressure five times beyond the "normal" atmospheric pressure inflicts damage on targets not in pressure suits (one lethal wound for every success after the second). Decreasing the pressure below 50% of normal inflicts damage to unprotected targets in the area and cuts off their oxygen supply (one bashing wound for each success after the first, as well dealing with a lack of oxygen; see *Trinity*, p. 255, for more details).

This power affects a volume one meter in radius per the character's Psi score (or a smaller space, at the psion's discretion). Characters with 4 Psychokinesis or higher do not have to spend Psi when using Pressure Control to restore local air pressure to its normal level.

••• **Sound Control:** The psychokinetic can create, modify or silence sounds, from the simplest pure tone to complex conversation. At the highest levels of ability, the psion can modify a spoken conversation.

System: Spend a point and roll Psi. Consult the table below for the available effects.

Successes	Effect
One	Mute or increase any sound's volume
Two	Create or modify simple sounds or turn simple sounds into different ones
Three	Modify complex sounds or reduce them to simple sounds; turn simple sounds into complex ones
Four	Turn vocal sounds into complex or simple sounds
Five	Modify vocal sounds into each other, or change simple or complex sounds into vocal sounds

Simple sounds change tone no more than once a second. Examples include the hum of an engine, a telephone's dial tone, or the roar of the ocean against the seashore.

Complex sounds have multiple simultaneous tones, change more often than once a second, or both. These include instrumental music (even the most frantic bang), holosim sound effects, weapons fire and explosions.

Vocal sounds are those produced by a human or sentient alien during speech or singing.

If the player rolls fewer than the number of successes required for the chosen effect, she may choose a lower-level effect or simply not to activate the power at all this turn, save the Psi, and try again next turn.

Sound Control works out to a range of 10 times the character's Psi in meters. Changes the character makes are heard normally within the area, but sources of sound beyond that range remain untouched.

For Example: *A psyker with 3 Psi in the back row of an auditorium modifies a public speaker to sound like Warren Shaw. Those within 30 meters of the psion only hear the speaker sounding like Shaw; listeners more than 30 meters from him but close to the speaker only hear the speaker (though they may also notice strange-sounding echoes); and those more than 30 meters from the psion and far from the speaker hear both voices, garbled together.*

Sounds may be deafeningly loud, if the psychokinetic chooses. A psion choosing only to amplify existing sounds doubles the volume for every success after the first.

A psion with 5 Telekinesis can generate complex sounds without requiring further concentration.

••••• **Choreography:** Originally developed by a former baseball pitcher, this technique allows a psion to "script" an object's movements and then let it go without spending further concentration on it. Researchers argue about just how the power actually works. One school of thought believes the psion actually "paves" the object's path within the noetic medium, and that once given a motivating force the object tends to follow that path without further guidance. The other school of thought suggests that the psion stores kinetic energy as a series of motion vectors in the object's noetic aura. This energy discharges into the macroscopic scheme of the object over time, moving the object accordingly.

System: Spend one point and roll Psi. Each success lets the character supply an inanimate object with three simple movement commands, in the form of "Move X distance in Y direction," "Rotate around the Z axis," or "Pause." The object obeys the directions when released, requiring no further concentration or Psi expenditure, and can even move out of sight. The object moves as though

the character was using Tow (see *Trinity*, p. 219) on it, with regard to mass and speed restrictions (though it may move out of the character's line of sight). The psion may choreograph one object each turn.

The object tries to continue on its programmed path even if it encounters an obstacle. Considering Tow's mass and speed restrictions, it may be unable to push through the barrier. In that case, the object continues pushing stubbornly against the obstruction until the power's duration expires (or the obstacle moves, in which case the object continues on to its next directive). The psion does not maintain a link with the object once it's released, and can only monitor its movement through normal sensory means.

Choreography can be used in concert with an object's own motion (either self-propelled, or thrown), or with Slingshot (5 Telekinesis). In this case, Choreography essentially provides "course corrections" to the object's movement. A bullet becomes "self-guided" and harder to dodge. For every success rolled on Choreography, add one die to the shooter's Firearms dice pool.

••••• **Constructive Interference:** Witnesses to this power's use — still rarely seen outside of a lab — become quickly convinced of the psychokinetic's mastery of solid matter. All objects — from ballpoint pens to skyscrapers to planets — have a characteristic "resonant frequency" based on the materials and layout of their construction. When the psion applies a driving force at just the right frequency, a continuous small "push" causes great motion inside the object — or even destroys it.

A classic, dramatic real-life example of this is the Tacoma Narrows Bridge, also called "Galloping Gertie." By unfortunate coincidence, the bridge's resonant frequency was driven by the wind whistling through the gorge around it. If you've seen old stock footage of a bridge undulating with waves through solid concrete, you've seen Galloping Gertie. The one true mad scientist of the 20th century, Nikola Tesla, claimed to have started earthquakes in New York City through the use of an extremely small oscillator, attached to a pole running down into the city's bedrock.

System: The character first touches the object he wants to affect. He must remain in contact with the object as long as the power is active, or its effects immediately stop. Spend one Psi and roll. The difficulty to affect the object is based on



the object's material strength, as noted in the chart below.

Successes Needed	Substance	Object
One	Plastic	Personal computer
Two	Copper	Car
Three	Mylex/bioglass	Office building exterior
Four	Orbital steel	Orbital shuttle
Five	Olaminium	Hovortank armor

Each extra success inflicts a number of structural levels' worth of damage equal to half the character's Psi score (round down). A psychokinetic could theoretically destroy anything with sustained use of this power. Just remember that larger objects like buildings have hundreds of structural levels, and eventually someone will notice that something's up.

Constructive Interference produces spectacularly visible results: though an Awareness roll is necessary to notice the vibrations early in this process, after five turns of use, if the object hasn't already been destroyed, no Awareness roll is necessary to notice the object's undulations and vibration.

This power can affect a living target (doing health levels rather than structural levels), but any sensible target will attempt to escape, and immediately does so unless the attacker first used a maneuver like Clinch or Hold (Trinity, p. 244).

Psionic Dysfunction

During Basic Training, instructors hammer home the differences between the three Modes of Psychokinesis. Each Mode deals with molecular disruption, but does so in its own fashion. New privates must learn to distinguish between each, as well as understand what qualities the Modes do share. Popular noeticists explain to their holovid audiences that each Mode is one side of the psion's "triangle of being." If that triangle gets too skewed, the psion's very nature skews in the same fashion.

In game terms, psionic dysfunction occurs when a psion character buys one Mode up to the five-dot level while keeping one or both of the

other two Modes at zero or one dot. Generally speaking, dysfunction has physical or mental effects on the psion (or sometimes, excitingly, both); these limitations remain active until the psion raises his other Modes above the base level.

Below are common psychokinetic dysfunctions. Storytellers with other ideas for dysfunction for each Mode should feel free to inflict them on players' characters as appropriate.

- **Cryokinetic dysfunction:** A psychokinetic who focuses on the Cryokinesis Mode exclusively finds her attitudes and perceptions calcifying. Physical cold is the absence of molecular motion; this dysfunction extends the absence metaphorically to the psion's mind and soul. A character with cryokinetic dysfunction suffers +1 difficulty to all Social-based rolls and loses one point each from her Wits and Initiative scores. Note that she doesn't become stupid just because she's slow to change in response to new circumstances.

- **Pyrokinetic dysfunction:** A psyker who finds himself obsessed with the Pyrokinesis Mode is a fountain of energy, always moving, tapping fingers or toes and so on. These body motions are a logical extrapolation of the character's interest in the acceleration of molecules to cause friction, heat and fire. These tics reduce the character's effective Appearance score by one (the psion may repress his tics for a scene by spending one Willpower).

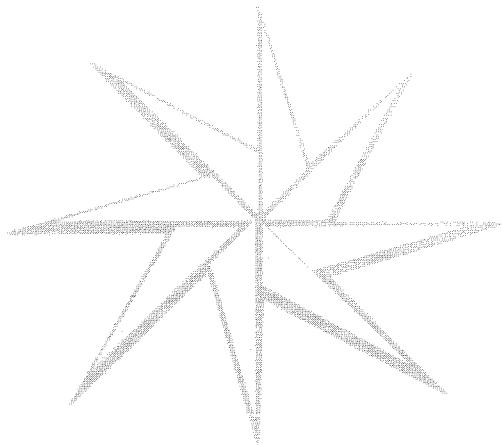
In the early stages of pyrokinetic dysfunction, a character's friends and associates might not notice anything unusual about him. He seems agitated and flushed, but otherwise normal. The character's body temperature also increases to around 40° C (giving observers' infrared Awareness checks an additional die). This temperature increases if the character does nothing to address his dysfunction, until he literally glows with power. While the psion's pyrokinetic control keeps this heat and glow from doing permanent damage to him, the character cannot shut down his elevated temperature until he brings the other Modes more in line. The glow effect gives others an additional die to all Awareness checks — possibly even more at night or in dark areas.

- **Telekinetic dysfunction:** A character with telekinetic dysfunction loses track of the nature of objects. She sees the physical universe in terms



of collections of molecules, and knows how persuade any given collection of molecules to move any direction she chooses. She quickly forgets about the nature of possession and frequently damages or destroys objects by moving them about without consideration for their surroundings. She might telekinetically hoist a bookshelf without thought to the books it holds (resulting in a big mess), psionically open a date's wallet and lift its

contents out to see how they move around (not considering her date's feelings in that regard), etc. A psion with telekinetic dysfunction suffers +1 difficulty to all Social rolls unless she spends a Willpower point to keep control for the scene. Additionally, at the Storyteller's discretion, fragile goods and electronics may be damaged just by the psyker's fiddling with them.



Large only in land mass, Australia long stood in the shadow of other countries such as the United States and Great Britain. Its remoteness from world events left it subordinate to more influential, more powerful nations. Its population was small enough that investments in local talent and technology often went offshore. Ironically, all this proved to be a great asset to Australia's survival during the Aberrant War.

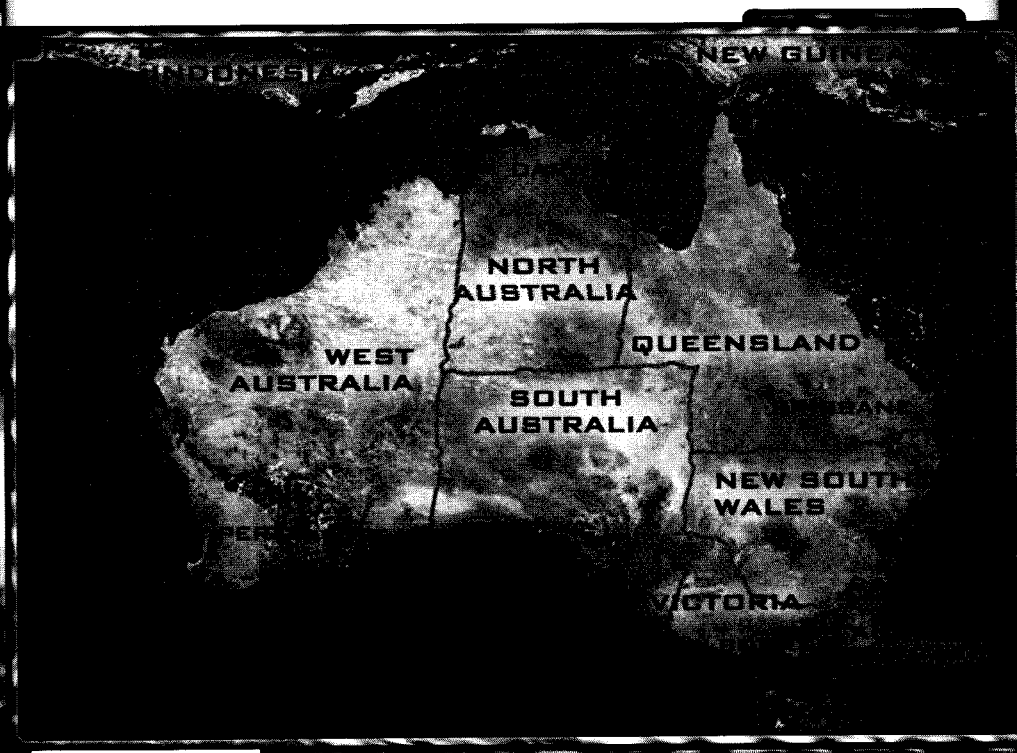
While titans of world power struggled, an energetic, enthusiastic Australian government saw an opportunity to help its neighbors and to gain respect from the world. A stable economy, vast natural resources and scientific and engineering expertise made Australia an attractive supplier of materials and products for construction and defense amongst the devastated countries of Europe, the developing nations of Africa and old trading partners in Asia.

The loss of support from Australia's "big brothers" during the Aberrant War prompted the nation to greater self-sufficiency and self-defense. A severely overpopulated In-

donesia threatened the borders of Australia and its neighbors, leading to the creation of ANZDI (Australian-New Zealand Defense Initiative). Strong economic growth and quickly declining resources, tourism and investments throughout the South Pacific spurred creation of the Austronesian Union.

Australia and its neighboring countries rode this wave of hard-earned progress to the 22nd century, and show no sign of slowing down. While the people of the Austronesian Union present a united front on global matters, those who live in the Union notice divisions among various communities and nations. Individuality and the desire for self-sufficiency exist throughout these many small nations. Still, all of the Union's members take pride in its achievements — the geopolitical underdog succeeds at tasks observers thought impossible.

Geographically, the Austronesian Union is massive, covering more of Earth's surface than any other nation. The Australian land mass is its hub, with New Zealand close to the east and Papua New Guinea close to the



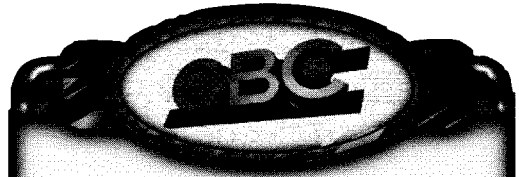
north. The oceanic Polynesian coalition stretches across a wide arc from New Zealand to French Polynesia, deep in the middle of the Pacific (and even further east than Hawaii). The Melanesian coalition covers the islands just of Papua New Guinea; together with the Micronesian coalition of northwestern islands, this area holds the richest diversity of languages in human space.

History of Austronesia

The regional economy boomed in the mid-21st century, after the Ultimatum. Job growth skyrocketed. Always rich in primary industries — mining and farming — Australian businesses and government mounted an international campaign advertising the country as a bright new home for skilled workers. Generous tax deals made Australia an attractive alternate base of operations for many corporations. Their existing infrastructure and reputation made Melbourne and Sydney the most popular destinations for relocating businesses and workers, though some of the new traffic spread out all over the country.

In 2056, the First Omaha Declaration marked the formal emergence of a fascist regime in North America. The Australian branches of many Federated States corporations became autonomous, and North American protectorates in the South Pacific strengthened their ties to Australia and New Zealand.

The Federated States' invasion of Canada and Mexico triggered the final, official break in diplomatic ties. The Federated States now seemed as much a threat as the Aberrants: a large country hungry for resources that might devour its smaller neighbors. Formal protests brought no results. Australia became a haven for Canadian refugees, which made for good feelings but did nothing to improve the situation. Australia's leaders realized very well that their nation held only 25 million people, not nearly enough to defend the continent, let alone Australia's allies in the region. The FSA's unilateral termination of all prior treaties, including the ANZUS treaty, made it clear that Australia and New Zealand could no longer count on American aid.



Indonesian Invasion

— Warren Shaw, *Retrospective*,

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Relations between Australia and Indonesia were relatively positive almost a century ago. Conflict through the intervening years has eroded much of that trust, especially after the Battle of Fly River.

Through the 2040s and 50s, "boat people" seeking political asylum from the overpopulated dictatorship of Indonesia traveled in barely seaworthy vessels to the shores of Australia and Papua New Guinea. Such illegal migrants were not treated well on return to their homeland. The resulting human-rights abuses created friction in Australia, with vigorous debate about an appropriate response.

During the post-war Crash, much of the region's northern defense network became useless. Ambitious Indonesian colonels authorized invasion from Irian Jaya into Papua New Guinea. Despite being heavily outnumbered, local Papua New Guinean and Australian Infantry forces slowed the advance until Australia provided reinforcements. The Battle of Fly River lasted four weeks, ending once the Australian and New Zealand superior air and sea forces decimated Indonesian military bases.

Cowed though Indonesia was, its aggressive tendencies were not entirely quelled. Its desire for more land to relieve its population problem forced a change in Australian defense policy. In the aftermath, Papua New Guinea quickly joined ANZDI (Australian-New Zealand Defense Initiative).

The consolidation of regional defense forces made many Austronesian Union defense treaties with Pacific nations redundant. The Austronesian Council declared ANZDF (Australian and New Zealand Defense Forces) responsible for the security of all member nations — which, in turn, supply a portion of the necessary funding. This ensures that even the smaller nations are protected from threats such as the one Indonesia still poses for Papua New Guinea.

Austronesian Union

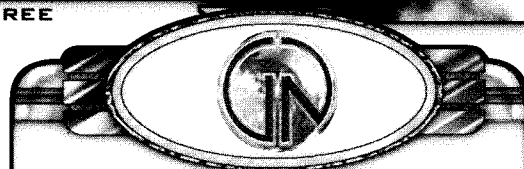
Officials in Australia and New Zealand proposed a regional alliance like the European Union, taking the SPC (Secretariat of the Pacific Community) as a starting point. The island nations all suffered from decreased tourism, mineral depletion and the increasingly hostile overflow of population from crowded Indonesia. Foreign corporations like the Silverton Mining Corporation owned the undersea mining facilities that provided the scraps of income minor nations could retrieve in taxes.

The proposed Austronesian Union (AU) would provide much-needed support, sharing resources to protect members' economies from the instabilities that can overwhelm any single small nation with few industries. Despite the apparent benefits, it took more than 20 years to unify all the nations in the region.

After much debate over who should belong, the Union's creators settled on a division into six territories: Australia, New Zealand, the Polynesian coalition, the Melanesian coalition and the Micronesian coalition (including Papua New Guinea). Each coalition has its own committees for internal policy matters and sends delegates to the Union Parliament. The Union adopted the Australian dollar as the unified currency, renaming it the Austronesian dollar. Defense treaties smoothed out the conflicts surrounding deployment and hosting of foreign defense forces in other member nations during crises. The most vocal nations followed a Westminster style of government, making for a speedy resolution in defining the structure and policy of the unified regional government.

The AU includes three houses of government: the Council of the Austronesian Communities, the Austronesian Parliament and the Austronesian Senate. Other Union organizations include the Court of Justice of the Austronesian Communities, the Austronesian Court of Auditors, the Austronesian Investment Bank and the Committee of Regions (the successor to the Secretariat of the Pacific Community organization).

The Council of the Austronesian Communities develops policy with equal representation by each member. The Austronesian Parliament translates policy into legislation. Additionally, it scrutinizes the administration of the Union and represents the people in routine complaints and queries. Each member represents an electoral divi-



Betting on Parliament

— James Hensley *On Politics* ©
2122 New Media Associates

So you want to wager some money on Union politics? Fair enough. It's not a bad way to make a few dollars. But first you need to understand what's going on.

The Austronesian Union's set up to make things go slow, unless everyone thinks they're really, really important, and then things go very fast. So the first thing to know is, is the bill you're betting on a crisis measure? And if it isn't, and you want to weight the odds in your favor, can you make it look like a crisis?

Looking a bit closer, you've got six regions and three houses to keep track of:

- **The Regions** — A lot of these blokes don't much like each other. They'll pull together to fight off this year's model of the Yellow Peril — with tentacles (Aberrant flavor) or without (Indonesian hordes). But they're on their own beyond that, mate. So you need to find out whether your bill is part of one of those endless tit-for-tat measures. If it is, you're in gravy. If not, maybe you can cut your losses and try for a slice of the pot on defense bonds next year.

- **The Houses** — You've got the Council, the Parliament and the Senate. In order, that's the brains, the loudmouths and the rich swells getting paid off. The Council doesn't actually do anything except issue inspiring statements and flights of fancy they call "policy." The Parliament does a lot, only most of it's like sausage-making. The Senate mostly torpedoes whatever emerges from the Parliament. As a rule of thumb, if it starts in Council, forget it. If it starts in the Parliament, expect it to work unless you know for sure someone in the Senate wants to see it sink. If it starts in the Senate, check to see who in the Parliament owes the proper money and bet accordingly.

sion of roughly equal population. Currently there are 289 seats in parliament: 124 for Australia, 62 for New Zealand, 52 for Papua New Guinea and Micronesia, 25 for Polynesia and 28 for Melanesia.

The Senate includes 12 members from each region, for a total of 60 members. It shares virtually equal power to make laws with the Austronesian Parliament. All three houses must approve new legislation. For this to occur, the houses negotiate extensively, and laws rarely resemble their initial impulses. This sometimes works against the direct wishes of the people who elected the representatives to each house — policies become watered down, or minor parties with power in one house bargain aspects into or out of a law.

All three houses are elected by proportional representation, so that their composition closely reflects the voting pattern of the electors. Representatives serve five-year terms. In Union-wide elections, voters choose the members of the three houses. The president comes from a predetermined region, each region getting it in turn. Voters in that region elect the president as well as their own representatives; an Australian accepts the position of president followed by a New Zealander, then a member from the Micronesian coalition, and so on. The position, however, is little more than a figurehead; the president only appears as a spokesperson for the AU and has no executive powers to alter, introduce or veto laws.

Australia

Australia's continental mass dominates the Austronesian region as much as it politically dominates the Union. The actions that shape the society happen on the East Coast, separated from the rest of the country by the Great Dividing Range (to the chagrin of Perth and Adelaide). Sydney, Melbourne and (to a lesser degree) Brisbane compete to be the first city of the Union. It's a land of strangely synergistic contrasts — of fierce regional pride and tremendous national loyalty, of treating politics like a sport and sports with the gravity of politics.

Australian pride is on a scale with the land itself. The territory is large, the population small. Size is misleading in this case: *Usable* land is just a fraction of the continent, and every scrap matters. The first white settlers came as prisoners, with everything taken away, and they took pos-

TRITON ARCHIVE

Australian Facts in Brief

— 2121 New Citizens Orientation

- **Size:** Australia is 4,025 kilometers wide from east to west, 3,700 km wide from north to south. Its total area is 7.6 million square kilometers.

- **Units:** There are seven states (New South Wales, Queensland, South Australia, Tasmania, Victoria, North Australia and Western Australia) and one territory (the Australian Capital Territory).

- **Government:** The nation and each state has a House of Representatives and Senate. Federal law can reverse state rulings but seldom does. Dependencies and protectorate receive military protection, social welfare payments, pensions, education and health funding, and are otherwise self-governing. Residents are not Australian citizens and cannot vote in Australian federal elections.

- **Population:** 35,467,915. The population of states, in order of population (2120 census): New South Wales (8,173,340), Sydney (6,459,234); Queensland (7,881,015), Brisbane (5,297,284); Victoria (6,134,974), Melbourne (5,119,274); Western Australia (4,947,652), Perth (3,425,645); South Australia (3,428,098), Adelaide (2,178,349); Tasmania (2,034,836), Hobart (983,247); North Australia (1,289,511), Darwin (523,141); Australian Capital Territory (1,578,489), Canberra (1,401,825).

session seriously. That concern remains. If the very land you're standing on isn't yours, can you ever be secure?

Pride of ownership leads easily to competition for status. Canberra became the national capital because neither Sydney nor Melbourne would accept the other's gaining the advantage. Sometimes the rivalry is angry, even violent. More often it's a chance for vigorous competition that ends in a relaxed round of beer, a sort of big game or small war that lets everyone involved work out

their frustrations and get on with life. Even political arguments often (though not always) stay inside chambers once a session ends and rival legislators go out for dinner.

Every region believes it is the center of Australian culture, sport, arts, you name it. Each loves to label its cities the center or capital of any sort of nonsense. Australians are as good as anyone else at looking at the merits of their hometown or state. One region's merits are often another region's topics of ridicule.

Outside disparagement brings Australians together, though. A foreigner who repeats Melburnian complaints about Sydney may get agreement, but just as likely will get an insult or punch in the face.

Society & Culture

The first Australians of European origin were convicts and pioneers. The Australian government operated under British rule until its independence in 1901. The stigma of having been a convict settlement created as many challenges as the raw environment. Settlers out to prove their competence competed against each other (and anyone who might question their ability) to demonstrate creativity, tenacity and self-sufficiency. The stereotypical "Aussie Battler" fought against all odds to emerge on top, proving that despite being on the back foot he was as good as anyone.

Australians honor their heroes and leaders just as people in other cultures do, just not necessarily in the same way. Towns name municipal swimming pools after a prime minister who disappeared while swimming at sea, for example. Public displays of respect generally come with a satirical edge, as if to keep things from getting too solemn. Sometimes the level of deprecating humor provides the only clue as to how seriously Australians value a leader. Australian culture doesn't reward direct expressions of admiration without the humorous tinge.

While Australians quickly acknowledge foibles and failings, they tend not to publicize real tragedies. Early massacres of aborigines and the more recent slaughter of migrants attract no publicity, and the government prefers to keep it that way. Megamed coverage tends to be short-lived, and people don't remember such troubles after the initial splash.

Subculture and Isolation

The Australian government aims to reinforce a national culture, notably extolling the merits of distinctively Australian virtues. The existing national culture has never quite replaced the heritages settlers brought with them — it lies over them in an uneasy balance. Recent immigrants and those experiencing tough times often rely on their cultural heritage as a point of stability in an unfamiliar environment. In turn, the rest of society is prone to react to such ethnic displays with contempt, fear, anger, disappointment or simple disregard in various proportions, depending on overall conditions.

For much of the country's history before the Aberrant War, strict immigration laws prevailed as part of determined efforts to create a "white Australia." They didn't work. People seeking opportunity find ways around legal barriers. As the unwanted immigrants learned the language and culture, they blended in better and transformed themselves from targets of outrage into simply part of the background. Australian prejudice generally targets poorly defined groups far away; even the most vigorous bigot often shops routinely for ethnic foods and doesn't think twice about bilingual signs.

Ethnic communities play a significant part in a large city's political life. In Melbourne and Sydney, Greek, Italian and Vietnamese politicians hold prominent offices, and their ability to produce bloc votes brings earnest recruitment efforts from all factions. The Greek-Australian community in particular earned the attention of the previous premier, who made five visits to Greece in his two terms of office and established technology exchanges that proved critically important to current Greek reconstruction. Further north, Aboriginal, Chinese and Nihonjin communities wield the same sort of influence on the state level.

Cultural independence brings many benefits to Australia, and one big problem. When wars (and other conflicts) flare between nations elsewhere, their ethnic communities in Australia often feel compelled to join in. Balkan-based communities often attract police attention. In the wake of the Shatter, these communities routinely erupt into brawls triggered by events back home.

Australian Slang

Slang in Australia is unique to its culture. Australians prefer to express their hostility with wit rather than violence. An insult is rated by its humor, with cruel and even racist barbs fair game (though frowned upon officially). The Austronesian Football League has suspended players for calling aboriginals "green bastards," yet umpires are often called "white maggots."

Derogatory terms are generally only insulting to strangers; if the speaker offers you so much as a grin, assume that the insults are merely "cheeky." Slang considered extremely insulting is noted with an asterisk.

wog: late 20th century term to refer to a new migrant, mainly those of Mediterranean origin.

wogball: soccer or football.

woop woop: refers to the outback, or the middle of nowhere.

Go to blazers: a way of telling someone to go away.

dag: although this means the clump of matted wool on the back of a sheep's tail, in Australia this means a person of bad taste. (Children often think their parents are "daggy.")

drongo: See *dag*, or can be used to refer to a stupid person.

Tassie devil: Aberrant.

sheila: woman.

bloke: man.

yobbo: fun loving, down-to-earth Australian. "Beer swilling yobbo."

crikey: word used in shock, bemusement, or surprise. "Crikey, that was a big fish!"

mountain oysters: sheep's testicles.

roo: kangaroo

figjam: acronym, "Fuck, I'm good; just ask me." Often used by Legionnaires and other military types.

bluey: a Legionnaire.

knob: a Legionnaire.*

knobgobbler: a Legionnaire girlfriend who follows him from place to place (i.e., Legionnaire groupie).*

Mexican: how Sydneysiders refer to Melburnians.*

cockroach: a person from Sydney.*

banana bender: a Queenslander.*

croweater: a South Australian.*

sheep rooter: a New Zealander as referred to by most Australians.*

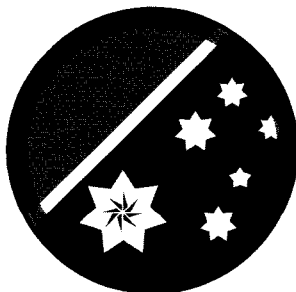
roo rooter: an Australian as referred to by most New Zealanders.*

sandpipers: Western Australian.

territorian: North Australian.

Australians are fond of overly exotic descriptions as a form of lowbrow poetic speech. An example is "dry as a dead dingo's donger" — while meaning great thirst or a drought, you have to wonder what a dead canine's penis has to do with it.

This is by no means an exhaustive list. An OpNet search should provide more sources of Australian slang.



The Commonwealth and After

— *The American's Show*,
©2120 Rafat

America ripped itself out of the Commonwealth as England's problem child, and it's made a mess of things ever since. The rest of us in English-speaking space learned many lessons from America's experiences, mostly of the "let's not do that" sort.

Immigration and race policy has always been a big source of trouble for America. Whether it's the Ku Klux Klan lynching African-Americans, bigoted hordes persecuting Chinese railroad workers or the FSA's efforts to stamp out *everybody*, America has a long, dark history of race violence. Cynics tell you that Australia hasn't done much better, and produce laundry lists of policy similarities between us and them.

Never mind that. Above all, look at how we care enough to make policy about it. America's got some successes in cultural assimilation, sure, but it's all hit-and-miss. Down here, your elected officials make sure that the *law* has something to say about how we treat the foreigners and newcomers in our midst. That makes all the difference.

The government provides public money for culture-preservation organizations, cultural festivals and so on. It's in the public interest to keep us all from getting washed out into one bland, generic form. Sure, there's an Australian culture. But where the blighters in the FSA want to impose American culture *instead* of all the streams that flow in, we recognize that Australian culture exists *alongside* all the rest. You don't stop being Scottish, or German, or Navajo, or what have you, just because you're now becoming Australian. You just become a Scots-Australian, or a German-Australian, or a Navajo-Australian. We care about what you can contribute to society — from your job skills to your own unique heritage.

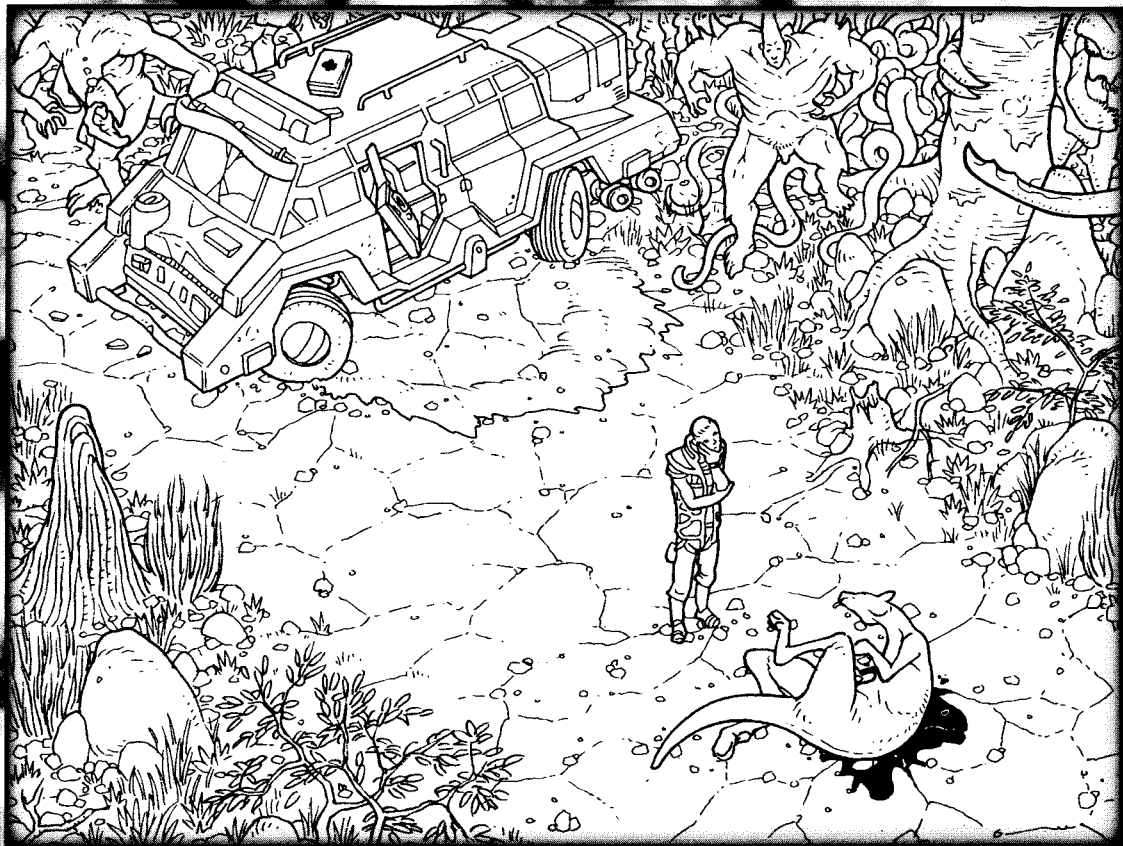
Outback Settlements

Australia's cultural diversity spreads from the highly urbanized regions in its more temperate zones to rural populations spread thinly through the interior. Ironically, despite being a first world nation overall, many of Australia's basic services suffer badly. The megameds broadcast to near space, but only bare-bones networks tie together the land between the cities. When population pressure during the Aberrant War and Crash years forced expansion, wilderness and farmland became new cities. Real estate developers drew heavily on the myth of the "Aussie Battler" in ads featuring icons like tough boots and the grizzled ANZDF soldier — but there's a difference between what people like to see in ads and where they actually want to live.

State governments now invest in outback settlements of their own. By design, the settlements support themselves, including all the agriculture and small-scale industry necessary to provide a safe if not very luxurious standard of living. Politicians seldom analyze the assumptions behind a policy of segregating newcomers until they're

The Bush Myth

Many Australians believe, or at least claim, that they could live off the land if they really wanted to. The country's pioneer history and independent spirit combine to make self-reliance an important virtue, one even the utterly unfit acknowledge. Australians speak with passionate longing of "the bush" or "the outback" (though more foreigners use the latter term than natives do), even though the realm they imagine has little more historical reality than America's Wild West. Most Australians cannot pitch a tent, find north with the sun and stars or remember basic hiking safety measures. Immigrants exposed to endless remakes of *Crocodile Dundee* and episodes of their favorite holosims set in Australia don't understand the real danger, of course, and continue to flood in looking for the chance to carve new homes out of the harsh wilderness. Con artists of all kinds prey on the newcomers' naiveté.



"more Australian," all the while profiting by the newcomers' labor. President Luis Trenton set the policy that immigrants, even those with family sponsorship, must "acclimatize" to the AU in a rural settlement. Activists in all ethnic groups and many common citizens object. So far, though, their protests haven't changed the policy. A quiet but huge majority seems to support the Trenton plan.

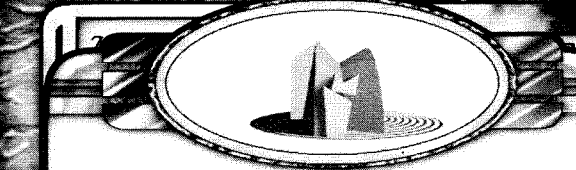
These settlements provide economical rural living. Prefabricated modules are put together to create a "mini-arcology" ring comparable in design to a large sports stadium. Ecologically friendly, these prefab towns recycle their own wastes, using food extractors for livestock feed, high-tech bioremediation chambers for bodily fluids, and wind and solar power to heat hothouses and provide most energy needs. In hot, arid climates, it is common to build below ground, inspired by the underground homes of Coober Pedy in South Australia.

The settlements govern themselves, with their own internal rules and regulations. Parliament requires English-language instruction and signs in English, and otherwise allows the use of whatever

languages the settlers prefer. As a result, much of the culture the immigrants bring remains with them. Fifty years ago there were no olive farms or camel ranches in Australia; now they play small but significant parts in the overall economies.

Some outback settlements become tourist attractions, places for long-time Australians to go to see other cultures without bothering with international travel. Travel guides describe the settlements as something like Europe before the recent collapse, with ethnic cuisine, exotic goods and foreign celebrations. Tourist packages combine excursions to the strange sights with familiar Australian landmarks, wrapping up novelty in reaffirming patriotism.

Expanding opportunities in the outback lure away urban unskilled labor, requiring managers to offer better pay and conditions to the workers they hope to retain. Skilled labor, on the other hand, glutts most urban markets, as talented rural people move to the cities to pursue specialized opportunities. Business coalitions press the government to restrict internal movements as well as immigration. They've had more success with immigration



The Outback

— Australian Travel Adventures,
© 2119 MMI

The "outback" is the ultimate in roughing it. Don't go until you know what you're doing. It's certainly safer now with universal GPS, solar cells and low-flying communication drones, but Mother Nature still takes her toll.

The rains fall hardest in the north, but take care *everywhere* between November and March. You've got better things to do than get washed away in a flash flood. When it starts raining, sit tight unless you've got webbed feet or an all-terrain vehicle with a snorkel. Take care the rest of the year, too. Getting burned up in a bush fire isn't any more fun than drowning. Pay attention to total fire ban days, and even when there's no general alert on, don't throw things like cigarettes out of your car. When the fire comes, look for a clearing and stay low. If you're living out in the boonies, make sure your gutters and fire margins stay clear.

We've got any two countries' share of poison snakes. (Parliament, when are we going to get an export subsidy for them?) If you see a snake, *don't* go after it yourself. Call the local council to send a snake catcher. If one bites you, take the anti-venom you should have on hand right next to the bandages and call a doctor. (Our tiger snakes and king browns make cobras and rattlesnakes look like junior punters. Don't fool around. *Get help immediately.*) When you're walking in the bush, make plenty of noise. Snakes don't want you to step on them and will get out of the way if you give them half a chance.

The good news is that you've only got a few sorts of dangerous spider to worry about. The bad news is that you really do need to worry about them. The long gray ones with white tails, which the dome-brains cleverly named White Tailed Spiders, give a bite that sometimes sets off an allergy that'll eat all your muscles away. Funnel Webs, which mostly show up in New South Wales, and Red Back Spiders, which get in everywhere, aren't quite so bad, but make sure your first aid kit is stocked with spider-bite treatments too.

Marsupials are stupid. When you see a sign telling you there are wombats or kangaroos ahead, slow down and watch out, because it's certain that they won't watch for you. One good collision with a kangaroo can total your car and bring a touring coach to a dead stop.

There are some strange creatures in deep bush. Even with all the Legions around, we get some Aberrants, and they leave their curse wherever they live. Tourists gawking at the wallabies may not realize that our normal wildlife all comes with just two eyes and one mouth apiece. If you see something that looks very strange, get in touch with the police and the Legions. Even if it turns out to be a false alarm, better safe than sorry when it comes to things that can rip your head off and kill you with a harsh glance.

law: quotas shrink erratically but consistently, down a full quarter in the last 15 years. No amount of laws, on the other hand, can keep out determined opportunity-seekers.

Government

The republic of Australia organizes its government much as it did when a British colony. The governor-general, the queen's representative, was replaced with a president as the head of state but without executive power. This president is popularly elected from a selection of candidates agreed to by two-thirds majority of the parliament and senate.

Australia holds just under 43% of the seats in the Austronesian Union parliament. So far it hasn't turned into the tyrant the other nations in the Union fear. A tight-knit coalition of Pacific nations routinely pushes local agendas, triggering aggressive Australian response; a significant minority of votes degenerate into personal power plays based on mutual fears and annoyances. In the AU's early years, Aboriginal representatives voted in a bloc with representatives from New Zealand, Melanesia, Micronesia and Polynesia on native-rights issues. The ensuing dissatisfaction — among Aboriginal as well as white Australians — fed overcompensation in the other direction. Now internal disputes seldom break up an all-Australian voting bloc, which aggressively advances the nation's interests in the Union Parliament.

The AU, with strong New Zealand encouragement, believes that the 60% of Antarctica claimed by Australia properly belongs to the Union as a protectorate. The Antarctic Treaty of 2027 commits the United Nations to treating Antarctica as non-national territory. During the Aberrant War, treaty provisions banning military force in the region fell by the wayside; now the UN and Aeon Trinity want to reestablish Antarctica as a peaceful region. Australian politicians generally watch the current debate with confused fascination, while the representatives of resource-poor parts of the AU advocate using innovative mining technology to harvest mineral wealth with minimal surface disruption. Conspiracy theorists charge the Union with already doing so, and the Legions and other observers refuse to comment.

Politics

Politics is one of Australia's great national sports. Labor unions enjoyed early success in Australia, and the country retains its tradition of compulsory voting — most people of voting age (18 years and older) know at least one piece of pending legislation and share their opinions at the slightest excuse. Tourists and businesspeople from other countries often find the level of political discourse startling, even intimidating.

Political parties in Australia coalesce and fragment constantly. Next year, or even next week, the balance of power changes as this leader gains some influence or that one uses up favors. The section below presents the situation of mid-2122. Storytellers should feel free to change it as need or taste suggests.

- **The Liberal Party**, led by Prime Minister Luis Trenton, is what Americans would call "conservative." The Liberals seek a minimal government presence in public life, often using the slogan "individual freedom and free enterprise." Liberal politicians do sometimes support expensive, long-term government projects, though where possible they build in termination dates and provisions for transferring the projects to private management.

- **The Unity Party**, led by President Zander Pierce, holds pro-business views but has more reluctance to support government ventures. The Unity Party split from the Liberals over Trenton's settlement policy. Unity makes a particular effort to distinguish itself from racist groups, providing vigorous support to private efforts at resolving racial disagreements and other social issues. The Unity Party holds fewer seats in Parliament than it might otherwise, partly because its best leaders often prefer to work directly on social problems rather than go through the government.

- **The Australia First Party (AFP)** unites several formerly independent state-level parties that share a dislike for the Austronesian Union's influence. They agree on the wisdom of strengthening the independence of the states, while disagreeing vigorously on what policies the states should pursue. Constituent parties range from nearly anarchist to outright Marxist, with a little clustering in favor of more government action than Liberals favor and less than anyone else recommends. Proportional representation guarantees the AFP a

modicum of seats, just not enough to do anything significant as a bloc. AFP representatives generally splinter to support the larger parties each representative individually favors on controversial proposals. Observers sometimes call it the "Australia First, Organization Last" Party.

- **The Australian Labour Party (ALP)** promotes a strong government role in society at large, with particular attention to providing opportunities for and protecting the rights of workers. Unions provide the core ALP membership, with small business associations concerned about metanat power close behind. The ALP enjoys a very long tradition of electoral triumph — except where some other party prevailed on a specific point, Australian law generally reflects the ALP agenda. Prime Minister Trenton's continuing success keeps ALP activists stirred up: the last three party conventions featured unusually acrimonious debates and little in the way of consensus. Half a dozen former cabinet officers and representatives from the large cities compete for party leadership. Labour organizers find unexpected support among the inhabitants of Trenton's settlements. Immigrants appreciate the Liberal welcome (and resent Labour distrust of Australia's ability to accept refugees), but as they settle in, they wish for more support and creature comforts than the Liberals care to provide. The older settlements produce more Labour votes, and may yet return a Labour Prime Minister to power.

- **The Environmental Party (EP)** inherits the Green legacy. The EP shares widespread left-wing distrust of free enterprise, but believes that political centralization creates just as many problems. In EP-run cities, civic functions spread down to the neighborhood level wherever possible, so that neighborhood councils maintain something like actual democratic control of the police, welfare, schools and other essential services. At the top, the EP says, politicians should articulate goals and standards but leave implementation to the smallest viable scales. The EP naturally regards environmental issues as paramount, differing from other leftist groups who pay more attention to labour and productivity concerns. All other issues take on an environmental tinge when the EP addresses them, drawing on biomedical insights to approach social concerns as manifestations of underlying physical causes. To EP activists, the "body politic" isn't just a metaphor, but an ecological

community comparable to any other network of organisms, to be studied and managed scientifically. Unlike old-time "scientific socialist" groups, the EP teaches that stasis is death — a society locked down into one pattern of organization is like a cancer or sterile landscape. Instead, the EP seeks to make change manageable and constructive.

- **The Social Reform Party (SRP)** combines formerly independent democratic socialist and Marxist-Leninist organizations. The radicals quickly established leadership of the new party. Party members who doubt the wisdom of preaching complete government control of the economy and the desirability of class revolution go along because, as they see it, no other party addresses their concerns at all. Social Reform politicians explain that capitalism causes all the modern world's woes and that abolishing the possibility of profit would free humanity to pursue all its various goals without worrying about the struggle for survival. The SRP draws a great deal of its support from academic and scientific arcologies, where micro-management by an informed governing board seems to work pretty well. In exchange for their backing, the SRP promotes legislation underwriting research and development ventures.

- **The North Australian Protection Party (NAPP)** is the one most Australians have in mind when they refer to the "lunatic fringe." Led by Milla Scrobery, the party predicts impending racial conflict with ravaging Indonesian hordes. Last election, several NAPP candidates claimed that their opponents of Asian background actually carried taint, producing elaborate diagrams to show that no true white man or woman ever became an Aberrant except through "evil mind-control powers." The NAPP provides support for a strong Australian military, sometimes swinging marginal votes toward the Liberal Party's measures on defense funding, and otherwise produces little except bizarre rhetoric. NAPP speakers get media coverage out of all proportion to their political influence, since they're much more interesting than most politicians are.

Bigotry and Response

No policy ever wins universal support. Most Australians do welcome immigrants, as long as newcomers make an effort to fit in. Trenton's policies earn their share of enemies as well as sup-

porters. In particular, long-time outback residents often resent seeing the pristine (or apparently pristine) wilderness fill up with people. Media stereotype says that anti-immigrant violence always begins with racist hicks. In truth, a lot of outbackers don't really care what their neighbors are like as long as the damn nuisances stay well away. Australia doesn't have many genuinely violent racists or nationalist bigots; the few there are tend to cluster in cities, where they brush up against strangers all the time.

Only the NAPP operates on a national level (see above). Regional and local groups with similar concerns include the Australian National Party (ANP) and White Australians for the Reintroduction of the White Australia Policy (WARWAP — the length of the group's acronym is secondary to being clear with one's point of view).

The Australian National Party emerged in the first decade of the 22nd century, inheriting much of the support that went to the now-defunct Australian Country Party. It provides organized support for people running for town councils and other offices on exclusionary platforms. In the last election cycle, nearly all its members running for office won, due partly to ANP alliance with environmentalist groups concerned about abuse of the resources of the interior (interestingly, the ANP also has ties to both the North Australian Protection Party and the Environmental Party). Such alliances are not purely marriages of convenience, either. Some racists care a lot about the raw beauty and complex but fragile ecosystem around them, while some exhausted defenders of the environment regard outsiders' disinterest as a sign of reduced moral capacity. Xenophobic environmentalism and environmentally conscious racism are both minority movements within their respective social strata, but occur often enough to make these alliances a significant force in thinly populated areas.

The ANP gave early support to Trenton. Most ANP members now feel betrayed by his willingness to maintain high levels of immigration and the generous terms offered to immigrants who assimilate into the military. For his part, Trenton avoids acknowledging the ANP any more than he has to. He won reelection by a wide enough margin that he no longer needs their support, and he feels that they're missing opportunities to move toward the image of a strong Australia that he shares with them.

TRITON ARCHIVE

Subject: Hate Groups: Talking Points

From: Kiera Walcombe, Assistant Media Director

To: Internal Distribution

Encryption: DSE

Transmission type: textfile

Date: 19:04:51 2.15.2122

The Unity Party would like to see members bring up the following points when the mass media start to downplay the actual risk posed by hate groups like the Australian National Party.

- **Uncertainty.** Nobody *really* knows how many of the bastards are out there. We see voting results and independent groups' membership rosters. We do not see anonymous donors, and those who support the groups without joining. Make the iceberg analogy early and often: for each bigot we see, more lurk beneath the surface of society.

- **Ability.** Nobody really knows what the bastards can do, either. The media keeps focusing on individual schmucks like the fellows who beat up little old Chinese ladies. Keep drawing them back to the ex-military types, and particularly to the ex-Legions people. Refer back to >>> Psion Problems: Talking Points <<< if you get the opportunity. It won't do any harm to our cause to get people thinking of psions as a menace to maintaining a just social order. Remind people that some of these bigots have the best combat training in the world and, by definition, no moral qualms about using it against anyone they think is an enemy.

- **Snowball Effects.** Even if the racist menace were as small as the mainstream suckers think it is *now*, nothing keeps it from growing in the future. Talk up the merits of social and economic plans that respond quickly and efficiently to problems before they become catastrophes. Compare it to preventative medicine.

White Australians for the Reintroduction of the White Australia Policy advocates a simple immigration law: ban it all, except for those who conform to a narrow range of ethnic types. Early 20th century Australian race laws excluded even Italians and Greeks, let alone anyone so unfortunate as to come from Africa or Asia. The policy fell into neglect after World War II showed the benefits of having enough people to mount an effective defense. WARWAP blames foreigners for everything from the Aberrant War to recent racist violence — their holovid commercials describe the *Esperanza* crash as a plot, which provides the excuse to send sub-standard ethnic stock into enclaves of racial purity. Since the events of **Ascent Into Light** and **Alien Encounter: Invasion**, mainstream comedians speculate that perhaps WARWAP Home Guard warriors got a bit too close to Chromatics' blinking lights.

Thankfully, the crest of racist violence in Australia seems to have passed. Lynchings in recent years provoked the Australian Federal Police to mount a systematic investigation of racist groups. The ones that most actively advocated violence now lie broken, their leaders in jail and their followers scattered. Less overtly violent groups picked up an influx of new recruits (including a substantial number of police infiltrators). Individuals who show signs of wanting to mount a new wave of violence find themselves maneuvered into sting operations and arrested.

Every political movement breeds its own opposition, and Australian bigotry is no exception. The Unity Party makes particular effort to separate classical liberal views (what American politicians call "conservative") from racism. Unity supported the United Self-Governing Settlement Union (USSU) early on and remains enthusiastic about efforts by the settlements to show their positive side.

Sports

Sports provide the most common and least destructive outlet for territorial impulses. Basketball, soccer and cricket take up the summer months, football and netball (particularly popular as women's sport) the winter season.

Australians get just as involved in talking sports as they do politics. It's not surprising to witness a conversation veer between the two, in

fact. And, as with virtually all their other cultural interests, Aussies are wildly passionate on the topic. Team rivalries allow for yet another excuse to play up cultural distinctions, as well as providing a safe outlet for any frustrations stirred up by the same.



Hooligans

— Owen Gregor with Marcus Heasley,
Sports Tonight, © 2119 Rafat

Driving the crowd into all-new heights of participation with insane antics and witty chants for every occasion, hooligans can fire the blood of a lagging team and raise the ratings of any sports vidcast. They are worth money, big money, yet in return they typically garner little more than free merchandise. So what makes a hooligan tick?

ST: First, what is a hooligan and why did you start?

MH: Hell, this has been in my family for generations. We enjoy the game and want to be part of the action, to help where we can. A crowd needs a mob mentality to be truly effective, and somebody has to lead that mob. That's my role.

ST: I understand that you get benefits from being the team's recognized "mob leaders"?

MH: We get free travel to all the games we can make, though we concentrate on home games. Free merchandise, but we prefer to wear what we want. In critical times such as finals some hooligans have been offered payment, but we do it for the love of the game. Teams've financed hooligans to stir up a bunch of yobbos in the crowd for over a century, but it still doesn't feel right.

ST: So how does someone become a hooligan?

MH: [laughs] Being friend or family to a current member. It's rife with nepotism and favoritism — you have to remember this isn't a job, it's bunch of mates going out and enjoying ourselves. And we don't give a rat's arse what anyone thinks of us!

Although almost all Australians enjoy a tremendously competitive spirit, Victoria is arguably home to the most zealous. The area holds some of the most fanatical sports fans in a country full of people obsessed with sports. Prominent events include the Australian Motorcycle Race, Formula 1 Grand Prix and the famous Melbourne Cup horse race. These and other major events enjoy state-wide holidays, to promote turnout. Local artists and performers like theaters, comedy clubs and pub bands also do well.

Australia: The State of the States

Like any healthy, growing society, Australia has problems as well as successes. Change always creates difficulties, and the solutions generally create new problems of their own. Older Australians remember being minor players on the world stage; their children see potential adversaries across the seas and among the stars.

It's as easy to over-dramatize problems as to neglect them. No single participant in Australian life has the grand truth which all others must attain. An Australia-based series might emphasize the struggle for social justice where racial conflicts flare; or focus on the characters as part of a prosperous, secure society now helping out the powers that once loomed over it — they're both true portrayals of 22nd century Australia.

New South Wales

The most heavily populated state in Australia, New South Wales sprawls across most of the continent's southeastern quarter. Its most notable feature is the vast city of Sydney. A diamond under constant polish, Sydney is a source of tremendous pride to its residents (who comprise almost 20% of the nation's total population) due to more than just famous icons like the Sydney Harbour Bridge or the Opera House. Media giants OBC, Genman Enterprises and MMI call the metropolis home, as do the Legions. Sydney embodies the energy and future-focus inherent in the Australian lifestyle. There's no time for history and reminiscing about the past. The future is waiting...a future where media is king.

The state government loves to embark on big projects, redecorating whole suburbs in search of the perfect environment. Not all of the projects begun with such fanfare come to completion, but



they do all consume large quantities of tax dollars. Recent park improvement projects cost so much that the current Liberal state government had to abandon a tradition of free public transit and return to ticket fees. Public spending is out of control, almost everyone agrees, it's just that nobody agrees what to do about it.

In an era of legislatures run amok, the state judiciary wields a great deal of practical power. Judges' patterns of conviction or pardoning, appeal and dismissal set the tone for state life. The courts generally decline to hear cases of victimless crime, and show little sympathy for people who suffer injury after ignoring obvious safety precautions. State and federal gun-control laws generally go unenforced except for the requirement that weapons must carry radio tags. (Someone who does commit a crime with a firearm can expect police with tracers to show up in short order.) Extensive requirements for hopper licensing also go unenforced except for simple tests administered to people with full motorcar licenses. Drug pos-

session or even dealing earns only a fine in most cases.

The courts also pay little attention to most privacy laws, which motivates many celebrities to live somewhere else. Peeping toms with the latest snooping equipment converge on houses allegedly owned by celebrities; particularly popular individuals even maintain fake residences in or around Sydney while going off to live on the Victoria coast or some other place privacy laws get enforced.

Psions are the region's most-loved heroes and the advertising corporations know it. Ads and endorsements everywhere use psions of note, and virtually nothing could blemish a psion's reputation. Nobody likes to hear that their hero is something less than perfect, so Sydney media content censors any such negative publicity wherever possible. The police do enforce disorderly-behavior laws and other restrictions, but somehow the police blotter information doesn't end up widely distributed the way it would if some other sort of celebrity made a nuisance.



Where Shall We Game?

— **Treatment:** Owen Gregor, *Sports Tonight*, © 3.17.2122 Rafat

The municipal governments of Sydney and Melbourne continue their bidding wars to host the 2128 Summer Olympics. City officials made the usual posturing statements about how each is the sports capital of Australia and so of course it should host the games...like any of us care.

Melbourne police say that the three men arrested in the offices of the Melbourne Planning Council in the act of stealing site-bid documents are former employers of the Sydney Planning Council. Authorities neither confirm nor deny rumors of evidence implicating the Sydneysider bastards, and say they have no plans to hold the sorry lot of them.

With six months to go before the International Olympics Committee announces its final decision, expect a lot more of this sort of wankery. It's right-thinking Melbourne heroes of the people versus all the Sydney megameds too busy to take a trip to any lesser city — you won't want to miss a minute of our grand march toward another Sydney Olympics!

Status: Rejected

Do this again and you're fired. We had an agent catch this just before airing. And if an agent can do Warren, maybe one can do you, too, understand?

Urban Areas

The majority of New South Wales citizens live in the Greater Sydney area. This includes the city of Sydney itself, and extends to Newcastle in the north, Wollongong in the south and Katoomba in the west. It includes more coastline than any other city in Australia. Unlike arcologies found elsewhere in settled space, this urban landscape is completely open, sprawling to take advantage of the natural environment.

Sydney

Sydney itself occupies the southern shore of Port Jackson. Panoramas of its harbor, often including the famous Opera House (rebuilt twice during the Aberrant War), appear on posters and in ads across settled space. Sydneysiders know it, too: they feel (and express) a tremendous pride in their city. Some observers compare it to the attitudes many New Yorkers held before the Aberrant War. Sydney studios produce most of Australia's national media programming, and more than half of the entertainment series use Sydney settings.

Aquatic public transport and housing for the wealthy make use of the extensive coves, bays, harbors and waterways crossing through the urban environment and extending up and down the coast. The roads emulate the waterways' lack of discernable pattern, and traffic gets profoundly congested during rush hours. Long-time residents rely on public transportation and hoppers for almost all travel within the city. Hoppers in turn rely on "skyways," aerial routes transmitted to a hopper's autopilot and shown on its heads-up display. When a hopper leaves its skyway, the hopper sounds an alarm; if the hopper stays off-course, the autopilot notifies the traffic authority, and a ticketing officer moves in on the offender.

Sydney industries include nearly everything Australia produces: iron, textiles, appliances, processed food, consumer electronics, ships and automobiles, clothes, furniture and many more. Manufacturing provides fewer jobs than in the other big cities, though; as a share of the city's employment, industry matters only half as much to Sydney's economy as it does in Melbourne or Adelaide.

Media content providers in Sydney compete viciously for control of the airways. Universities maintain exclusivity contracts in exchange for research dollars, advertising companies merge with media houses and paparazzi run rampant through the region.

The paparazzi has an easy time of it, thanks to the huge population of celebrities and cheap, easy-to-use concealable audiovisual equipment. They create and edit their content into industry-approved formats, often with cheap home studios

· TRITON ARCHIVE ·

Subject: Localized programming
— Brilliant!

To: Ed Keely, VP Programming,
Rafat

From: Roger Dennison, Senior VP
Sales, Rafat

Encryption: DSE

Transmission type: textfile [files
enclosed]

Date: 10:02:41 11.06.2121

Take a look at this stack of orders. The yobbos aren't going to stop watching the Sydney crap any time soon, but it looks like your idea for localizable programming is paying off big. Truth time, guy. Did you come up with the idea for the plug-in backgrounds, or was that one of your brains down on the third floor? If you got it from one of them, give the lad a *big* tip. It's the #1 thing we're hearing praise for.

So we need an ad campaign, man. "Rafat: The Stories of the Rest of Australia"? "Rafat: When Sydney Bores You, We're Where You Are"? We need to have a meeting.

— Rog

on minicomps and home theater systems. Whatever the media corporations don't buy generally goes up for sale on a community OpNet node, many of which take almost anything.

The constant celebrity-hunting creates privacy and security issues, especially among public figures. Celebrity targets have to be on their best behavior while on the town — community OpNet sites are happy to carry episodes of drunken rampaging in bar, clubs and pubs. In response, local laws impose increasingly harsh penalties for disorderly behavior while drunk. Legionnaires on leave (or on assignments in the city) must remember this, as must tired movie stars, corporate heads and other personalities of note.

Wollongong, Newcastle, Katoomba

The cities of Wollongong, Newcastle and Katoomba stand roughly 100 kilometers outside Sydney, separated from it by mountainous national parks, aboriginal lands, areas of conservation and inaccessible harbors. Fast magrail trains that make the trip between Sydney and these satellite cities in 20 minutes keep them integrated with Sydney society.

Over a million people each live in Newcastle and Wollongong. These city centers were once locations of thriving manufacturing industries, with steelworks and smelters in Newcastle and metal foam industry in Wollongong. Now they are home to many families who want to escape Sydney's rat race without abandoning the area entirely.

Newcastle was a grimy, polluted city, filled with the residue of extensive coal mining and steel fabrication. When the high-grade black coal deposits ran out and steel mills cut production runs to ever-smaller amounts, the grimy town quickly developed into a pleasant city with fine surfing beaches and extensive inland waterways. The steel mills do still run; high-tech techniques make it feasible to mine the remaining coal veins, but the best workers and managers today tend to favor white-collar information technology work. Newcastle IT firms face stiff competition from Victoria's IT industry in Ballarat and Wollongong's university-led software development houses.

Wollongong is now the bastion of middle-class families, allowing average folks to live near the ocean without paying a fortune. It also hosts one of Australia's largest residential universities and a healthy service industry sector. People who live in Wollongong and Katoomba tend not to consider themselves Sydneysiders, contrasting their own laid-back nature to the city's urban brashness.

Katoomba stands within the Blue Mountains, part of the Great Dividing range, and is surrounded by natural tourist attractions. Sights such as the Three Sisters rock formation, the Jenolan Caves and the Wentworth Falls attract thousands of visitors a week. Day-trippers and picnickers come from all over greater Sydney. Numerous health spas and corporate retreats make the region into a mecca for the tired workers of Sydney.

Arcadia

One successful resort near Katoomba, Arcadia, is run by an ex-Legionnaire. Sheryl Morris is widely rumored to have had high potential as a telepath, but to have chosen Psychokinesis and the opportunity to serve her country over a career with the Ministry. After her last tour, Morris used her limited ability to sense emotion to help build a business. Success came slowly, until the first bushfire in the Blue Mountains since her arrival. Her heroic rescue of a four-year girl and the girl's blue heeler puppy made her an instant celebrity. Arcadia now draws a primarily megamed corporate clientele...and charges them exorbitant rates.

Katoomba also draws aboriginal animists. The Three Sisters rock formation and the nearby Jenolan Caves are reputed to be centers of mystical power. Spiritualists in New South Wales also gather around Byron Bay and Nimbin, to the north of Sydney. The area attracts followers of "alter-nate" religions, much to the annoyance of the strong local Christian communities in rural New South Wales.

Popular rumor identifies aboriginal animists, shamans, Wiccans and Celtic pagans of obsessive devotion as anything from devil-worshippers to servants of Divis Mal. The more rural an area, the more popular these rumors.

Rural Areas

The Albert mining district, around Broken Hill near the South Australian border, contains the area's richest lead and silver lodes. Bathurst and its environs produce gold and platinum, with some mines that have been continuously productive since the 19th century. Smaller mines throughout the state produce coal, copper, tin, lead, zinc and cobalt.

CONFIDENTIAL

Subject: Aberrant cult on central coast
From: Field Marshall Marilyn Jabe, First Legion
To: Proxy Solveig Larssen
Encryption: DSE
Transmission type: holofile
Date: 17.38.46 03.16.2122

The locals persist in telling stories of an Aberrant cult in the forests near the central coast area near Byron Bay. We have yet to confirm the rumors, but I still recommend sustaining the increased patrols. Unfortunately, the locals practice an attitude of "if it's natural, it's okay." Meaning some of them think Aberrants are fine since they "spawned" naturally — but that psions are the true monsters since we were "manufactured." If only they would cast their memories back to the Aberrant War or even the attack on Sydney Spaceport!

Cooperation with the local police to search the forest will take a few weeks; there is a lot of ground to cover. I also recommend that we modify the search algorithm on the turtle array off the coast to patrol closer to the shore, in case any Aberrants in the area are amphibious.

Mine poaching — stealing extracted ores waiting for shipment to factories — occurs far more commonly than the government wants people to know. In addition to individual thieves, criminal organizations and militias poach to fund their operations. Old-time miners recall that some Aberrants used to poach as well, and tell stories of creatures with steel-hard skin who could melt into walls.


 TRITON CONFIDENTIAL

Subject: Update: Aberrant cult on central coast

From: Senior Detective Steven Callum, Australian Federal Police

To: Field Marshall Marilyn Jabe, First Legion

Encryption: DSE

Transmission type: textfile

Date: 13.42.10 03.18.2122

After four days in the forest, the patrols discovered a small campsite near a shallow cave system >>> link to map <<<.

The campsite showed recent use. First analysis has detected dried blood in the soil in the campsite and in one of the caves. Those taint scopes you lent us gave readings in the campsite and in one of the caves. Note that one of your colleagues told us it is too low to prove anything.

Still, it's the only information we have to work with as yet. We have access to a local telecommunications high altitude drone and will use that with a few microsensors to watch the area. Once it's in place, I'll forward you the address to receive the drone's updates.

Two-thirds of the state is farmland. Major crops include wheat, corn, barley, oats, potatoes, tobacco and rice for human and animal consumption. Side ventures tend toward the exotic or specialized, like sugarcane and grapes for wine production. North of Sydney and west of Newcastle, the Hunter Valley is one of Australia's main wine-producing regions. Grazing and raising livestock are major industries. Unlike other former agricultural nations, farming for consumption remains as profitable as ever in Australia, with new areas being opened up to farming as other countries lose their fertile lands.

Immigrant-run settlements dot the landscape throughout the state, particularly in the Hunter region, Bathurst and the Western Plains. The New South Wales government supports them with a program inspired by Victoria's Sunraysia settlements.

The Morning Westerly Exuberance (MWE) religion attracts followers and controversy throughout the state's coastal areas. MWE adherents preach what they regard as "dolphin spirituality." So does convicted child abuser and murderer Klaus Lawrence. Not actually a MWE believer, he nonetheless justified his crimes as a dolphin-like way of bringing children into his tribe. Media coverage of Lawrence's trial portrayed all MWE members as current or potential child molesters, and local police report a small but rising tide of vigilante violence against MWE people and property. (See **Hidden Agendas**, p. 16, for more details on the cult.)

Victoria

Victoria originated in rebellion, settled by colonists who refused to accept Sydney-based rule. During the Gold Rush, the Eureka Stockade rebelled against the unfair assignment of mining permits. The rebels' light blue cross with superimposed Southern Cross remains the symbol of unionists to this day. Victoria is the smallest state on the continent, and one of the most persistently noisy in social and political controversies.

Urban Areas

Melbourne occupies the center of Australia's smallest mainland state, on the southeast portion of the continent. Like its fellow state capitals, it dominates the region's economic and social life.

Melbourne prides itself on being a cultural city, where the past remains important rather than getting plowed under. Huge, shining new buildings and industrial sectors flourish within a stone's throw from historical 19th century Victorian terraces and 21st century apartment buildings. Where Sydneysiders pride themselves on being part of the next exciting new thing, Melbourners glory in the history and quality of life around them. Melbourne feels more like an old-style European city in this regard.

The area's multicultural population includes relatively few people who fit the Aussie stereotype of the bronzed blonde. Over a third claim some degree of Asian heritage, and over two-thirds come from continental Europe. One in three people were born outside Australia.

Melbourne spreads in all directions around Port Phillip Bay. Only the mountains to the north and the east slow the pace of growth. Melbourne is a relatively low-density modern city with the bay carving out a big hole in the middle. Rival central business districts stand on opposite ends of the bay — the industrial town of Geelong on the west and the commercial high-rises of Frankston to the east.

Melbourne is the chief economic center of Australia, home of Silverton Mining Corporation (SMC), Australia's largest company (other than the media conglomerates), and the megameds Rafat and Stahu Entertainment.

Manufacturing industries dot the northern and western suburbs of Greater Melbourne, growing more common closer to the area's pinnacle, the L-B Avalon arcology. L-B Avalon dominates the once-rural land between Melbourne and Geelong.

L-B Avalon stands as the consummation of Melbourne's proud aeronautical history. L-B swallowed all the aeronautical firms formerly based at Fisherman's Bend, under the West Gate Bridge, and relocated them to its new home. Now the largest producer of unmanned aeronautical vehicles for military and telecommunication purposes, it relies on the local software industries in Melbourne and Ballarat. In addition, it works closely with the nearby Shendai-Pacific plant in producing materials for popular road and off-road vehicles.

Australia's leading native biotech firm, TechnoDyne (TD), maintains its headquarters 40 kilometers north of the city, with branch offices downtown. Rumors in the financial reports say that FangTech would like to purchase TechnoDyne outright; nothing has yet appeared in regulatory rolls about the reports required before actual buyouts can take place. Parallel rumors say TechnoDyne negotiators are working on a deal with FangTech to exchange TD bioVARG technology for aquatic use in exchange for, presumably, large amounts of FangTech cash. Shares in the 40% of TechnoDyne available on the open markets move briskly, often driving the overall local stock market.

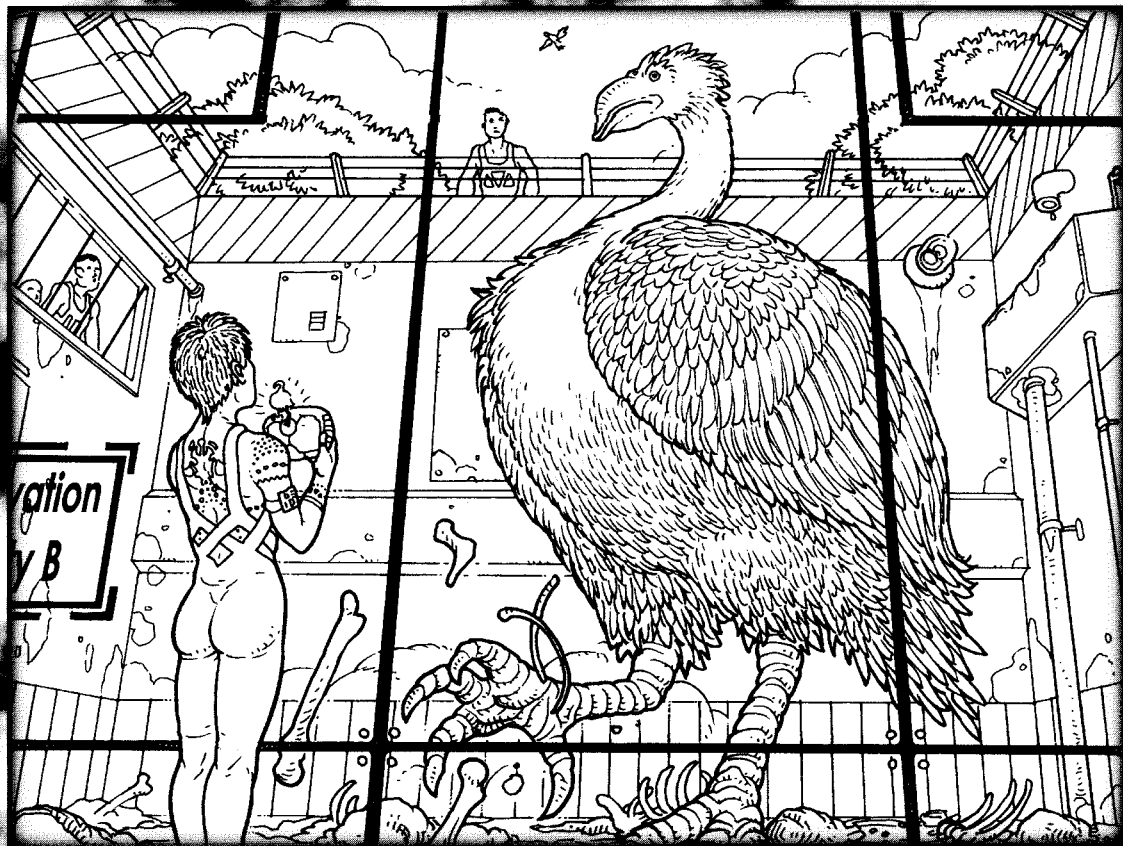
Dreamtime Project

Victorian state law is accepting of biotechnology, as evident with the Dreamtime Project. This government-funded pursuit, located at the former koala preserve on French Island, was designed to resurrect marsupials extinct for tens of thousands of years. So far, it has successfully bred some marsupials made extinct in the 21st century. Since marsupials leave the womb at an embryonic stage, the project avoids the complications of biotech wombs. Dreamtime's marsupial research currently shows better results than comparable efforts with mammals elsewhere.

Within the next few years, Dreamtime also hopes to re-introduce such long gone creatures as the thylacine (Tasmanian tiger), marsupial lion, giant kangaroo and giant wombat. In fact, the project has finished breeding one new creature: the thunderbird. Resembling a massive, two-ton emu, the thunderbird is believed to be the largest land carnivore to exist since the dinosaurs. The Dreamtime Project does face criticism due to the concerns regarding bio-engineered organisms. Since the thunderbird could cause backlash strong enough to shut down the entire operation, its existence is currently kept secret from the public.

The project must also deal with misguided eco-terrorists who believe they need to right the wrongs of the past. It's generally agreed that the larger marsupials were wiped out due to extensive burning off by the newly arrived Aborigines. Eco-terrorists hope to make up for that by releasing Dreamtime's animals to the wild. Of course, they neglect to factor in the impact this will have on the modern Australian ecology.

Dreamtime's principals are suffering increasing pressure from Parliament to improve security or face shutdown. After the cane toad invasion throughout Queensland and Northern New South Wales, and the introduction of rabbits, foxes and feral cats, Australians are understandably worried that the current natural diversity could be shaken again by the introduction of long-dead marsupial Frankenstein's monsters.



Rural Areas

The Mallee region of northwestern Victoria is home to some of Australia's more formidable residents, as it takes a tough character to live in the desolate region. The soils here were inadequate for farming due to poor irrigation and deforestation during the first two centuries of Australia's settlement.

Desalinisation, early successes at engineering salt-resistant plants and the UN's carbon credit program (which subsidizes planting large stands of trees) made commercial development feasible in the early 21st century. Hyper-fusion reactors and progress in bionomic engineering made the area even more viable, and profit margins continue to expand thanks to improving biotech. Developers maintain some of the natural saline conditions around the national parks, including Pink Lakes (named for their pink blooms of algae).

Farming, particularly dairy farming, dominates the rural Victorian economy. Independent farms and small de-urbanized factories produce a very wide range of goods for local use and export, from wheat and rice to shoes and bolts.

The region containing Ballarat and Bendigo goes by the name "Golden Triangle." Ballarat is as wealthy in the 22nd century as it was in the gold rushes of the 19th. It hosts assembly plants for Wazukana and Alchemy Computer Corporation (ACC), which work closely with Shendi-Pacific and L-B thanks to state government-led initiatives. In addition, many software manufacturers maintain offices in Ballarat to tap local talent.

The Sandhurst Software House (SSH) security firm, started by Bendigo-born electrokinetic Alan Simcock, has recently come on to the scene. SSH patented an innovative encryption method using very simple biotech and is currently being courted heavily by ACC.

Simcock's innovation is one of many examples of biotech talent in Victoria. The presence of world-class universities and biomedical companies like TechnoDyne, Commonwealth Serum Laboratories (CSL) and Biota (a commercial enterprise making use of government research discoveries) promotes a very positive view of biotech in popular thought.

The pastures of Gippsland support many utopian communities, including the country's largest collection of Wiccan and Christian communes. One group, the Mimi people (named after aboriginal land spirits), consider psions to be harbingers of the reentry of the Dreamtime — a kind of racial subconscious — into waking reality, foreshadowing the new age. The Mimi believe that before true reconciliation between the spirit and physical worlds can proceed, they must restore the land. Not surprisingly, they regard the Dreamtime Project with mixed fascination and suspicion (see sidebar). Most of the people convicted so far for attempted (or actual) theft of restored animals have ties to the Mimi movement. Mimi "liberators" generally set their booty free, though they've kept a recently captured adolescent thunderbird as a living totem.

Queensland

Queensland is the second largest state in Australia, covering most of the eastern third of the continent. The state contains some of Australia's greatest natural wonders, from the Daintree Forest to the Great Barrier Reef (which shelters 2,000 kilometers of coastline). The Great Dividing Range, a series of mountains and plateaus, dominates the state's eastern portion.

The Sunshine State enjoys a reputation for beautiful weather, attracting retirees from throughout the Union. Despite its popularity with youths and the biggest tourism industry in Australasia, it still has the oldest average population of any state.

Queensland is the last refuge of the blonde, bronzed Aussie and home of much of the nation's racial tension. Heavy Nihonjin investment for over a century along the coast has won tolerance, if not general acceptance. The Nihonjin inhabitants deal with the problem by creating and occupying self-contained urban enclaves; they've largely withdrawn from the old cities in the last 30 years.

Queensland is unique among Australian states for retaining capital punishment (by lethal injection). Queenslanders see this, the mining enclave conditions and other such backward-looking measures as part of the national heritage they guard for the day when other states return to tradition. In the meantime, the state executes about 30 people a year, almost all on murder or multiple rape convictions.

State law protects privacy viciously on every level. There is one recorded case where a telepath was jailed for numerous charges for reading the minds of corporate executives and using the pilfered information for insider trading.

Urban Areas

The capital of Brisbane holds a relatively small percentage of the state's population. Over 97% of Queensland's residents are concentrated heavily along the coast and in the foothills of the Great Dividing Range. The only substantial city off this strip is Mount Isa, whose population of 50,000 makes it one of the largest inland cities. The Queensland interior includes some of the largest deposits of lead, silver and copper on Earth. Outback enclaves dot the region, as opportunists and entrepreneurs carve out settlements on cheap land not very far from Brisbane. There's still room for pioneering settlements in Queensland.

Although Melbourne and Sydney get much of the limelight, Brisbane and the coastal cities thrive, especially on research and technology fronts. Brisbane hosts a major Æsculapian clinic as well as the Austronesian region's central OpNet administration center. In nearby Townsville, the Australian Institute of Marine Science (AIMS) closes in on a design of a deep-sea habitat that doesn't infringe on Nihonjin patents. If it works, Nippon will lose a major advantage in economic negotiations with the Union. Not surprisingly, industrial espionage (often with government backing) swirls throughout the area.

Rural Areas

In eastern Queensland, many communities exist entirely on eco-tourism. Hundreds of thousands of tourists come each year to see the reef, rainforests and exotic sights like Fraser Island, Earth's largest sand island. From October until May, the wet season can make it difficult for anything but all-terrain vehicles to get where they are going. Winter flooding makes all ground travel impossible in some areas.

Set on the coast of Trinity Bay, Cairns is well placed, with close access to the reef and the Daintree Forest. Cairns competes constantly with Townsville for tourists. Townsville has a larger population, the Great Barrier Reef Authority and AIMS. The state government nonetheless awards many contracts and services to Cairns instead. Townsville fights back with private ventures, in-

The United Self-Governing Settlement Union (USSU)

The USSU was formed 24 years ago after the first "outback" settlement dwellers began to experience problems, first with the government then with other country residents. The USSU was originally founded to work in the interests of settlers, and to unite isolated communities in order for them to get a fair go from the government after they were dumped in the middle of nowhere.

The USSU is now a powerful lobby group in Canberra and also within the Austronesian Union. This, unfortunately, has led to some further resentment toward new Australians.

The USSU has funding from the government similar to what Aboriginal governing groups receive, obtained after lobbying by current USSU President Franco Genozza. The funding comes from the taxes that outback settlements pay to the government, with each settlement paying back at least tenfold any monies originally loaned to them to start a settlement. This hasn't stopped the North Australian Protection Party from using the issue as part of its election campaign. The NAPP has targeted this agreement as being unfair to city and town councils, neglecting to inform voters of the fact that outback settlements have increased Australia's GNP thanks to the USSU giving back much more than it received to the country that fostered it.

cluding fleets of small personal craft and a civilian aerosub designed for tourism. Tourists can view the Great Barrier Reef from all directions on Townsville-based trips. The city's aging personal surface-sub fleet, now converted to rentals, also does a brisk trade in tourists who wish to spend a few weeks off the coast of Queensland.

Queensland's tourist destinations range from normal coastal resorts to ridiculous complexes left over from the late 20th and early 21st centuries

such as the "Big Banana" and the "Big Pineapple." These places of kitsch still manage to attract people, mainly visitors fascinated about why someone would build such things in the first place.

Popular prejudice elsewhere describes Queensland as a breeding ground for xenophobic militants and rednecks. Militia groups, rare if not nonexistent in southern states, reinforce the stereotype. Most militias here believe that Australia's defenses are overextended and couldn't stop an invasion by the Indonesian military. Migrant enclaves provide convenient practice targets as well, just as pre-enclave ethnic neighborhoods did.

Queensland includes many industrial enclaves, particularly mine complexes, working with the rich reserves of silver, copper and lead around Mount Isa. Corporations like SMC create the enclaves and import labor with promises of homes, steady incomes and education for workers' families. Unfortunately, many enclaves provide wages low enough to create endless spirals of debt and an education that prepares children only to be good worker drones in the future. Some compare the situation to the treatment of South Pacific aborigines, the Kanakas, enslaved and abused early in Australian history. The federal government fights with the state government over what action, if any, the government should take to redress abuses. Strong economic growth justifies many sins, at least for the authorities on the scene.

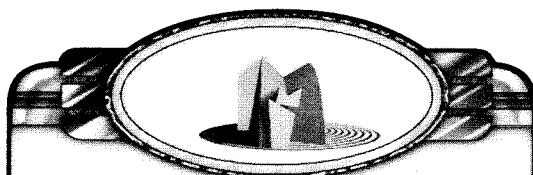
About 100 kilometers north of Mount Isa is Australia's largest outback settlement, Wagga Boonya. The residents conduct research on alternative, non-evasive mining methods of extracting minerals from the ground using new biotech. This proves very profitable for the settlement, underwriting the costs of continued expansion.

The population of Queensland has been expanding rapidly and will eventually exceed that of New South Wales and Victoria. Much of the population of Queensland has always lived on the coastal fringes, but the interior population is increasing rapidly. Outback settlements spring up constantly; only Western Australia has more settlements than Queensland does.

Long-time residents feel a great deal of resentment toward these migrants. After all, they gain many benefits from the government such as cheap hyper-fusion reactors and public utilities to help in surviving in the bush while "real" Australians must scrape by on their own. Even though most settlements have industries which are unique

and new to the areas and don't crowd out the traditional farming and cattle raising, many "real Aussies" still feel that they're being squeezed out.

This friction has led to an increase in Queensland militia units. These groups, most commonly comprised of former soldiers, gather together to train for war with the foreigners that are stealing their country...and the government that they feel has betrayed them. Most of these groups' members are little more than weekend warriors who skirmish with retired defense and reserves personnel. Some groups are more extreme, attracting the mentally unsound, preaching racist views and spreading fringe propaganda.



The Militia

— **Matthew Dickenson as interviewed by Dazyl Grenich, *Lifestyles* "2121 MMI"**

DG: We all know about the militia of old, a sort of Dad's Army to protect the citizens in a time of war. Australia is not at war, so why are these militias still operating? Is it a weekend warrior type thing? Grown men pretending they belong to *Strike Team Psion*, imagining they are saving the universe?

MD: Australia may not be at war officially, but we do still need protection. Yes, the nation has a defense force but it's stretched to the limits protecting other countries. We have men dying in the jungles of Papua...

DG: Dying, you say? I haven't heard any of these reports...

MD: Of course you haven't: the government is trying to keep that a secret. You see, the Indonesians have always been a threat to their neighbors. I mean, how many of them are there now? Half a billion? Maybe more, all crammed in that small country. And here we are, Australia, with our large country that we're just giving away to foreigners. What's to stop the Indonesians from coming and taking their bit? After all, there's no one watching them, our men are away defending other peoples' lands. The militias are there to stop this. This is our country and no foreign scum is going to take it from us.

North Australia

Popular impressions of Australia include huge deserts; in fact, the upper half of the state gets enough rain to support lush tropical vegetation. North Australia became a state only in 2019, the last part of the continent to give up territorial status. Darwin, the state capital, sits in a veritable jungle. The remainder of the region is low tablelands, the Tanami Desert and the Macdonnell Ranges in the south.

Clear-cut rain forests and the somewhat drier inland lowlands support cattle farming and Mediterranean crops. In the wetter north, tropical fruits flourish. The Austronesian Union dominates the near-space market for citrus and tropical fruits, and North Australia supplies most of what the Union ships. Mining operations run in every part of the state, probing beneath jungle and desert alike in search of precious metals and radioactive ores.

Less than half the state's population at any given moment lives there permanently. Darwin grew from 100,000 people in the early 21st century to one and a half million a century later, and holds a full third of the state's long-term residents. Others come and go: immigrants, refugees and contract workers. Of the permanent residents, Aborigines form 20% of the population and own 37% of the land.

Urban Areas

The modern city of Darwin unites the once-separate areas of Port Darwin and Palmerston. It's far and away the largest city in north central Australia and serves as both a business center and a jumping-off point for eco-tourists.

Every so often massive tropical storms lay waste to settlements in North Australia. Cyclone Tracy flattened much of Darwin on Christmas Day, 1974. Reconstruction took five years, and along the way the city government introduced stringent building codes that limited the height of skyscrapers and required new buildings to carry enough reinforcement to survive winds of 400 kph. In 2119, Class Five Cyclone Jarrod ripped through the city, exposing deficiencies both in the building codes' expectations and in how the codes actually been implemented by regulators. The winds hit 380 kph and succeeded in toppling all the tallest buildings in town.

Cyclone Jarrod: Appraisal

— **Legions Report: Classify Top Secret/Central Review, 2120**

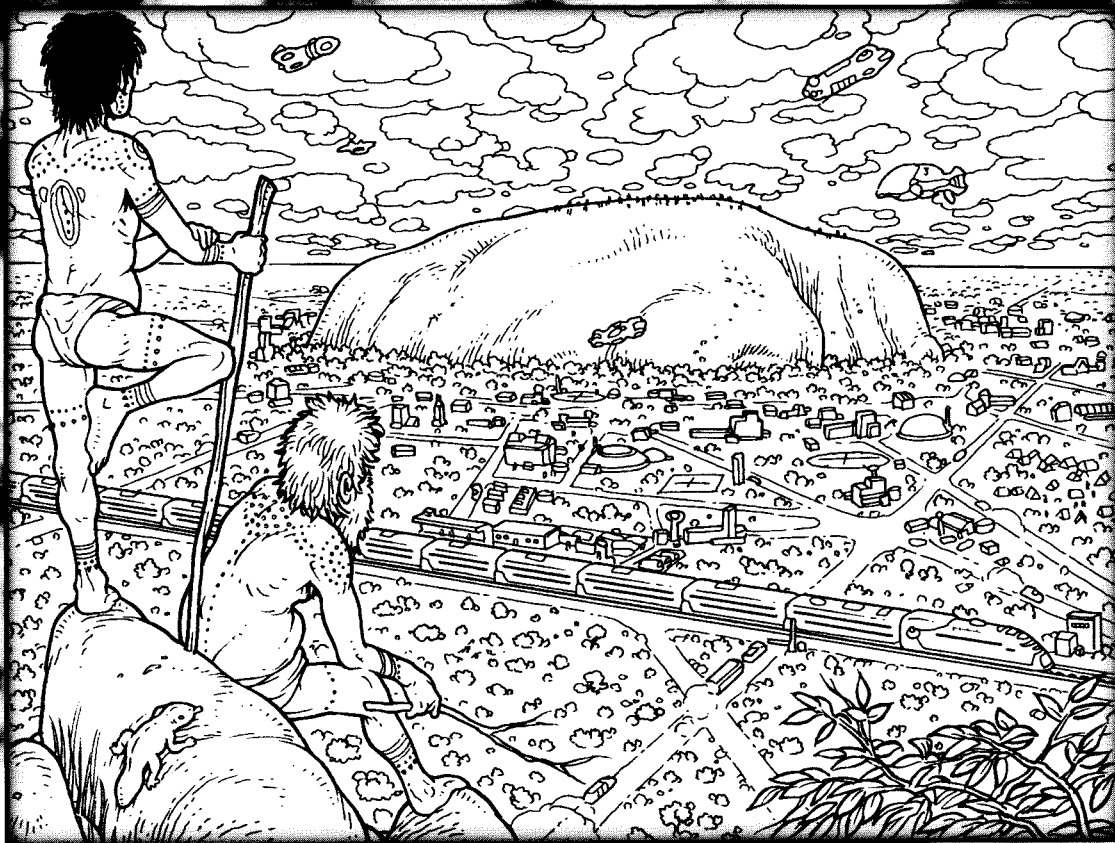
Our study confirms that Cyclone Jarrod was not a natural phenomenon. Every building in the wind path, regardless of age or composition, developed identical patterns of fractures on scales on the order of wavelengths of light in the visible spectrum >>> field microscopy report <<<. We have at this time no explanation or interpretation, beyond the obvious conclusion that an Aberrant not in our records created or manipulated the storm.

Aberrant records indicate that the approximately half-dozen individuals calling themselves the "Sea Kings" were likely not responsible. None of their observed powers, all concerned with straightforward manipulation of large bodies of water, produce these microscopic manifestations. We therefore suspect a serious, possibly Prime Threat level Aberrant, likely sheltering in the Tongan Trench. We reiterate that we *must* get more regular funding for patrols of that area.

The region still enjoys a construction boom. The city's permanent population is dwarfed by the ranks of job-seekers. Nobody actually knows for sure how many people live in Darwin at the moment. Crowd-monitoring studies suggest at least half a million, and maybe two or even three times that amount. The new Darwin arcology, built on the site of the old Defense Housing Estate, will be the largest arcology on the continent when completed. At the moment its construction crews need all the labor they can get — few newcomers find themselves unable to get a job.

Rural Areas

Tourism remains important, just as it has for centuries. Uluru (Ayers Rock) draws two distinct crowds. The majority are simply interested in seeing the largest monolith on Earth; however, a growing number of aboriginal animists come to worship at Uluru and the nearby Olgas. Some devotees get along well with the aborigines who own and operate the site, while others clash unpleasantly. The state government intermittently debates the wisdom of new laws regulating religious tourism. In the meantime, the Aboriginal and Torres Strait Islander Commission issues passes to Uluru



and other aboriginal-owned land, following policies set by the various native settlements. Some welcome tourists, others exclude them or require massive fees, and the state police vigorously back up settlement police dealing with trespassers.

Western Australia

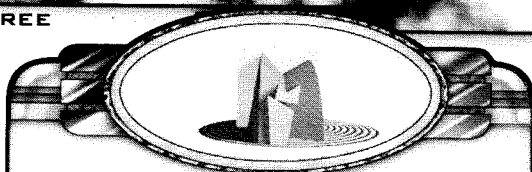
The largest state on the continent, Western Australia produces more precious minerals than any comparably sized region on Earth, along with much of the meat and grains the rest of the continent consumes. The combination of wealth and isolation gives Western Australia's people a sense of very distinct regional identity and pride in their achievements. Sometimes the sentiment turns extreme: the state has made two unsuccessful attempts at secession and maintains poor, often strained, relations with the federal government, getting far less in support for education and health care than the eastern states do. Many residents sneer at easterners, and tolerate them only as competitors in Australian Rules football.

The Indian Ocean surrounds the state on the west, north, and south; only the eastern edge borders the states of North Australia and South Australia. Apart from a fertile coastal region around Perth, most of the state occupies a dry, sandy plateau sparse in vegetation. The climate ranges from the tropic north to temperate southwest and desert extremes in the interior.

Western Australia is one of the most sparsely populated regions in settled space. The population clusters along the coast and around interior mining settlements. Aborigines, the first inhabitants of Australia, make up less than 5% of the population of Western Australia, although Aboriginal lands are scattered throughout the state.

Urban Areas

Pioneers founded Perth, the state's capital, primarily to stake a claim after hearing reports of French explorers in the area. One of the most remote cities in the world, Perth constituted practically a nation of its own until late in the 19th century, when advancing technology brought it into regular contact with the rest of the continent. Its population grew very slowly until the mid-20th century, and even after that expanded at far less than the rates common to eastern cities. Perth finally boomed during the Aberrant War, incorporating once-independent towns into the metropolitan sprawl for a total of 2.5 million people by the turn of the 22nd century. Originally a shipping



Resource "Management"

— Corl Heisler, *The Painful Truth*,

© 2122 MMI

Western Australia, the people tell me, is the state where everything that's not nailed down goes somewhere else. Its farms generate far more produce, grains and livestock than the people of the region can possibly eat. The mines turn out enough metals to rebuild a whole country. The state generates more dollars in exports than any other, despite its small population.

Around here there's a lot of talk about the injustice of the federal government's harvest of so much of the region's profit to prop up financially over-extended states like Queensland. "We earned it, we want to keep it," a popular sign in Perth store windows says. So far it's just discontent, but scandal-watchers should keep an eye on the export-taxation issue. It may blow up big at any moment.

destination at the mouth of the Swan River and later a regional railroad hub, now it's one of the most self-sufficient cities on the continent.

The Perth suburb of Freemantle includes the country's largest port. Freemantle's capacity made it attractive enough, despite its remoteness, to persuade the directors of the Australia Maritime College to move from Melbourne. In the 21st century, the Adelaide-based shipping firm FangTech also moved to the area, building the floating city of FangTown 150 kilometers offshore. Long-time residents view the results with mixed feelings. FangTown represents a technological triumph which appeals to Westerners; however, they're less enthusiastic about the jobs lost from Freemantle shipyards to FangTech's own operations nearby. FangTown innovations do appear elsewhere in the state, since FangTech often makes its technology available for purchase. The once-depleted oilfields of the northwest continental shelf around Port Headland, for instance, now operate profitably again thanks to petroleum-recovery advances.

Port Headland occupies a promontory half-way between Darwin and Perth. Its population of 100,000 makes it one of the largest Western cit-

ies. It originated in one of the 19th century gold rushes; expanded as a center for agriculture; and then switched to industry after the successive discoveries of huge deposits of tin, iron and platinum. Its port sends out ships carrying the ores mined throughout the area. The population would likely be much larger if it weren't for the climate. Port Headland enjoys beautiful winters, cool and pleasant, but in summer the temperature often rises to almost 50° C with humidity near 100%. Then rains come, along with an average of four cyclones per year. Seasonal workers swell the city's population every winter, then head for better climes in summer.

Rural Areas

Natural riches of various sorts dot the coast north of Port Headland. Broome runs a thriving pearling industry and offers eco-tourist attractions including fossil beds and dinosaur tracks. Kunumurra, near the border with North Australia, includes the world's largest single producing diamond mine and one of the world's largest artificial lakes, created as an irrigation source.

Most of Western Australia is arid but fertile land. The state's southwest corner contains some of the most productive farmland in the country; the coasts include some of the best surfing and fishing. Western Australia's wines enjoy widespread popularity among connoisseurs, while the state's staple crops sell in markets on every continent and off-world. While half the state's population crowds in or near the capital, the other half spreads thinly across the land and enjoys a very high standard of living. Desalinating greenhouses and hyper-fusion reactors make it possible for an isolated homestead to thrive with all the creature comforts of life in the big city, and people can farm, ranch and mine in areas previously considered too risky or expensive.

The Kalgoorlie region, in the state's central southern stretches, is more arid than the rest of the state. Its gold fields, more than 500 kilometers long from north to south, became exhausted and unprofitable decades ago. Now biotech, in the form of phyto-mining, makes it feasible to extract the gold spread finely through the soil rather than concentrated in veins. The region's seasonal lakes provide all the water required to support tailored bacteria; the lakes' high salinity also makes them good homes for quick-growing ocean aquaculture.

Kalgoorlie and the Mustard Plant

— **Dr Kleran Baxter, *The Technological Age, 2nd Ed.* " 2119 Walkabout Press**

For centuries Kalgoorlie was a mining town and, as with most mining towns, its precious minerals became more and more expensive to remove. Gold dried up. Later, whatever the miners of the time managed to pull from the ground — in Kalgoorlie's case it was nickel — dried up. The town died and was all but forgotten. Now, after a century, there is a new mining boom on in Kalgoorlie.

The humble mustard plant plays a vital role in this new boom. Biologist Georgia Stanley was looking for a new form of non-invasive mining for a settlement collective near Kalgoorlie. She recalled some of her grandfather's papers discussing a process known as phyto-mining. This involves genetically modified mustard plants, designed to grow at an incredible rate, that draw in trace elements found in the soil. When the plants reach maturity, the crops are collected and burnt in specialized kilns. When the plant matter is destroyed, the the trace quantities of precious metals that the plants gathered remain in the ovens.

Not only is this method of mining or farming relatively non-invasive, the method can extract the smallest amounts of minerals from the soil. It also has a low start up and maintenance cost — kilns are relatively inexpensive and the plant farming isn't difficult. Phyto-mining has spread from Kalgoorlie to the rich mineral fields around Mount Isa and Broken Hill, with outback settlers who purchased what they thought was exhausted wasteland now eager to harvest this new wealth. And, as with any gold rush, new arrivals are flooding the outback to try their own luck.

South Australia

South Australia is the poorest state, at least in terms of natural resources. Two-thirds of it is arid or semi-arid desert, watered only by seasonal lakes that spend most of the year as barren salt flats. It took 21st century desalination technology to make the exploitation of the permanent salt-water lakes of the interior profitable. Now the salt is exported, while the water irrigates fields and custom-bred algae grow on the brine that remains.

Only the southeast corner of the state enjoys a more temperate setup, with well-watered green hills offering fertile soil. The Murray River Valley, which forms the border between New South Wales and Victoria, is home to some of the world's best wineries, particularly in the Barossa Valley district.

Urban Areas

The state capital of Adelaide is a meticulously planned city. It was laid out with generous parklands and natural boundaries set by the surrounding hills, keeping the city livable inside and not readily prone to sprawl randomly. Unfortunately, the beautiful environment hosts some of the nastiest conflicts between aboriginal and white racist groups — the state ranks just behind Queensland in suspicious aboriginal deaths in police custody per year.

A wide variety of industrial firms maintain their headquarters in Adelaide, including Mashindano's auto plant (the single largest employer in the area) and biotech research firms like Twelfth Night Designs and BioEngineering Australia.

Port Augusta, at the mouth of the Murray River, supports a FangTech installation for testing submarine and surface vehicles. From Port Augusta it's a short trip to very rough waters in the Bass Strait, the Great Australian Bight and the Southern Ocean. FangTech pays generously for the opportunity to maintain extensive facilities so close to excellent field-test sites.

Rural Areas

The Woomera Prohibited Area, an old weapons testing ground, holds the state's second largest concentration of industries; all are related to aerospace. The Woomera Arcology includes several universities' remote engineering campuses, research firms, independent aeronautical companies and a large halo of flight buffs. Some of Australia's most sophisticated computer agents

Four Die in Bush Inferno

— **Excerpt: *The Victorian Herald* ©**

1.17.2122 Genman Enterprises

Four CFA volunteers lost their lives when a bush fire near the South Australian border suddenly reversed its course and overwhelmed them.

The four victims (David Matthew, 20; Darren Mauricio, 21; Melinda Williams, 23 and Jack Spiteri, 37) were in a water truck at the time of the accident. The truck has a reserve tank designed to spray over the vehicle in such instances. Investigators say the tank was empty, and the heat subjected the truck and its occupants to temperatures of approximately 5,000° C.

Another water truck, only 100 meters away and carrying a Legionnaire volunteer, was unable to help.

"I tried to get out of the cabin. I had my mask on, I thought I could stand the temperature long enough to help, but it came too fast, too hard," said Sergeant Ieuan Coleman of the Home Guard, a CFA volunteer. "The smoke was too thick to see our hands in front of our faces, and I could feel tremendous heat. I have never felt like."

The Country Fire Authority of Victoria fights hundreds of fires every year and has saved the lives and property of countless people. The increase in volunteer Legionnaires has made the job safer and more effective.

A fund has been opened for the victims of this tragedy and their families. Donations can be given at any branch of the Austronesian National Bank.

work full-time at managing air traffic control, sorting out general and research flight zones. Inevitably, folklore attributes more sinister purposes to the antenna farms that communicate with weather balloons, communication drones and the like.

Adjacent to the Woomera Prohibited Area, the Australian Center for Space Exploration and Habitation pursues development of new technologies. Negotiations with the Qin led to center access of airplants. The relatively small air circulation biotechnology has been a great boon to designing more compact modules. PM Trenton sees

spaceflight as another path to Australian glory and readily funds projects aimed at building a cutting-edge successor to the colony ship *Endeavour*. Australia cut a deal with the newly-returned Upeo in 2121, trading funding for the assignment of a teleporter to jump *Endeavour* the rest of the way to the Ophiuchi Belt. This will reduce what would have been over another decade of travel, down to a few months at most. (See *Stellar Frontier* for more details.)

Australian Capital Territory

The ACT exists as a compromise. Neither Melbourne nor Sydney could stand the thought of the other city becoming the national capital. In 1908, negotiators settled on the idea of building an altogether new city, to save either side the embarrassment of losing the dispute. The American architect Walter Burley Griffin won an international competition to design Canberra. Construction began in 1913, and suffered a delay during World War I; the national Parliament was finally installed in 1927.

Before work began on Canberra, the Molonglo River Valley was agricultural land. The artificial Lake Burley Griffin provides water for the city and nearby small-scale arcologies, and the suburbs of Woden-Weston Creek, Belconnen and Queanbeyan.

The government employs one in three Canberra residents. The local pornographic holovid and sim industry employs almost as many. Comedians and rural moralists alike routinely exploit the comparison in their descriptions of capital life.

Recent surveys found strong biogalvanic readings in and around the capital. Biosystems Inc. and Orgotek promptly started a bidding war, each looking for natural advantages to support their biotech growth matrices. Everyone has a pet theory as to the source of these readings. Urban legend attributes geomancer powers to Walter Burley Griffith. Tabloid fringe physicists explain soberly that the sex industry creates a powerful positive orgone flow, which in turn stimulates biogalvanic energy. Noetic scientists shake their heads and quietly pursue their own research.

Aborigines and Australia

The first European settlers often treated Australia's native residents with callous cruelty — not just hostility but with blithe disregard for native cultures. With time, the government realized that its predecessors had done badly, and set out to make amends. For its part, popular support for improved treatment of Aborigines rises in economic good times and shrinks when the economy constricts opportunities. The recent economic success of the Trenton administration makes it easier for Aboriginal activities to maneuver through laws that Trenton himself regards as undesirable. The Union's regional policies provide recourse for Aborigines when national authorities



UFO Spotted Near Woomera Prohibited Site

— John and Fiona Kelly, interviewed by Cori Helsler, *The Painful Truth*, "2122 MMI"

PT: Last night, a couple moving to Darwin started their adventure a little sooner than they expected. Just what was it that you saw on the horizon?

JK: We were cruising along about 100 clicks from Coober Pedy when Fiona noticed some lights in the distance.

FK: Yeh, they were all yellow and orange, in lines — not like a streetlamp or headlight.

PT: What did you think they were?

JK: To start, we thought it was a town, but we were pretty sure there wasn't one anywhere near. Fiona checked the map for one of those outback places, but no joy...

FK: And that's when it started moving.

JK: I stopped our skimmer to get a better look. It came toward us very fast, faster than a skimmer or anything I've ever seen on land. It flew right past us.

PT: Was there anything distinctive about it?

FK: It was certainly strange, like a big egg-shaped object. It didn't quite have a color — more like a non-color, only it wasn't like it was invisible, just an undefinable... darkness. [chuckles] Hard to describe, obviously. Down the middle were the lights.

JK: It flew around us a few times and then disappeared. That's when we phoned the police, who had a good laugh.

FK: Like we're crackpots or something.

abuse native rights, and "harmonizing" AU and national law provides the rationale for many modifications to Australian law.



Music Down Under

— **The New Sounds**, © 2121 Stahu

You may think of bang as something that just happens in exotic places like India or America. But look right here at home. Yothu Yindi is one of those Aboriginal religious movements up in Arnhem Land, and it's got its very own style. Yolngu bang isn't just topping the charts in Sydney, it's getting airplay all over the system. Don't miss out.

Ask a Yothu Yindi believer what it's all about, and he'll tell you about Mundaway Yunupingu. Seems that Yunupingu ran a school back a couple hundred years ago, and decided that since we're all here on this one land, we should all be one people. Real brainy stuff, that. Anyway, Yothu Yindi is about putting Aboriginal beliefs together with the good ideas that our dear old dads brought along with their chains from the mother country, and mixing it to get something that fits us all.

Around about the turn of this century, some Yothu Yindi folks started calling the music they were making "Yolngu bang." Means something like "blended bang," I'm told, and that's just what it sounds like: western bang all mixed up with Aboriginal tunes and even snatches of white folks' folk music. Don't take music off strangers, people, not when you can get homegrown excellence.

Everyone involved in debates over native rights has a vision of the ideal outcome. Since nobody agrees on the vision, the debates seem likely to continue indefinitely. The government renounces most of its historic land appropriations, for instance, and supports broad claims for the

Aboriginal settlements. On the other hand, the government recognizes homestead rights for long-time white settlers even (in some cases) when the original claims clearly involved violation of treaties with the Aborigines. Successive administrations have feared that any definitive resolution would impose huge costs and create massive unrest, so they try to resolve disagreements on a case-by-case basis. Aboriginal lawyers use the threat of pressing for a universal ruling to get leverage in pending cases.

In practice, despite alarmists' cries on all sides, Australia's practice of respecting strong property claims on all sides didn't usher in an age of social chaos. Most Aboriginal settlements get along fine with nearby white settlements, as long as everyone knows where the borders are.

New Zealand does try to stir things up in its own way. The country seeks to placate its Maori constituencies by pushing Australia to "do the right thing" and set an example so that New Zealand can study it for signs of flaws to avoid in its own hypothetical rulings. New Zealand delegates in the Union Parliament routinely threaten a walkout if Australia refuses to address the issue, and it always takes fresh concessions to keep New Zealand placated.

TRITON ARCHIVE

The Edges of the Law

— **Summary: Glen Whitmore,**
Assistant Director,
Austronesian Office

North Australia competes with South Australia to develop new legal approaches to social problems including drug use, euthanasia, pornography, prostitution and gay rights. Federal law generally follows these states' innovations. At the same time, North Australian legislators often rely on old, oppressive common-law rationales for their laws on Aboriginal affairs. The resulting mess fascinates legal scholars and provides endless fodder for pub arguments. Last year the state government made national headlines — not favorable ones — with its effort to mandate a bar in every Aboriginal community, even ones with a no-alcohol policy, so that alcoholic Aborigines wouldn't need to come into the towns for their habit. Thankfully, the effort quickly sank into oblivion.

Tasmania

The southernmost state of Australia, Tasmania is a lush, green island 250 kilometers south of Melbourne (the Bass Strait separates it from the mainland). Hobart, the capital, shows the results of concerted efforts to maintain an old-fashioned look: the skyscrapers built during the 21st century boom were torn down, and nearly all buildings present wood or stone facades no matter what modern materials lie behind. Launceston, close to Hobart, is the largest port. Devonport and Burnie hold most of the people living in the interior.

Hobart's port is a popular starting point for trips to Antarctica, offering the best combination of proximity to the pole and modern facilities. Ever since the first Aberrant War, military ships have made the trip along with tourist and research vessels. Fans of *Jake Danger: Aberrant Hunter* know the look of the port, since it's a popular setting for the show. Port authorities regard rambunctious Legionnaires off to rumble with the baddies as not entirely welcome customers. Neither side wants waterfront battles, so both sides settle for a lot of administrative browbeating and boasting contests.

Tasmanians favor a social conservatism to match their building codes. More than half the state's residents profess Christian beliefs, far more than in any other state. The state maintains Sunday trade restrictions, and although the laws on equal opportunity for minorities and alternative lifestyles of all kinds remain in force, private homophobia flourishes.

Geologically, Tasmania marks the southern tip of the Great Dividing Range that runs across mainland Australia. The state includes several small islands relatively near Tasmania. Still, only die-hard vulcanologists and eco-tourists pay much attention to Macquarie, the Hunter Islands, the Furneaux Groups, the Kent Group, King Island and Maria Island, none of which support permanent settlements of anything more complex than birds.

Aquaculture feeds the people of the island and produces the state's primary export, but tourism generates the big bucks. Tasmania's mountainous central plateau is some of Australia's most rugged and inaccessible terrain, and it draws eco-tourists in droves. Experienced travelers compare Tasmania's scenery to that of Scotland— though



with milder weather and more exotic animals, including the famous Tasmanian devil and Tasmanian tiger.

TRITON ARCHIVE

Come to Tasmania!

— Tasmanian Tourist Bureau, Local Advertising

Looking for an exciting holiday away from the city? Come to Tasmania, the Apple Isle! We have a world of beauties waiting for you. See prehistoric creatures like the Tasmanian devil — in the wild, not some tourist park! See ancient Australian penal colonies at Port Arthur and hear the stories of the first white Australians, brought to this country as convicts at the whim of the British government. Watch old style ships compete in the exciting Sydney-to-Hobart yacht race!

And if nature is more your thing, Tasmania has some of the most pristine areas of wildness found anywhere in settled space. Fish for salmon and bass, canoe up the Franklin River or camp out on the slopes of Cradle Mountains.

Tasmania is an exotic land right in your back yard. So leave your passport at home and don't worry about immunization. Plan an outing today to discover the natural beauty of Tasmania!

New Zealand

New Zealand is a self-governing country in the South Pacific Ocean, southeast of Australia. It comprises two large islands — North Island and South Island — and numerous smaller ones. The country is justly famous for its scenery, the legacy of sustained seismic violence: glacial mountains (including some of the best skiing in the Pacific), geysers and boiling mud pools, and fertile forests nurtured by ash-enriched soil.

New Zealand used to belong to New South Wales, and many Australians still think of it as a sort of seventh state (New Zealanders break their usual good humor to angrily correct anyone who perpetuates the error). Australian politicians expected that New Zealand would support Australia in the Austronesian Union and create an effectively unstoppable voting bloc. Instead, New Zealand representatives dealt with the Pacific representatives to maneuver Australia into a corner on Aboriginal and other matters. New Zealand exercises a strong influence over the Ross Dependency in Antarctica and the Niue, Tokelau and Cook Islands in the Pacific.

New Zealanders are bilingual, with the majority of citizens speaking both English and Maori. The Anglo-Celtic majority that prevailed at independence gave way in the 21st century to a more multicultural mix, and today more than half of the citizens have significant Asian or Polynesian ancestry. European-derived holidays coexist with ones rooted in pre-European traditions. For instance, Waitangi Day commemorates a treaty signed on February 6th, 1840 that was important to the Maori people.

The North Island

The range in the north central region has three active volcanic peaks: Mounts Ruapehu (the highest point on the island), Ngauruhoe and Tongariro. Subtropical forests with dense undergrowth cover the majority of the island, making it a perfect locale for entertainment productions looking for a prehistoric setting. Only the central volcanic plain supports extensive grasslands without clear-cutting.

Centrally-located Wellington is the capital, but Auckland holds many more people and sets the cultural tone for the country, both good and bad. Auckland offers beautiful harbor views and features prominently in immigrant dreams of a better

life. It also has a dangerous side, being the birthing ground for gangs that have spread throughout much of New Zealand. At night, ethnic gangs and cycle clubs make many areas unsafe. Police have long been overwhelmed, and recently created a special psion unit to help deal with these problems. With aid from Æon, the authorities began the clandestine recruitment of freelance psions. In recent months, many of the big gangs have run into forces they can't intimidate, and it's likely that in another year or so New Zealand will be as safe at night as tourist literature claims.

Auckland hosts a small network of independent filmmakers who rely on quirky dialogue and complex situations to compensate for small budgets. Many New Zealanders take pride in comparing their work favorably to Australian big-budget gloss. In other cultural entertainment efforts, Maori attempts to develop a native counterpart to Yolngu bang haven't been as successful, though Waiata bang does get air-play in ethnic-music round-ups.

TRITON CONFIDENTIAL

Subject: Policing

From: Laura Alverado, Ministry Office of Psionic Security

To: Senior Director J.L.G., Ministry Office of Psionic Security

Encryption: DSE

Transmission type: holofile [file enclosed]

Date: 21:07:38 04.01.2122

As you are no doubt aware, my team specializes in monitoring the Æon Trinity's interactions with the psi orders. We've recently become aware of a new program involving Æon and New Zealand authorities. The full report is enclosed; this is a preliminary summary.

Observations indicate that the police have established a special, unpublicized unit dedicated to crime-fighting. Æon has helped route freelance psions to the island nation, in particular those from various Oceanian aboriginal cultures, including (in the case of New Zealand) Maori and Samoan people.

It appears these efforts are in response to a handful of tribesmen who served as Legionnaires and have now returned home to take over local gangs. So far the police and Æon have managed to avoid significant news coverage of the problem. We recommend doing nothing to alter that at present.

The South Island

Most of South Island's coastline is more regular and smooth than that of North Island. Southwestern fjords offer prominent exceptions to the generalization. The Southern Alps dominate the island; Mount Cook's peak stands a full kilometer higher above sea level than any point in Australia. Glaciers flow off the mountains down to the fjords.

Christchurch and Dunedin face east, as do the Naval Reserve Bases at Pegasus and Toroa. Sailors from across the Union spend their leaves here.

Planning and Development

The New Zealand government engages in very long-term planning for resource management and development. Government advisors recommend long fallow periods for farmland to avoid soil depletion, and strictly regulate off-shore mining. Restrictions on surface-based mining platforms provide incentives for innovative hardtech and biotech solutions to extracting natural gas from the fields off North Island. Tourist submarines let visitors observe some of the world's most advanced deep-sea technology at work; several major corporations operate experimental underwater processing facilities next to their mineshafts. The government currently prohibits all mining of uranium and thorium, in an effort to keep nuclear power unprofitable.

New Zealand officials work with the country's businesses to police surrounding oceans against illegal fishing. The country leads efforts at maritime conservation; when trade disputes arise with Nippon and other nations, the UA's negotiators tend to include many New Zealanders. Currently, New Zealand bans non-UA fishers from its entire oceanic claims...though it's easier to declare the ban than to actually stop poaching.

The New Zealand Navy often complains about the percentage of its force continually deployed to handle the no-fishing zone decree. Concerned admirals point at threat zones like the Tongan Trench, which is almost as deep as the Marianas Trench and widely believed to harbor whole communities of deep-sea Aberrants. Indeed, much of the Pacific is dangerous, thanks to threats of Aberrants, poachers, high-tech pirates and even natural events. The navy often provides escorts for civilian ships in reputedly dangerous areas.

Papua New Guinea

Papua New Guinea occupies the eastern half of the island of New Guinea, the Bismarck and Louisiade Archipelagos, the Trobriand and D'Entrecasteaux Island chains and independent islands including Woodlark, Bougainville and Buka. It overcame developing-nation status only in the 22nd century, and its people retain the awareness of being thought second-rate by their neighbors. Today, good farmland, a high birth rate and high immigration rates from China give the country steady population growth and a solid economic foundation.

Port Moresby, the capital, modernized before the rest of the nation. It currently resembles Hong Kong before reunification with China in the late 20th century, a sprawling mass of skyscrapers and mini-arcologies without any master plan. The hills no longer contain large populations of Stone Age tribes; today the people of rural Papua New Guinea live much like farmers in Australia or anywhere else. Tourists who come to see savages seldom realize that the "reservations" mostly hold out-of-work actors and disgruntled students willing to live in primitive style for a year or two in exchange for generous pay.

Port Moresby is the communications and commercial hub of Melanesia and Micronesia, competing with Queensland to provide communications to the islands. It provides real-time translation of Australian media to local communities, often in exchange for precious stone, native art and other valuable commodities.

In the countryside, crops intended for local support (coconuts, sweet potatoes, bananas, yams) flourish alongside export crops like coffee, cacao and copra. Fishermen harvest fish, shellfish and turtles for local and foreign markets. Mining became important last century. Early strip-mining and careless waste disposal left major environmental damage, which heals only slowly even with the help of modern biotech. Newer mining operations do much less harm to the country. Australian corporations extract copper, gold and nickel from the New Guinea mainland and from Bougainville.

Rough terrain makes extensive road networks costly to build and hard to maintain. The rural population depends heavily on hoppers. These civilian transports proved unexpectedly useful during the Battle of Fly River; hoppers were able to

get troops to the battlefield far faster than the invaders' analysis predicted. Today the West Papuan Freedom Militia uses hoppers to patrol potential invasion sites through Irian Djaya, with some support from both Papuan and Australian militaries.

Despite Papua New Guinea's prosperity, it keeps a watchful eye upon the other part of the island at all times. The division down the island between Papua New Guinea and the Indonesian province of Irian Djaya generates as much political trouble as the rest of the Austronesian Union's frontiers combined.

South Pacific Communities

In the face of Australia's and New Zealand's vastly superior power, the Pacific nations band together to make their voices heard. The regions of Melanesia, Micronesia and Polynesia often act as one when advocating Union policy, sometimes cutting deals with New Zealand or allying with Australian factions. Trenton worries enough about these groups' abilities to undermine his plans that he's authorized small-scale espionage efforts. His intelligence advisors keep trying to talk him out of it, arguing that the risks of irreparable PR damage after disclosure vastly outweigh any conceivable gain. Australia's spies don't actually produce much information that the government would be unable to acquire through careful data mining. Trenton persists for the time being, promising to review the matter only after the next round of AU elections.

The Pacific communities now focus on developing guidelines for foreign investment, to balance the opportunities for profit with protection of local populations. Nippon and China have very strong mining investments throughout the region and seldom worry about what happens outside their own borders. The revenue from mining contracts lets the island nations improve their tourism offerings. Tourism dollars underwrite essential services throughout the Pacific, and the competition to become the next hot destination is very fierce. Propaganda battles fill the net.

Melanesia

Melanesia unites the islands in the western Pacific Ocean, south of the equator: the Bismarck Archipelago, Fiji, Vanuatu, the Solomon Islands, New Caledonia and the Admiralty Islands.

Melanesia joined the Austronesian Union after the Aberrant War, primarily for the advantage of mutual defense. The regional economy depends on tourism, which is fragile and subject to geopolitical whim. The demands of the Aberrant War defense and Crash reconstruction exhausted national cash reserves — Melanesia was just about ready to plead for assistance when Australia and New Zealand started the Union.

Fiji's population of two million makes it the most densely inhabited part of the region. Nihonjin capital underwrites the development of seafloor colonies and floating bases. Vanatau, with one and a half million people, is the tourist center of the region. It's also the destination for many French refugees, who bring with them the technical expertise to develop new industries independent of Nihonjin sponsorship.

The small populations and huge distances make military patrols expensive. The Australian Navy experiments with ever-more-complex drone units, though every time one fails and lets through an Aberrant or human privateer, there's a fresh round of debate in the Union Parliament about Australian disregard of others' lives. In turn, Australian alarmists claim that Pacific patrols strip too much manpower from Australia's own vulnerable shores. Short of true artificial intelligence or the sudden invention of combat-worthy clones, the disagreements seem likely to continue.

Solomon Islands

The Solomons chain includes 30 islands and several atolls east of New Guinea. All the islands are volcanic in origin — they're mountaintops sticking out of the ocean. Guadalcanal holds the capital city of Honiara, which acts as the major warehouse center for the region. Undersea mines throughout the islands send their goods to Honiara for shipment beyond. Labour troubles keep the police busy: mining companies import Indian and Fijian laborers, leaving only menial and part-time roles for the local labor pool. From time to time the Union Parliament debates restricting this sort of operation; so far someone's always managed to deflect debate before it comes to a vote.

Linguistics departments from throughout settled space maintain research groups in the Solomons. Its density of local dialects and languages gives it a constantly evolving pidgin, which may or may not confirm grand theories of linguistic development.

Micronesia

Micronesia stretches across the equator into the northern hemisphere, east of the Philippines. The group includes more than 1,500 islands divided into the Federated States of Micronesia, Guam, Nauru and Palau. Its total landmass is less than that of the Sydney metropolitan sprawl, and the total population won't reach two million for another year.

The coalition holds just enough seats in the Union Parliament to form a significant bloc. Whenever a tie vote emerges, all sides court Micronesia, and its people reap the benefits of concessions in public spending. The region's favored economic zones lure in businesses from outside the Union... which all too often then find themselves embroiled in conflicting claims of ownership. Mass migration to Micronesia by sea produces rival claims that all have about the same legal validity, keeping the coalition courts rather busy. Healthy bribes to certain officers of the court often speed things along in favor of a given claimant.

Guam

The FSA abandoned its former protectorates in the mid-21st century. The Marianas chose to remain independent; Guam joined the Union. Guam is now well-developed as a research and tourist center for travelers interested in the surrounding ocean (including the famous Marianas Trench). The Northern Marianas Islands suffered badly in the early 21st century from uncontrolled (and often Aberrant-financed) biotech experiments gone awry. While the people of Guam sometimes chafe at UA restrictions on biotech deployment, most of them acknowledge the gains as well.

Guam operates the only spaceport in the area. It has to restrict the volume of launches to avoid environmental damage, but even limited space trade generates huge profits. The trade carries its own risks, most prominently foreign species of plants and animals that spread after being carried in by aircraft. The island ecosystems break very easily; Guam's Species Maintenance Service must constantly sweep for intruder species and exterminate or contain the ones they find. This environment is also very attractive to smugglers of all stripes.

Polynesia

Spread across the central and southern Pacific Ocean, Polynesia comprises United Samoa (once American and Western Samoas), Cook Islands, French Polynesia, Niue, Pitcairn Islands, Tokelau, Tonga, Tuvalu, Wallis and Futuna. New Zealand is culturally also a part of Polynesia thanks to the Maori population, and New Zealand exploits the tie to negotiate deals in the Union Parliament. The New Zealand Navy spends much of its time in Polynesian waters on customs and immigrant patrols.

The Polynesian Sea is very deep, with few of the shoals that support near-surface settlements in Melanesia. In Polynesia, almost all the sea settlements float. The Karmadec/Tonga Trench seems to attract Aberrants, so Union and Legions forces operate out of Polynesian ports on constant surveillance missions.

The *Esperanza* disaster blighted the Polynesian economy, which had long-standing ties to France. Most of the Polynesian workforce provided services to the French military, and found themselves suddenly without customers. The UA helped take up the slack, moving into the abandoned port facilities and sharing existing port concessions for trade with Union neighbors. Harbor support crews now help patrol for smugglers and maritime poachers.

The public at large believes that most of the French subs stationed in Polynesia were either scuttled or sold to Sudamerican buyers by the French crews. In fact, a fair number of them relocated to the Actaeon Islands, on the fringes of Union jurisdiction, and provide mercenary transportation.

Major Austronesian Corporations

Silverton Mining Corporation (SMC)

Headquarters: Melbourne

SMC holdings range throughout Austronesia and beyond, to Africa and Sudamerica. Mining remains its primary emphasis — the company directors recognize the pitfalls waiting for businesses that venture into unfamiliar territory. The company supplements mining operations with research into biotech applications that might change how it mines: microbial leaching of waste dumps, biological extraction of diffuse ores with plants genet-

cally engineered for very large root systems and other projects. SMC directors believe that biotech will continue to change mining, and they'd prefer the changes to fall into their hands first. The combination of mining and biotech spin-offs makes SMC the richest non-media company in the Union.

Every large corporation ends up with some record of human rights abuses. SMC is no exception, though it makes a concerted effort to address any grievances it discovers. Overly greedy section heads in Melanesia and off-world installations find themselves demoted rather than rewarded for performance payoffs at the expense of high injury and death rates. Corporate policy vacillates on environmental issues. On the one hand, the ocean is big and not many people live below the surface, so pollution seems like a minor problem. On the other hand, the more SMC puts biotech to use on production scales, the more the corporation finds it necessary to clean up the local environment. In recent years, SMC has supported measures to greatly reduce allowable marine pollution thresholds, reasoning that the more cleanup everyone else does, the less SMC must do itself.

TechnoDyne

Headquarters: Melbourne

TechnoDyne is Australia's only developer of customized bioVARGs and related stealth technologies. It's far smaller than Orgotek and BioSystems, and can't compete for contracts with the Union military, let alone other big purchasers. Instead, it establishes long-term relationships with small but well-funded clients who need more modifications than the major providers wish to accommodate.

Canberra real estate developers know that TechnoDyne would like to build a larger production house somewhere close to a major market, and maintain a bidding war for TechnoDyne business. As it is, the company gets many more requests for purchases than it can possibly honor. The directors look forward to improving their capacity for output; they just want to make sure they get the best possible terms. Orgotek would also like to expand operations in the area; TechnoDyne directors attempt to discourage this by playing on nationalist fears of outsiders taking business away from local firms.

The Legions traditionally get most of their biotech from Orgotek. TechnoDyne hasn't yet changed this on the large scale, but is making inroads into contracts to supply small-run biotech items. Its stealth gear now appears in several mod-



els of maritime sensor drones and recon fliers. TechnoDyne also secures more contracts with the Austronesian military each year.

TechnoDyne recently opened an office in FangTown to test out aquatic bioVARG models. A success would generate big payoffs for both companies, so it presses on despite continuing difficulties.

Twelfth Night Designs

Headquarters: Adelaide

Legions electrokinetic Chris Payne discovered a new procedure for unformatting bioapps shortly before the end of his tour of duty. He kept it a secret and started Twelfth Night Designs shortly after mustering out. The scheme relies on simple enzymes deployed in complex fashion to make a bioapp's DNA register reset itself to its condition prior to formatting. Payne's key insight involves the use of engineered organelles to release the enzymes in proper sequence in response to broadcast instructions.

This process has proved simpler and faster than the traditional method of bioware reconditioning the orders typically use. With Payne's dis-

covery, a group like the Legions can issue biotech weaponry and support gear to commissioned forces and safely deactivate it in time for another crew to use it within a few dozen hours, rather than a number of days. Since theft of biotech is a booming business wherever the psi orders operate, there's widespread interest in the procedure. Orgotek negotiators are actively working on licensing terms. They'd like exclusive usage and Payne refuses to let them monopolize his work, so negotiations drag on.

Iris Systems

Headquarters: Brisbane

Iris Systems manufactures minicomps designed to survive in hostile environments, from deserts and the Antarctic to deep oceans. Australian field engineers carry Iris minicomps as a sign of distinction, praising the robustness of their tools.

Iris recently struck a deal with the Brisbane-based Australian Institute of Marine Sciences. Iris/AIMS aquatic minicomps completely dominate both scientific and commercial markets for sturdy undersea systems. Iris' lines intended for land use

also benefit from the deal, using AIMS images of marine environments as inspiration for case designs.

Red Earth Urban Engineering

Headquarters: Melbourne

Red Earth designs the most popular mini-arcologies, which play such an important part in Trenton's outback settlement policy. The first Red Earth units were one-shot projects intended for disaster relief. Residents found them quite comfortable, and Red Earth management quickly shifted away from more traditional housing to focus on all-in-one settlements. Until recently, all the company's models assumed desert conditions. This year they've begun experimenting with modifications for use in marine and other terrestrial environments. Out of the public eye, Red Earth teams work with FangTech and the Australian government to reverse-engineer or otherwise evade Nihonjin patents — the lure of profits in commercially viable mass-produced sea habitats justifies quite a lot of cloak-and-dagger activity.

BioEngineering Australia (BEA)

Headquarters: Adelaide

BioEngineering Australia operates under a simple but comprehensive motto: "We save Australia." All the company's products aim to reduce short- and long-term human impact on the environment while improving quality of life. The company brings together former FangTech employees, Australian vitakinetics, biokinetics in a data-sharing program with Norça, Æon associates and a great many other biotech experts, and turns them loose to innovate. The vast majority of experiments fail; the successes more than make up for the failures.

Wherever BEA identifies an environmental strain, it offers its services to develop solutions. It doesn't charge customers for prototype projects until schemes show themselves viable in the field. It seldom outright sells its devices, preferring to license them for a share of the revenue saved in reduced waste and complications. Suddenly-profitable firms and communities no longer struggling to survive don't begrudge the money, which adds up to huge income for BEA.



Aberrants in Austronesia

Australia wasn't a popular destination for Aberrants last century, and the presence of the Legions doesn't make it any more attractive. Still, there remains some appeal, since there are so many places to hide and the Australian-New Zealand Defense Forces and Legions can't cover them all. Successful Aberrant immigrants adapt either to arid interior environments or to the surrounding seas.

The ANZDF naval fleet supplements manned operations with surveillance drones to track down such fugitives. These unmanned aquatic vessels (UAVs) have complex algorithms allowing for relatively independent searching, and power consumption and recharging. With a number containing aberscopes (see *Trinity Technology Manual*), they communicate with each other and try to sense unexpected activity. In addition, the navy heavily recruits to increase the number of psions working for ANZDF, particularly electrokinetics and psychokinetics.

Though the actual number of Aberrants remains relatively low, Aberrant cults flourish in more open and verifiable ways. The case of *Nicholas*

Snowy v. People of South Australia established that Aberrant cults do in fact qualify for protection under Australian and Union religious freedom clauses. The Australian security agencies and the Legions nonetheless monitor all known Aberrant cults, and seize even the flimsiest evidence of collaboration with Aberrants making actual attacks to arrest cultists. The resulting scandals and counter-suits fill the tabloids for weeks on end. Some Legions cynics speculate that the truly clever Aberrants set up the worshippers of their stupider rivals as cover for schemes human observers don't detect.

Ceduna, on the coast of South Australia's Great Australia Bight, is home to the Kraken Community. Cult Founder Nicholas Snowy swears he once encountered a five-meter-tall giant with luminescent skin of squid-like texture. This giant told him the deep ones believed to be giant squid suffer from human intrusions into the sea in search of marine wealth. A school of southern right whales approached, and the giant changed into a giant squid to dive out of their way. Nicholas hasn't gotten any more messages yet. Thirty devotees live with him and work together on nearly-but-not-quite illegal biotech projects to set them free of dependence on air, so that they can swim freely with their enlightened masters.



Organization from the Ground Up

Aurora Australis hurls around a lot of military jargon; here we straighten some of it out for Storytellers who are unfamiliar with the military. As always, the Storyteller has the final word; if a former infantry person tells you "things didn't work that way when I was in the service," explain that the Legions isn't necessarily organized along traditional military lines. If that fails, throw dice at her.

The First, Fourth and Fifth Legions closely match the model given below; the Second is composed mostly of semi-independent squads and strike teams, but organizationally each of these groups fits into a hierarchy like the one below. The Third's navies are organized in a more naval fashion, but the rest of that Legion is structured in the following model; it may sound silly to refer to half a dozen computer engineers as a "strike team," but they do it anyway.

Eversti Riissanen, former commander of the Sixth, arranged that Legion so that his squads and strike teams were more flexible than the "standard" structure (see **Shattered Europe** for more details). The Sixth has little structure above the squad level; squad commanders have much more independence than their counterparts in other Legions. Officers of sufficient rank can still pull together platoons, companies or battalions if they have need to, but for the most part they do not. The Seventh Legion organizes its space forces navally, while its ground forces match the structure below.

Keep in mind that psions are interspersed throughout the Legions semi-randomly. While there are all-psion companies out there, they are extremely rare. Psychokinetics usually turn up sprinkled all through a battalion. Commanders may choose to put all their psions in a single squad, or they may prefer to have a psion in every strike team across a platoon. There are arguments in favor of doing it each way, and the proxy has enforced no rules on the matter.

- **Strike team:** The core unit of the Legions military machine. Two to six soldiers form a strike team (also called a "fire team" or "section"). Each soldier carries individual weaponry, and in large engagements the team as a whole also carries a single heavy weapon (a squad machine gun, energy weapon or mortar). A strike team is led by a non-commissioned officer (NCO), typically tier 1 and slightly more senior than the men he leads.

- **Squad:** Two or three fire teams, led by a tier 1 or 2 NCO. Generally an entire squad has the same overall specialty, to better allow senior officers to assign specific tasks a squad at a time.

- **Platoon:** Three or four squads (30 to 50 soldiers); the commander is generally a tier 2 NCO or tier 3 junior officer. The platoon is the smallest unit to which a team from the Third Legion is assigned for support duties.

- **Company:** Three or four platoons (100 to 250 soldiers). It is led by a tier 3 officer with assistance from a tier 2 NCO. A Legions company always has support squads from the Third Legion, as well as a fair amount of heavy weaponry and expensive electronics at its disposal.

- **Battalion:** Three to five companies (400 to 1500 soldiers) and support equipment. A tier 4 officer usually leads this force, with a small staff. Battalions usually include armor and air support, and can function as a semi-independent army *in extremis*.

- **Brigade:** To date, the Legions have not fielded a brigade as a combat force; however, they exist as an administrative division. A brigade consists of three or four battalions, roughly 2,000 soldiers, and is led by a tier 5 officer and his staff.

The Principles of War

Military theorists look at 10 important criteria, collectively known as the "principles of war," when analyzing battles and wars. While this book does not pretend to be a military theory text, a look at the prin-

ciples and their importance to the Legions should prove valuable to Storytellers who are unfamiliar with them. If nothing else, you can use them to create more realistic Legions scenarios.

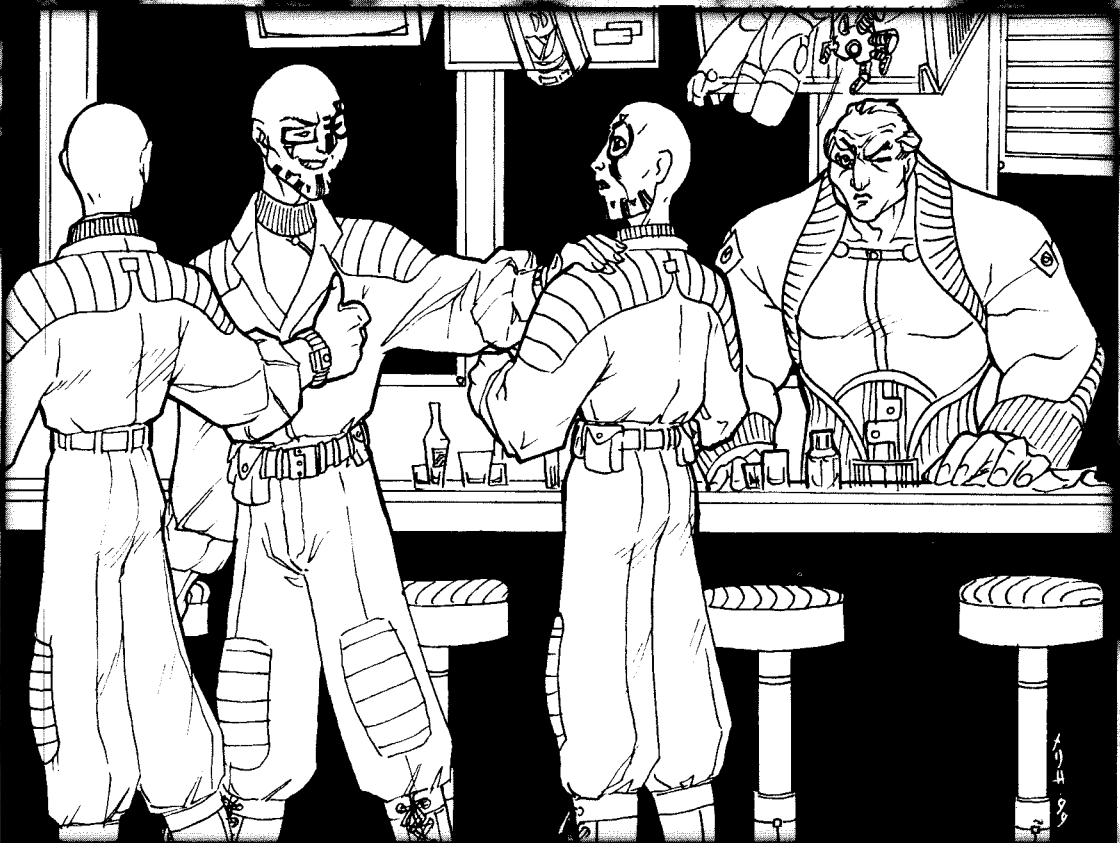
- **Economy of Force:** The minimum-sized force should be used to attain an objective, and some force should always be held in reserve for emergencies. To the Legions, this means that small (team-sized) groups receive orders to perform many missions. It also means that psions won't be used to attain a goal that doesn't require them; psions are a rare commodity, to be used where they are needed.

- **Flexibility:** Sometimes the battlefield objective becomes unimportant and must be discarded. Adherence to this varies throughout the psi order. Most of the Legions are moderately flexible, though the Seventh Legion flies fast and furious; Toshiro encourages his people to act on their own initiative. Field Marshall Jabe, in contrast, keeps her people tightly focused on their goals.

- **Initiative:** Because psychokinetics are not as dependent on ammunition supply as neuts are, Legions units can and frequently do seize the ini-

tiative on a battlefield. By acting decisively and early, the Legions can force combat on their terms, rather than coming to the enemy. This happens more often when fighting human armies than when fighting Aberrants. Despite the work put into searching out Aberrants and hitting them before they can hit Earth, the creatures' strike-and-fade tactics often force the Legions into reactive response.

- **Maneuver:** Other than Aberrants and the Upeo, the Legions reigns supreme in the art of battlefield maneuver. Maneuver is dangerous, of course; many a commander has been beaten badly after ordering a maneuver his people weren't ready to perform or by being outmaneuvered by a superior enemy force. Having soldiers who can fly unassisted remains an advantage most neut commanders can't match. With the advent of cheap fusion power and the resulting flight technologies, flight isn't as much of an advantage as it once was. Still, the sight of a fire team of experienced psychers gliding effortlessly through the air, bullets bouncing off force barriers, intimidates and routs many opponents.





- **Mass:** A commander should have more people than his enemy does at the point of attack. In *Trinity*, the principle of mass has to be tempered by the sheer personal power that creatures like Aberrants can bring to bear. Is a company of FSM troops comparable to a being that can cause earthquakes with the power of its mind? Mass is not one of the Legions' strengths, even with psi powers factored in. The order is simply too small. Still, Larssen plans so as to minimize this weakness.

- **Objective:** This principle operates counter to the principle of Flexibility listed above, and it too has varying levels of adherence across the Legions. Units in battle must have a reason to be there, and must stick to that reason. The Seventh pays least attention to this, and clever Aberrants take advantage of the flyboys by creating three or four diversions to cover a retreat. When Legionnaires go after immediate targets of opportunity rather than their original goal, Aberrants (and others on the receiving end of a Legion attack) get away more often than Larssen would like.

- **Security:** Security is the art of avoiding Surprise (q.v.). It begins with keeping knowledge of your plans out of enemy hands while getting information about their plans. The Legions does a decent job of keeping their plans under wraps, but not nearly such a good job of learning Aberrant goals. It's tough to find out what your enemy's up to when you don't even know where he is, after all. Even against strictly human targets, the Legions doesn't do nearly as well as Ministry or Norça intelligence units.

- **Simplicity:** Combat is extraordinarily complicated, one of the most difficult tasks humanity regularly undertakes. The best plans give individual troops the least information to remember. A soldier surrounded by enemies, and with gunfire, incoming shells, explosions and screams all around him, should still be able to remember "take Hill S136 from the enemy and hold it." The more complicated the plan, the greater its chance of failure. The Legions keeps things simple in large battles; the really complicated plans go to single squads with more preparation and training.

- **Surprise:** Surprise is the art of doing the thing your enemy didn't prepare for. Is he dug in, facing north, expecting a grinding infantry ad-

vance? Drop bombs on him while bringing fast response troops from the southwest. The Legions is great at this; even after 20 years, no one really expects that the air around them is going to catch fire. The problem, of course, is that the Aberrants are even better at it than the Legionnaires are....

- **Unity of Command:** Orders must pass down through the ranks more or less intact; the front-line soldier should hear the same message from all of the officer echelons above him. The First and Fourth Legions have very strong unity of command, while the Sixth and Seventh suffer in this aspect. Mossalo's current leadership crisis keeps the Sixth uncoordinated, while Toshiro assumes that field commanders may often know better than he does about how to tackle a particular situation.

Legions Storytelling

Chain of Command and Character Teams

Consider a sample scenario for a Legions-based series. The characters are an Internal Investigations captain, two lieutenants named as his direct assistants, and a Third Legion telepath captain attached to the First Legion and ordered to assist our I1 captain. It's a decent group that could have some interesting intra-party tensions as they investigate crimes against the order.

Say we throw in Private Jones, a First Legion infantryman. Jones' player may not have any fun at all with this group; he's subordinate to everyone and may end up doing the boring grunt work while the officers run off and chase quantakinetic sympathizers.

Let's replace Private Jones with Colonel Smith. An addition of this sort can do even more harm to a group's dynamic, because it gives all the power and a lot of resources to just one character (and thus to just one player). The rest of the group may quickly tire of acting as Colonel Smith's collective flunkies, and your game may disintegrate.

In short, unless your players discuss issues of rank and chain of command carefully before the series begins, it's a good idea to start them all within one tier rank of each other. This forestalls huge imbalances of in-game power among the characters whose players don't specifically choose to work with the differences.

The Legions Code of Military Justice

The LCMJ builds upon a long tradition of military-justice codes. It outlines the structure of Legions justice, noting various crimes and how they're prosecuted. Senior officers punish some offenses directly, while other offenses require a court martial or other review outside the affected unit.

Rather than providing the LCMJ in detail here, we note that crimes punishable by expulsion from the Legions include (but are not limited to): Absence Without Leave; Assaulting or Willfully Disobeying a Superior Commissioned Officer; Insubordination; Resisting Arrest. Crimes punishable by execution or a shoot-on-sight order include: Desertion; Assisting Aberrants; and Murder.

The Storyteller is encouraged to expand or shrink these categories as she sees fit. The point here isn't to force characters to tiptoe around regulations so much as it is to provide consequences for extreme action.

Commands

Characters in games aren't very good at following commands. This matches television and movie portrayals of military heroes — films where the movie star is a good soldier who disobeys orders to save his unit, for instance.

Such stories can be gripping. However, constant rebellion interferes with suspension of disbelief for the Legions' structure. If characters must disobey commands to accomplish their goals every episode, players' reactions shift from tense consideration of their priorities to a bored "gee, I guess we have to risk court martial again; how novel." If players ignore commands from above, they should consider taking the roles of characters in the Second or Seventh Legion, or even have them go entirely freelance. Alternatively, you could assign them to a commander more interested in results than in blind obedience. He might give

somewhat vague or open-ended orders, leaving the characters to solve problems as they see fit.

Calling in the Marines

Many players like to have their characters call for backup when something goes really wrong. There's nothing inherently wrong with that — the Legions force structure and rank hierarchy appears here for a reason. If the characters do happen to run into the Voracious Planet-Eating Fleet From Zorquack XVII, they're going to want backup posthaste.

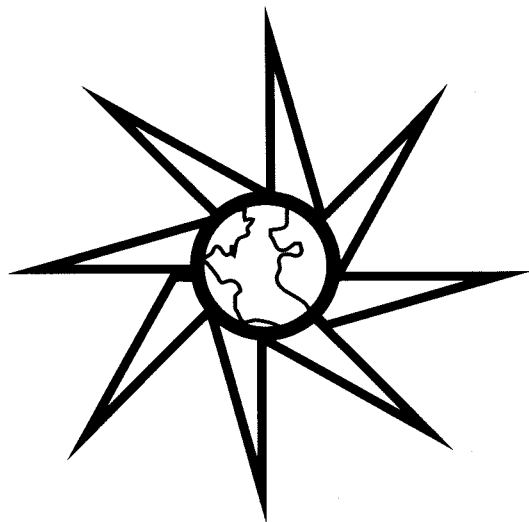
But for smaller menaces, remember that the psi order expects its soldiers to be competent and capable on their own. A lieutenant who calls in a couple of strike teams to deal with a drug dealer with a knife will be stripped of her commission and sent back down among the enlisted folk whose ammunition she is so quick to waste.

Storytellers can have the Legions come trumpeting to a character's rescue once as a "freebie," but afterwards the character should get a two-part lesson in why this is bad. First, she must spend at least 40 hours doing paperwork explaining why the extra ordinance was necessary. Second, she receives a stern talking-to from a superior officer (or, for flagrant abuse, the proxy herself!) about the economical use of force.

The Prometheus Chamber

There is a wild card complicating the Jabe Commission's investigations into problems with the Legions Prometheus chamber (see p. 15). That wild card is Captain Kate Tolliver, Third Legion, supervisor of the noetic technicians who manage the chamber. Tolliver kept secret the worst of the chamber's wear and tear, believing that she could fix the damage. She thinks that the Jabe Commission is close to discovering the full extent of the chamber's problems, and that it's only a matter of time before Tolliver's subterfuge is exposed.

Tolliver is running scared, and doesn't trust too many people lately. The extent of her fear and paranoia are left to the Storyteller's discretion; she may turn herself in, or may resort to sabotage or even murder to protect herself.



The Eighth Legion

Colonel Davenport's reorganization scheme aside, several different groups would like to squeeze an eighth Legion out of the currently existing force structure. These plans will evolve further in the future, but you can determine how the actual details unfold.

- **Africa:** Larssen already plans to organize an African Legion by the end of 2123. In the meantime, dissatisfied African Legionnaires from the First, Second, Fourth and Sixth Legions keep a Legions presence on the African continent. The seeming disdain the Upeo wa Macho (other than the Star-Crossed) show toward their homeland irritates these Legionnaires to no end, and serves as a further spur for an independent Legion for Africa.

- **Armor:** Admiral Henrickson advocates separating the Third Legion support forces from the rest of the unit and creating a new Legion from the heavy armor elements. Most military theorists believe that distributing armor throughout all the Legions at the battalion level, would be a better move, but Henrickson has some new influence that he wants to exercise.

- **Asia:** Various social, business and private groups of the region push for the Legions to devote a full-time force to northern and western Asia, as well as the Indian subcontinent. The Legions has the manpower to support such a force (unlike the Ministry, which claims jurisdiction), but the Chinese, Indian and Russian governments remain powerful obstacles.

Austronesian Law

Austronesian Court of Law

Union law takes precedence over state and federal courts. The AU operates with broad principles about individual rights, but few specified technical rulings. The Union Court of Law devotes most of its attention to reconciling disagreements between member nations and extra-national bodies, particularly metanats. Environmental issues, most often related to the smuggling of valuable flora and fauna, occupy almost as much of the court's attention. Union law takes ecological disruption seriously, since even an island as big as Australia has a fragile web of ecological relationships.

Weapon Laws

Australia and New Zealand use an ingenious method of monitoring firearms. The federal or state police must approve all registered firearms. Approved weapons have a radio transmitter installed with a slot for the firearm licensee's stick, a small metal rod the length of a match and the thickness of a medicine capsule. Without the stick or the correct license, the weapon cannot be fired. The transmitter sends a radio pulse of the firearm's serial number and the bearer's license number (carried in the bearer's license stick), enabling authorities track the weapon.

A weaponsmith can alter the firearm with some effort (consider it a cross-matched [Intelligence + Firearms] roll at +2 difficulty, and requiring specialized tools). Getting caught modifying weapons or using them is considered a felony, though.

While there are few weapon restrictions in the home, it's a different matter in public. State governments enforce weapon laws that restrict possession in public places. Building security may detain people as they see fit for possession of weaponry.

Nonlethal Weapons

Any weapon that inflicts bashing damage can be carried in public places while loaded and ready for use; however the weapon may not be concealed without first attaining the appropriate permit. *Legally* acceptable doesn't always mean *socially* acceptable; locals will give a wide berth and show their distaste for those who make such vulgar displays of insecurity.



Lethal Weapons

Light personal sidearms can only be carried in public places with the correct permit. These permits are only available to police, security on active duty, military or Legionnaires with appropriate training, and reserves officers on duty. Legions support staff do not count despite having gone through Basic Training. Only the police are authorized to use heavier sidearms and lasers in public.

Big Brother

Most shopping centers, arcologies and government buildings mount scanners at all entrances. These scanners supplement anti-shoplifting devices with imaging radar and sniffer chips to detect chemical traces of toxic materials or explosives. Using micro-power impulse radar from various angles, they can receive images detailed enough for a program to identify concealed items, especially weapons, and forward information to security staff or police.

Imaging and sniffer chips come standard with scanners; the interpretative databases don't, and businesses must buy them separately. The scanning software comes cheap, while good data-

bases cost many times more than the hardware they work with.

Psi Law

Union law, and the laws of most member nations, treats psi as a natural talent or ability, and regulates its usage like the use of natural senses or martial arts training. Psions enjoy no special status under the law. Irresponsible use of psi powers earns the same sort of penalties meted out for reckless endangerment offenses.

Some examples to note are:

- A witness such as a telepath or clairsentient can report on the recollection of a noetic experience. It is important to note that it is illegal to read the mind of a person without prior consent.
- A psion can apply non-lethal force using psionic abilities only in self-defense. To this date no one has been convicted of applying the same force in defense of other persons. In all cases so far such force has only been used to restrain the attacker, not to inflict damage.
- It is illegal to manipulate or read data on a computer system that you do not have authority to access, regardless of the means you use.

Additional Regional Law

- **New Zealand:** New Zealand courts apply stricter standards of psion responsibility. Psions convicted of negligent use of their powers face maximum sentences. It's very rare for the courts to allow any mitigating circumstances to reduce the sentence.

- **Papua New Guinea and South Pacific:** The missionary legacy remains active, with the South Pacific nations' populations more Christian than those of Australia or New Zealand. In areas with heavy immigration from the Indian subcontinent, like Fiji, Hindu principles also influence law making. The Pacific nations generally ban euthanasia and abortion and treat adultery as a crime. Homosexual activity is illegal in Tonga and actively discouraged elsewhere even though it's not banned. Samoa now bans marriages between Samoan natives and non-Polynesians, in an effort to reverse ethnic dilution.

All Pacific nations enforce their bans on weaponry in public spaces.

Aberrant Activity

On Australia itself, Aberrants are very rare. Despite the wide expanses and the ability of Aberrants to adapt to hostile environments, Legionnaires and ANZDF do an excellent job of protecting the region. What few there are hide off the East Coast states in Aboriginal lands. Notification laws, which require the owners to be informed before military or police forces enter Aboriginal land, slow pursuit much to the annoyance of Aberrant hunters. ANZDF obeys the letter of the law, but few officers feel qualms about informing Legionnaires hungry for Aberrant blood.

The sheer size of the oceans makes it difficult to effectively hunt Aberrants at sea. Drones using long-range biosensors highly sensitive to taint are now in final tests. Plans call for widespread deployment of the drones in 2123, packaged with simple solar-powered propulsion units and radio to send alerts as necessary.

Various government and private groups keep trying to communicate with dolphins, to find out whether they know about Aberrants. The Aberrant known as the Kraken demonstrably disturbs the breeding patterns of the Southern Right whales

in the Great Australian Bight off South Australia. Wounds on some cows with calves suggest that the Kraken attacks the whales.

Military and Legions researchers note that most of Australia's native Aberrants come from Tasmania. The island's population shows less genetic variance than the mainland, reflecting a touch of inbreeding. What concerns 22nd century scientists is the idea that the genes for aberrancy existed in relatively high frequency back in the 19th century, when Tasmania was settled by whites. Biologists and physicians from across the country study the Tasmanian population of today in search of more clues to the mystery.

Aberrant Groups and Individuals of Note

There is only one confirmed group of Aberrants in Austronesia, the pair called the Burrawungal. Some observers believe that servants of the Kraken were responsible for recent attacks by strange glowing giant squid upon the Australian sub-carrier *Manann* in the Tasman Sea. These deep-sea creatures have started showing a previously unknown hostility to humankind. All other known Aberrants are solitary creatures.

The Kraken

The giant squid actions are indeed led by a relatively new Aberrant who goes by the name of the Kraken. Believing that humans will destroy the sea the way that they have destroyed the land, the Kraken intends to do his best to make it a hostile environment.

Giant squid sexual reproduction is a painful affair in which the male squid stabs the female and injects his spermatophores into the female body. The Kraken uses the same method to infect the giant squid with his taint. The result is a creature that becomes a mindless servant of the Kraken. Such squid can be differentiated by their bioluminescent complexion.

Among other efforts, the Kraken has cut submarine cabling, ruined trawler netting and attacked small craft in areas near Antarctica. Damage to vessels appears to come from some form of ejaculate that can eat through metals and some polymers.

Sightings suggest that the Kraken can appear as a huge gray human as well as a whale or squid.

The Burrawungal

Luke and Megan Baker are the only surviving members of their family. On a drive to the deep north, the Tasmanians' all-terrain vehicle got bogged out (down?) in the mangroves. The vehicle computer agent broke down and the family camped out, waiting for someone to find them. What they didn't know was that Cyclone Jarrod was coming toward the coast. When it hit, their vehicle was destroyed and their parents killed in the horrific winds.

The traumatic event triggered each child's latent aberrancy. The kids remained in the wild, living off the land and succumbing more and more to the tainted energy they wielded. As the years passed their bodies changed to resemble upright black frogs. To this day they live off the fish and mud crabs they catch and bury themselves in the mud to sleep. They developed long tongues that can dart out over a meter. Their tongues have paralytic poisons that paralyze prey or would-be predators in seconds. The pair actually are quite peaceful and just want to be left alone.

The Burrawungal is an aboriginal name given to water sprites; locals don't quite believe that real spirits now inhabit the area, but it's a convenient handle.

Marmoo

Edward Neidjie is at constant war with his body. Lost deep in the bush some years ago and dying of exposure, the novice geologist was overwhelmed at the point of death by numerous insects. The pain of being eaten alive triggered Neidjie's aberrancy and created a disturbing symbiotic relationship with the very creatures consuming him.

As the insects ate his flesh he discovered that he could control them exactly, understand their communication and perceive through their senses. Pain turned to strange pleasure and Neidjie lapsed into a trance-like state, coming to terms with his new state of being. The insects themselves were warped by the taint bleed of Neidjie's change, and came to see him as the queen of the colony.

Now essentially bizarre "flesh termites," the insects still burrow through Neidjie's flesh, which his Aberrant healing powers grow it back. He has also grown a giant, wart-like hump on his back where the colony makes its home.

Not surprisingly, Neidjie is quite mad, the insects having caused so much pain that his dubious

sanity snapped. Edward now goes by the name Marmoo, after the evil spirit that countered Yhi's creation of the world with the creation of insects. He walks throughout outback towns mumbling constantly, keeping to himself and stealing food.

Though not naturally aggressive, Neidjie is quick to defend himself. He typically calls out his swarm to attack opponents. The insects, with their lust for flesh, attempt to eat their way into the enemy, carrying eggs of the breeding females to lay in the victim.

Nature: Survivor

Allegiance: Self

Physical Attributes

Strength 3

Dexterity 2

Stamina [Tenacious] 6

Mental Attributes

Perception 2

Intelligence 2

Wits 3

Social Attributes

Appearance 0

Manipulation 2

Charisma 0

Willpower: 10

Psi: 0

Taint: 7

Backgrounds: Cipher 4

Gear: clothes (to put it nicely), water bottle, a dirty wad of currency.

Powers:

Regeneration: Neidjie regenerates flesh at the rate of one bashing level per turn and can roll his taint once per scene to heal lethal damage.

Body armor: Constant scarring makes Edward's skin is resistant to damage, providing an armor rating of [3/3, 0].

Pain resistance: So used to the pain from the insects, Neidjie simply cannot notice injury anymore. He suffers only half the standard injury penalties (round down).

Control: Neidjie can control the thousands of mutated insects that have feasted upon his flesh and made it their home. The range of this control is equal to his Taint in kilometers. If you wish to

Abilities

Might 1

Legerdemain 2,

Stealth 4

Endurance 4,

Resistance 5

Abilities

Awareness 2

Intrusion 1,

Linguistics 1,

Survival (outback) 5

Rapport 1

Abilities

Intimidation 3

Subterfuge 1

Etiquette 1

extend this control to other insects, apply the same rules for the Distollos in **Shattered Europe**.

Swarm: Edward can summon forth a swarm of his mutated flying insects that covers an area five meters in radius. Any targets within this area are subject to attack each turn (roll Taint). On a successful hit, roll Taint as bashing damage. Each health level lost indicates the bugs have also laid eggs in the victim. Removing the eggs requires

hospitalization or noetic healing within two days. Otherwise, the eggs hatch and automatically inflict one level of lethal damage a turn as they consume the host.

Remote viewing: Neidjie can make use of his insects' senses. It is important to remember that these creatures have extremely grainy vision and can perceive polarized light. They are deaf and smell through their feet.



Psion Population

Various **Trinity** books discuss latency quite a bit, and **Aurora Australis** notes that the Legions are rather accommodating as far as baseline latency is concerned. **Chapter One: Psi Order Legions** talks about this in some detail. This section goes into the whole issue for those of you curious about the bigger picture.

As mentioned elsewhere, every latent has a "baseline" potential, a fundamental capacity to manipulate psi energy in general. The Prometheus Effect imprints a certain noetic "pattern" on the individual, unlocking genetic and noetic sequences in a particular fashion that allow the new psion to create effects within a certain Aptitude.

Some latents show a tendency toward a given Aptitude. A latent who's dunked in the tank for which he shows such a tendency generally becomes a pretty potent psion in that Aptitude. If that same latent was dunked in a different tank, however, he'd be imprinted with that other Aptitude. He'd still be a capable psion, but wouldn't achieve the same potential he would have otherwise.

None of this is conveyed strictly in rules terms within **Trinity**. Instead, the entire setup is intended to act primarily as a roleplaying tool. In this way, a player can create a character from anywhere within settled space with whatever Aptitude that player wants him to have.

For the most part (as far as the setting is concerned), most latents don't show any special tendency. As a result, they can get dunked in any one of the Prometheus chambers without losing any potential excellence in some other Aptitude.

The Legions were really the first of the orders to exploit this to its fullest potential. Most orders, while willing to take any psychologically stable latent, still prefer those with strong potential in their particular area of noetic talent. Psi Order Legions isn't so stuffy. As long as you hit the noetic baseline requirements — and aren't a total nutjob — you can sign up.

Breakdown by Order

That being said, it's not too surprising that the Legions contain the greatest number of psions out of all the psi orders. But how many is that, exactly? And how many does that leave in the other orders?

There are over 56,000 active psions by the start of 2122. The breakdown is listed below. Note that the numbers listed are rounded off for the sake of convenience — they're benchmarks more than a scientific census of the Gifted population. Also, you're certainly welcome to change these numbers to suit your own series. If you want a lot more biokinetics running around, be our guest.

Clairsentients	5,000
Biokinetics	1,000
Electrokinetics	10,000
Psychokinetics	25,000
Quantakinetics	25
Telepaths	5,000
Teleporters	250
Vitakinetics	10,000

This list doesn't mean that every single telepath is a member of the Ministry, either. Figure that 90% of the psions in each category still work for the order that first triggered them (so 9,000 of the vitakinetics are still part of the Æsculapian Order, 225 of the teleporters remain with the Upeo, and so on). The remaining quantity in each category works for other orders, the Æon Trinity, some private concern, or are on their own.

Also, the list refers only to actual Gifted. It doesn't consider non-psions to determine an order's total membership. Each order has a lot of neutrals in its employ that at least doubles its numbers.

Mortality and Potential

These numbers may not seem like a lot, especially considering how many humans are running around in the 22nd century. True enough, but remember that psions are supposed to be quite rare to begin with. That still doesn't cover everything, though. There are two other factors to consider: psion mortality and undiscovered latents.

Being a psion is often a dangerous job, and the orders have the mortality rates to prove it. Since we're throwing around numbers, let's attach percentages to each for easy reference. The amounts below assume deaths over the entire span between 2103 and 2121, and aren't a part of the numbers of active psions listed above.

Assume that the Æsculapians, ISRA, Ministry, Norça, and Orgotek each have a 5% psion mortality rate (so 500 dead docs and teks each, 250 tels and clears apiece, and 50 shifters). The Legions have a 30% mortality rate — they've already lost over 10,000 psion Legionnaires in the past 18 years! The Upeo have lost fully half their original number. And the Chitra Bhanu, for obvious reasons, have lost all but a handful of their number. Obviously, those psions who stay out of trouble tend to live longer.

Then there are the psions-to-be. There are at least another 250,000 adult latents knocking about the Trinity Universe at present (whether they know it or not). If the orders could corral them all and pump them through the chambers, the psion population would take a helluva jump.

Tracking Down Latents

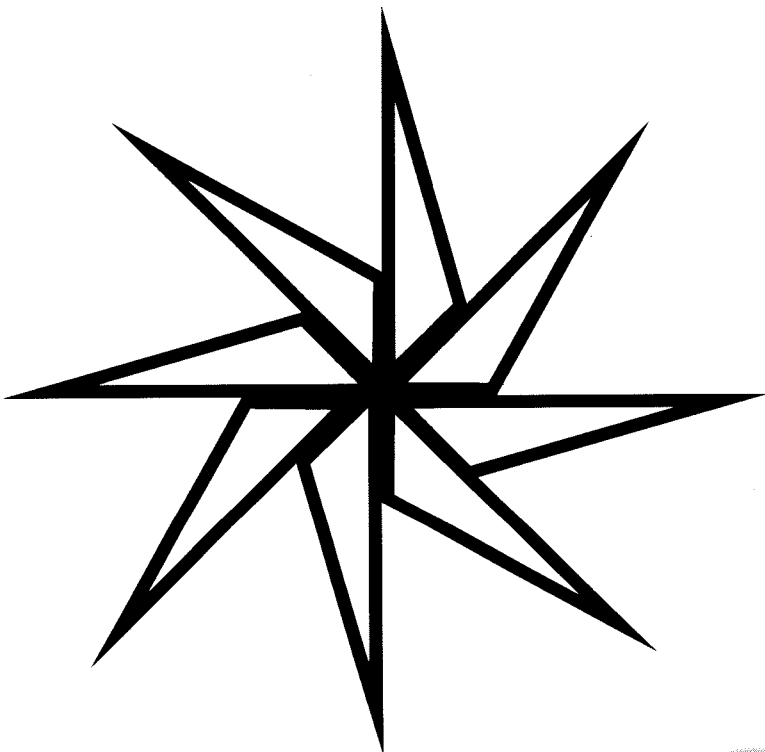
The problem is, even a quarter of a million latents are hard to find mixed in with the eight billion humans scattered across settled space. And the orders took a while to get started on a large scale, since it took quite some time to create and refine reliable testing equipment. Plus, while finding latents is an important consideration for all the orders, it isn't their only priority.

Each order does maintain testing facilities to find as many latents as it can. And, as an order grows, it establishes more testing centers enabling it to test more people. It's a steady expansion, all things considered, but it still takes time.

Testing sites are not government sponsored (except in the Ministry's case), and are located only where a given order has a respectable base of operations. (So a minor Æsculapian clinic in Beloit, Wisconsin doesn't have testing gear, but the larger clinic in the Chicago arcology does.) The Legions have testing gear at every base, and have even developed clunky but functional portable models.

An individual can go in whenever he likes and request a test (though the orders typically enforce a three month waiting period between testing for those who don't register latent the first time around). Testing takes a couple hours, and has about a 90% accuracy rate of confirming minimum latency.

Mere latency doesn't mean you get to be a psion, though. Before dunking, the latent goes through physiological and psychological tests. Some orders (the Ministry, the Upeo, the Norça) have much more rigorous tests than others (Orgotek, the Legions). These strict orders have bypassed certain latents that the lax groups snatch up in a heartbeat — once again, a key reason why the Legions have the lion's share of psions.



Most of this chapter covers military devices and vehicles, almost all of which require special access to obtain. Arms manufacturers don't tend to sell these things on the open markets, after all. Characters seeking to own or use such equipment need the appropriate accreditation and training. Occasionally a valuable Ally can slip something under the table, of course, since no system of control ever works perfectly. See the Requisition background in the *Trinity Player's Guide*, page 125, for guidelines in handling unusual requests. Also, the *Trinity Technology Manual* has many more gadgets to request.

Weapons and Armor

- **Chameleon Bioweave Armor:**

TechnoDyne created this armor mostly to get a revenue boost. It proved an unexpected hit with Legionnaires, especially those in tropical environs. In fact, the armor is likely to be slated for full-scale production in the near future.

Chameleon bioweave, or "chamweave," binds to the wearer's skin, providing physical defense and camouflage. It protects against parasites (ticks, leeches) as well as weapons while remaining comfortably porous. Built-in chromophores automatically change color and pattern to blend the wearer's body contours with the surrounding landscape. Chamweave sustains itself by absorbing moisture and carbon dioxide from the surroundings as well as excess heat and fluids from the host.

The armor must be removed one hour for every six hours it's worn; during this time, it curls into a lump and rests. The duration increases by one hour for every two health levels the host has suffered in recent combat (assume the armor also took damage and must repair itself). If the armor isn't removed, it grows brittle. Every three hours that follow, the chamweave's lethal soak drops by one and its bulk goes up one. Once its lethal soak drops to zero, the chamweave crumbles apart.

A character wearing chamweave adds three dice to Stealth rolls when remaining still, and one die when moving (this applies to IR and normal vision). The armor also enhances a psychokinetic's ability to alter temperatures

and regulate his own internal conditions. In game terms, the character gains one die for Temperature Control attempts and two dice for Endurance rolls in hostile environments. [2/3, 0]

Tech: Ω, Mass: 3, Tolerance: •••, Cost: not commercially available

- **Laser Sight:** Virtually all military weapons include this laser pointer attachment. A compact device roughly half the length of a cigarette, it acts as the baseline for targeting enhancement technologies like the Electronic Combat Sight (see *Trinity Technology Manual*, p. 52). A laser sight adds one die to accuracy with that weapon.

Tech: Ω, Mass: negligible, Cost: •

- **Remote Bomb:** Ordinary remote drones carry no offensive capability; this modified version is as much flying bomb as flying camera. Like a standard drone (see *Trinity Technology Manual*, p. 129), it's a 12 cm diameter disc the user controls through standard communications gear. The device moves to the required location and detonates by direct order or according to pre-programmed commands. Basic visual and vibration sensors are built into the unit, enabling the user to be aware of the terrain, and place or detonate the bomb appropriately. It comes in two varieties, antipersonnel and antivehicle.

Tech: Ω, Damage: 8d10 L (antipersonnel) or 6d10[10] L (antivehicle), Blast Radius: 10 (antipersonnel) or 3 (antivehicle), Cost: ••••• (restricted)

- **Vibrosword:** This versatile advancement of vibroblade technology functions as a tool as well as a weapon. A larger hilt allows for more power storage, and the blade can vibrate on a single side or on both. The vibrosword operates for three hours of constant use in two-sided mode or five hours in single-sided mode.

Tech: Ω, Damage: Strength + 5d10 L, Maneuvers: D P T W Tw, Concealability: 0, Mass: 2, Cost: ••••

The Legions and Weaponry

Ranged Weapons

Although Second Legion mercenaries often find themselves scrambling for any equipment they can afford, scrounge or steal, the rest of the order uses a standard set of weapons. The Legions standardize for two reasons: economies of scale, and convenience. Ten thousand guns of one model cost less than a thousand each of 10 different models. If everyone in the Legions has the same model carbine, they can readily exchange ammunition and parts, reducing the risk of wasted time or lost combat capability.

Legions policy does allow Legionnaires to carry personal weapons, and most soldiers do have at least a pistol of their own choice in addition to their respective units' standard weapons.

Heavy Weapons and Artillery

The Legions and the Austronesian Union both have contracts with ClinTech for hardtech heavy weapons and Orgotek for biotech. Each squad typically has one heavy weapon, selected for the task at hand. So a laser is avoided if the terrain has dense foliage, a mortar is passed over if there's little cover, etc.

Computers

Micromechanical Computers

In the 19th century, Charles Babbage tried (and ultimately failed) to build what he called his "difference engine," a computer using gears, rods and levers rather than electronics. The invention of transistors a century later inaugurated the era of electronic computers. Recent developments in engineering make it possible to return to Babbage's vision. Micromechanical computers contain no electronic elements and therefore suffer no damage from electromagnetic pulses, nor can psions control them with Electrokinesis. Mechanical immunity to the common threats facing computers on and off the battlefield makes micromechanical computing extremely attractive to anyone using computers in hazardous conditions.

A micromechanical computer — also called a "clicker" due to the very soft, rapid set of machine noises it makes when running — functions in similar fashion to an electronic one, but differs in a few notable areas. A clicker costs two additional dots of Resources, and has 25% greater mass

and volume than an electronic equivalent. (Even with first-rate engineering, physical machinery still takes more space than solid-state components. The gears and rods themselves don't take more space; heat radiators create nearly all the demand for extra bulk.) For an additional dot of Resources, the micromechanical computer can be made of cutting-edge orbital polymers that effectively negate the additional mass and volume.

Clickers run very unusual software. A micromechanical computer connected to a network can be hacked, but the hacker suffers +2 difficulty to all efforts at manipulating the micromechanical environment until he becomes familiar with it. Familiarizing takes about (30 — [Intelligence + Engineering]) hours. Standard agent software translated to run in a micromechanical environment operates with one less die than usual; modification requires an Engineering roll at +1 difficulty.

Clickers are still quite rare, primarily test marketed by companies with large R&D departments like Wazukana. Supplies, from new items to replacement parts, are likely to be limited and expensive.

Micromechanical Stabilizers and Guidance

Any firearm can receive a micromechanical targeting system/balancing attachment. The attachment adds two dots to the weapon's Resource cost, makes it immune to electromagnetic (and electrokinetic) interference and halves the penalty for sustained automatic weapons fire.

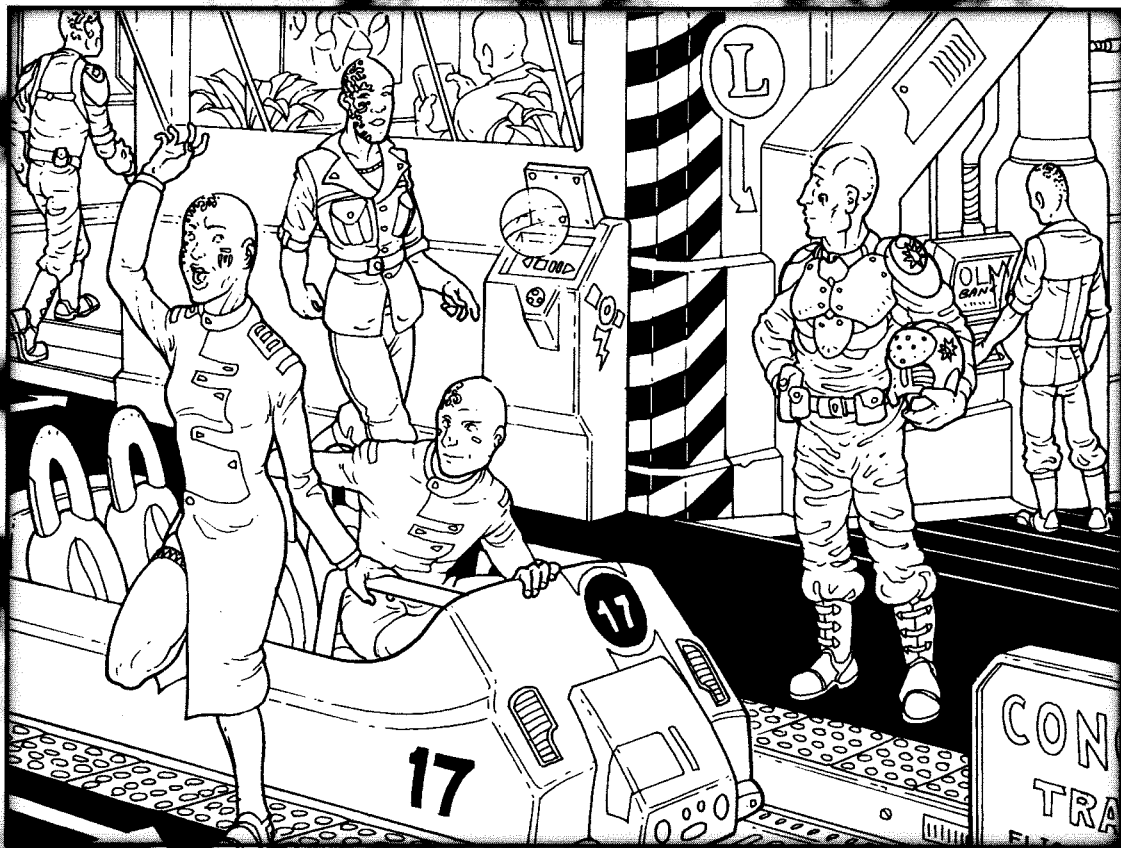
Uniforms

The flying, fire-wielding, blue-jumpsuit wearing defenders of the Sydney Spaceport remain one of the most resonant images of the modern age. It's worth noting, though, that the Legions' standard field uniforms are not, in fact, the Home Guard's blue jumpsuits.

The typical Legionnaire has two uniforms: dress uniform and standard battle dress. The Legions do still issue the old-style blue jumpsuits, though they're really only for PR — except for the Home Guard, of course.

- **Dress Uniform:** Simple, stylish, yet still practical (reinforced petrocotton), each Legion has a dress uniform version based on the original First Legion design. [0,2, 0]

Tech: Ω , Mass: 2.5, Cost: •••



- **Standard Battle Dress:** Provides protection for vital areas without restricting movement. Ceramic armor plates cover only the torso, with reinforced petrocotton for the wearer's limbs. Comes standard with the combat helmet (see below). [2/3 (torso only) 0/2 (limbs), 0]

Tech: Ω, Mass: 6, Cost: •••

- **Jumpsuit:** A simple body suit of petrocotton, with the proper Legions patch emblazoned on the shoulder. [0/2, 0]

Tech: Ω, Mass: 2, Cost: ••

- **Combat Helmet:** Aside from offering vital protection, the helmet also provides two mounting points for equipment. Standard attachments include a HUD visor and a side-mounted camera. The whole helmet acts as a fractal antenna. [2/2 (head only), 0]

Tech: Ω, Mass: 1.5, Cost: ••

Gear

- **Construction Foam:** This highly compressed liquid expands into a solid state when exposed to oxygen. By adjusting the rate of release and the concentration of a stabilizing chemical injected as the foam sprays out, the user can produce any-

thing from a blob as dense as solid rubber to a thick paste or a fluffy sponge-like material. The foam hardens within a few seconds, and maintains its form for several days before breaking down into runny liquid and bubbles of escaping gas. Most manufacturers mix in powerful bonding agents with the foam, so that it can serve as glue or construction material.

A typical canister contains enough foam to produce eight cubic meters of material firm enough to support an average soldier's weight. When used for cover, every 50 cm of solid construction foam adds one to the soak of people hiding behind it.

Tech: Ω, Mass: 0.5, Cost: •

Communications

Radio

Battlefield security begins with not advertising one's position to attackers. The Legions practice several means of broadcast security, including:

- **Limiting transmission time.** Standard Legions radios can record messages for broadcasting at up to 30 times normal speed. Compressed transmissions begin with a distinctive alert tone

that triggers a recorder in Legions radios receiving the transmission. Once the transmission is complete, the receiver decompresses it during playback.

- **Frequency shifting.** Like other organizations that value broadcast security, Legions radios come with a standard option to move from one frequency to another according to a random sequence based on selected elements of the signal. For instance, a loud moment might trigger a big shift to a higher frequency, while a moment of silence leads to a smaller shift down. Legions systems can make dozens or hundreds of frequency changes a second, though the high-security modes require extra computing power.

Even with these provisions, electrokinetics can often home in on a broadcasting target in very short order. In addition, populated areas like the FSA, Nippon and China fill broadcast bandwidth with their own traffic, leaving little for outsiders to use. Less densely populated areas — like Australia and most of the Pacific — present few obstacles to using the whole panoply of broadcast security measures.

- **Personal Issue Radio:** Almost all Legions radios are now made from micromechanical components. This still makes for a compact device, though the durable polymer casing makes for a radio roughly the size of a cigarette pack. The PIR has the features listed above, comes with slots for up to four different vocoder languages, and has a 50 km broadcast range.

Tech: Ω , Mass: 0.5, Cost: ••

Laser

When it absolutely, positively *must* be secure, lasers do the job better than anything short of Telepathy. Intercepting a laser transmission is almost impossible. Unfortunately, the beam takes careful aiming. The Legions, like other groups regularly using lasers, get target coordinates through a pulse of encrypted location information sent over a microwave relay.

- **Personal Communications Laser:** The PCL (or “pickle,” as it’s often called) is intended for messages between soldiers in the same squad, especially between a signaler and scout. To keep location data to a minimum, each system defaults to connect via the hub of the signaler, but a squad member can bypass this to interface directly with another soldier. The PCL has a 1 km maximum range.

Tech: Ω , Mass: 0.5, Cost: ••

- **Squad Communications Laser:** The platoon sergeant uses the SCL (or “sickle”) to speak to the squads under his command. It has a maximum range of 20 km in fair weather, and can reach HALO (High Altitude Low Orbit) drones to receive geographical updates and to forward communications to satellites or other drones.

Tech: Ω , Mass: 1.5, Cost: ••••

- **Orbital Communications Laser:** The OCL handles communications for entire companies and is installed on HALO drones.

Tech: Ω , Mass: 5, Cost: •••••

Drugs

The Legions frown on stimulants and combat drugs that alter users’ perceptions. Despite this, Legionnaires often use such drugs. The most common stimulants come from Colombian laboratories under a wide variety of brand names and similar compositions. Many do the same fundamental job, though: increase Endurance and Awareness by one dot each for an hour, followed by subtracting two dots from each for a three-hour recovery period. The Red Warrior line of drugs increases Strength as well as Endurance and Awareness, with the same recovery penalty. Red Warrior users often notice nasty muscle strain for a day or more after the recovery penalty ends.

The Legions has no problem with Threshold, a combination of mood stabilizer and nervous system blocker that allows wounded soldiers to keep moving (see **Trinity Technology Manual**, p. 96, for more details). The squad leader carries and dispenses this and other approved drugs, unless a soldier has specific authorization (and a good medical reason) to carry an individual supply.

Sensors

- **Senstick:** This javelin-like device acts as a sentry. Using a combination of photoreceptors, Micropower Impulse Radar and microphones, the sensor stick forwards its sensor data to the squad signaler’s minicomputer by laser for processing. Anything outside of its expected parameters triggers an immediate alert. A deployed senstick usually contains a full day’s power charge. Small solar panels can be attached to enable extended use.

Tech: Ω , Mass: 1, Cost: ••••



• **Turtle:** As its name suggests, this simple drone is designed to look like a turtle at a glance. It's a half-meter in diameter and moves on small dual treads. The turtle can carry out three simple commands: stay powered, travel between the following GPS coordinates and report anything that doesn't match pre-programmed criteria of normality. Turtles can communicate with each other and their home base; entire turtle fleets patrol along the Australian coast.

Tech: Ω , Mass: 15, Cost: ••••

Bioware

Note that most of these bioapps require the user to have at least some level of psychokinetic ability. Still, once formatted, such items will work properly on any psion with Psychokinesis, even one with only an Auxiliary Mode in PK.

• **Barrel Coolers:** This bioapp is a pair of gloves that, once formatted, noetically drain heat from anything they touch. Whatever they hold is sustained at a comfortable 27° C, including gun barrels (the application that gives the gloves their name). In game terms, the weapon botches (due to overheating) only if the failed roll has two or more 1s rolled. If a single 1 is rolled, it remains a simple failure. Currently the gloves only cool single-shot and semi-auto weapons; work continues on systems efficient enough to cool full-auto weapons. The gloves also offer slight hand protection. [0/1, 0]

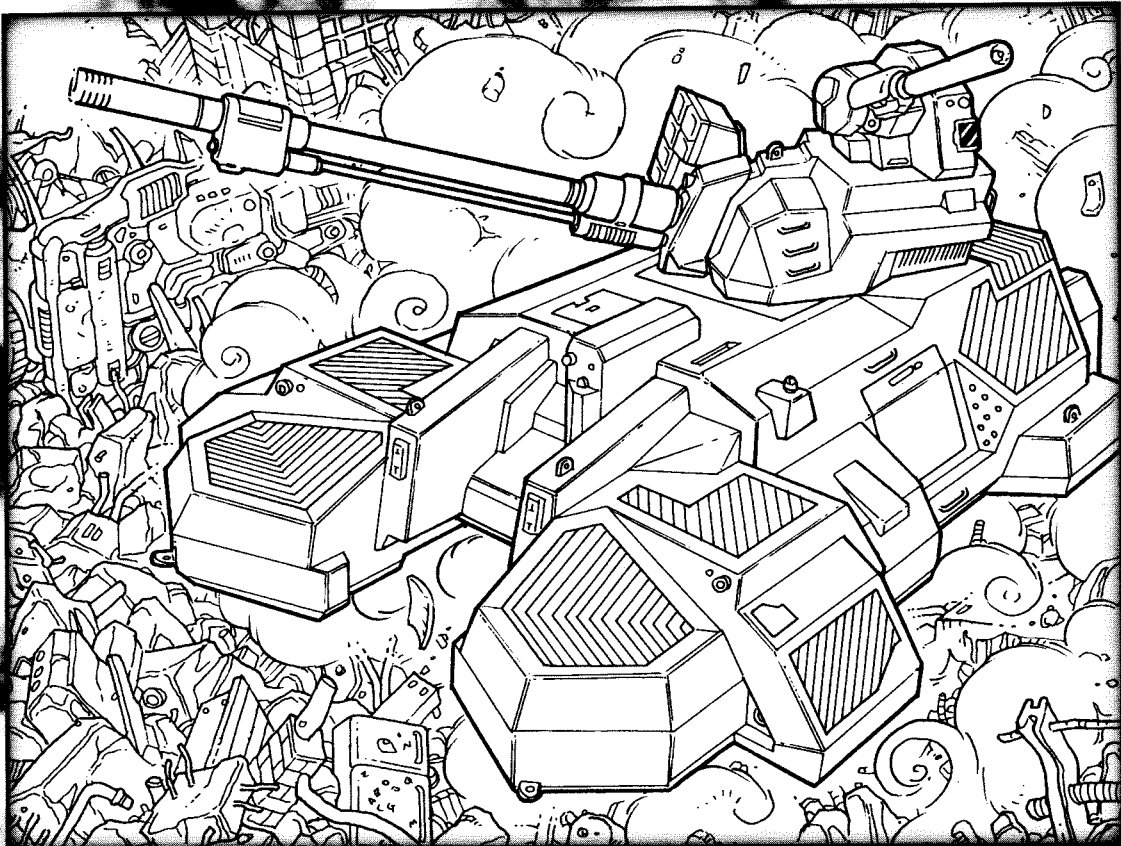
Tech: Ω , Mass: 0.5, Tolerance: •, Cost: ••

• **Lift Harness:** Once formatted and attached to the psyker's back and arms, the harness reduces the effective weight of carried loads. The user adds three dots to his Might when determining how much he can lift or hold.

Tech: Ω , Mass: 1, Tolerance: •, Cost: •••

• **Orbital Support Harness:** Movement in microgravity requires special effort. This harness modifies technology first developed for a psi gauntlet to apply kinetic force to the wearer. Once formatted to the harness, the user adds two dice to Athletic rolls in microgravity and gains a +2 Initiative bonus against opponents who lack the harness or comparable assistance. Any psion may use the harness.

Tech: Ω , Mass: 1.5, Tolerance: •, Cost: •••



• **Third Eye:** This bioapp helmet lets a psyker “feel” an object by projecting subtle waves of kinetic force and receiving enhanced feedback. The eye operates in two modes: “Focus touch” lets the psion receive tactile impressions of a target with (10 x Psi) meters (effectively negating penalties to vision). “General sensing” provides an impression of the distance, size and movement of objects within 10 meters. Whatever the function used, the eye gives the user two additional dice to his Perception.

Tech: Ω, Mass: 1, Tolerance: •••, Cost: •••••

Transportation

• **Oliver-Class AFV N-29 “Grav Tank”:** “Grav tank” is advertising rhetoric; the AFV N-29 is really a hover tank similar to the FSA’s Drake MN-114 (Trinity Technology Manual, p. 113).

Smaller and lighter than the Drake, the N-29 moves faster than anything else on the market while carrying enough firepower to warrant “supertank” status.

VT: Hover

Tech: Ω

CS: 145 km/h

TS: 230 km/h

Handling: 0

Mass: 90

Cost: not available commercially

Armor: 6 [10]

Weapons: Turret-mounted, heavy coilgun with two alternative rounds: armor-piercing (Accuracy: +3, Damage 10d10 [10] L) or high-explosive (Accuracy: +3, Damage 8d10 [10] L); light laser cannon secondary turret (Accuracy: +1, Damage: 5d10 [10] L); six smart missiles (Accuracy: +3, Damage: 10d10 [15] L)

Proxy Solveig Larssen

Solveig Larssen is in many ways the easiest proxy to "figure out." She's an earnest, honest soldier who prefers a stand-up fight to a battle of words. For the most part, she doesn't bother with deep dark plans. With General Larssen, what you see is very close to what you get.

Larssen's been fighting for a very long time. If she'd stayed in the NC Army, the place she started her military career, Solveig could have retired with a healthy pension by now. Although Larssen thought her fighting days were over when she disbanded her mercenary group in 2100, her awakening as proxy opened new vistas of opportunity. Even so, she's been fighting for more than 30 years now; she has a hard time remembering any other life.

Not surprisingly, Larssen's getting tired. She doesn't take vacations, and she can't possibly step down, retire or quit. No one else can do her job. Mossalo might have the beginnings of the power necessary, Jabe or Salera might have the leadership skills, but being proxy isn't just a matter of the power or skills. Age and exhaustion are catching up to Larssen, despite the unique constitution and vitality that she shares with her fellow proxies. The General's senior staff has said as much, even suggesting that Larssen's recent predilection for throwing herself onto battlefields where she doesn't belong is a symptom of her desire to get out of the impossible position she's put herself into. The proxy doesn't have a death wish *per se*, but she does need a break. The question is whether humanity can afford for her to take the kind of break she needs.

Larssen's Agenda

General Larssen genuinely feels that she has the best interests of humanity at heart. To her mind, only the Legions can stave off an assault by an alien or Aberrant force, and they must form the core of any attempt to defend Earth. In that event, Larssen sees all the armies of humanity, including the psi orders, as subordinate to her group. This may seem mind-bogglingly arrogant — still, *someone* must lead humanity's defense, and

the Psychokinesis Proxy has spent the last 20 years thinking of little else.

The fact that the Legions is in many respects a blunt instrument without a foreign policy is at once liberating and terribly restrictive. Psi Order Legions is a paranational military whose only stated purpose is to protect Earth from the Aberrants and threats from beyond the Solar System. Proxy Larssen doesn't have to worry that moving troops through the Straits of Bosphorus threatens a pending grain-surplus trade agreement with the New Ottoman Empire. International politics plays a part in Legions decision-making, but the order isn't nearly as wrapped up in entangling alliances as even the most unassuming country would be.

Largely unencumbered by domestic and foreign policy concerns, then, the proxy maintains three primary strategic plans. These agendas are only known in full to staff officers (tier 5 and above).

Assault

This strategy assumes that an alien or Aberrant force has taken over near space. (It also allows for the possibility of a psion-hostile human government taking over and forcing the psi orders off-planet.)

It further posits that enemy leadership can be taken out with decisive strikes against headquarters, armies and infrastructure. Larssen declines to develop any kind of contingency plan that involves assaulting civilians. If Earth's civilian population genuinely opposes the psions' continued presence on the planet, Larssen intends to leave quietly, possibly joining the Upeo in patrolling the stars.

That outcome seems unlikely. The Planning Staff wants to begin training the various Legions in urban assault tactics, but few places provide usable practice sites. Marilyn Jabe recently opened discussions with the New Paris Refugee Front and the Australian government about using the ruins of New Paris as a practice ground for that sort of assault; staff expects to be able to run wargames there by mid-2122.

Defense

There are two primary scenarios involving a full-scale assault of near space:

- **Limited Assault:** This has the attackers (whether Aberrant horde or alien fleet) planning to conquer Earth and its near space colonies and live there after the conquest. The attackers would be countered in a straightforward manner, either with scorched earth tactics (*a la* the Ultimatum) or through vigorous defense of the invaders' primary targets. Simultaneously with this defense, Larssen would strike the invaders' weak points: supply lines, communications and advance units.

- **Scorched Earth:** This posits that the attackers are willing to use unlimited force to destroy all human life. Legions planners assume an invader's plan will be divided into two main parts: killing people and destroying humans' ability to repopulate the world.

The most popular theory suggests that the bugs (a catch-all term for the enemy, whether Aberrant, alien or other) will appear in close proximity to inhabited planets and pound the surface from space with nuclear weapons until any exposed land is blackened, radioactive glass. This scale of destruction would require a truly massive fleet, roughly comparable to the Fleet China used to deliver the Ultimatum.

The Legions response is twofold. Assuming word can get off-planet, the Seventh Legion is called home using the fastest possible communications medium. Any ships from the Seventh currently in the Solar System begin a massive assault on as many bug ships as possible in addition to destroying incoming warheads whenever feasible. At the same time, Earthbound Legionnaires take to the skies in anything they can commandeer.

To facilitate this, the various Legions are slowly seeding suburban areas around major population centers with rapid staging craft to allow ground-pounders to hit the invaders in orbit. Additionally, standard doctrine enforces that at no time is the entire Seventh Legion outside of the Solar System; at least one battle group is always ready to return to Earth in case of emergency.

In theory, the other psi orders would assist in defending against a full-scale attack. Larssen has sent modified versions of the above plans to the Aeon Trinity which include contributions from all



of the orders (and have undergone two major revisions). However, given the problems of the Chitra Bhanu and Upeo, the General realizes that she can truly rely only upon her own forces.

Legions General Staff is under orders to incorporate the other psi orders into the Third Legion should a real interstellar war begin. Not surprisingly, the staff blanches at the very suggestion of giving Cassel or del Fuego orders....

Interplanetary Assault

As the Chrome-Prime assault makes clear (see **Alien Encounter: Invasion** for more details), taking the fight directly to the enemy's home hasn't been developed as far as could be. There are simply too many variables to do a thorough analysis. However, a high-level review is possible.

Attacking a high-technology world — Qinshui, for instance — probably just won't work. First off, it would be extremely challenging to counter the aliens' advanced technology. Even if the order wasn't overwhelmed by ultra-futuristic tech, any planetary forces could swamp the Legions with sheer numbers. If push came to shove, though, the psi order would go for guerilla tactics over a stand-up fight. The Legions must maximize their maneuver advantages and minimize their numerical disadvantages.

Until last year, the Legions did not expect that they would have to attack a world less technologically advanced than Earth. The events of **Invasion** changed that. Legions Planning Staff is currently developing invasion scenarios for primitive societies.

Secondary Plans

The strategies listed below are of great importance to Larssen; they simply function on a smaller scale than those above. Each requires mobilizing the entire psi order but, unlike the primary strategies, does not require extensive support from other orders or Earth nations.

It's worth noting that the Legions do not publicize the existence of these plans. Certainly, other orders and many countries have considered that the Legions may attack them some day. The actual existence of such plans, revealed to the public, could prove devastating to all of the psi orders.

- **Attacking a Psi Order:** This strategy is not discussed with any other orders for obvious reasons. Since the Chitra Bhanu and Upeo wa Macho raids, Larssen has used various Second Legion units to glean information on the other psi orders and develop assault strategies against them. Each strategy revolves around the seizure and destruction of the target order's Prometheus chamber; secondary targets differ from order to order.

When bored, Planning staffers play at ranking the other psi orders in terms of the difficulty of "putting them down." There is general agreement that the Æsculapians would be easiest; though the order has some combat ability and its powers focus on healing, it has relatively little military strength. There is little agreement beyond this choice, though. Orgotek has facilities all over human space, a number of combat powers and tons of secret gear. ISRA knows you're coming, and even the other proxies don't know where *Huruf al-Hayy* is. The Ministry has the largest army in settled space to call on in an emergency. Individual Norça can withstand nearly any attack that can be thrown at them. And the Legions is well aware of what happened the last time someone tried to take down the Upeo — they simply teleported away.

- **Attacking a Nation:** Larssen has detailed dozens of operational plans to facilitate the invasion of a sovereign country in the event of an Aberrant or alien takeover, or as a last resort against a nation that strikes directly against the Legions.

The plans all follow a similar theme: nations, unlike psi orders, have expensive infrastructures (roads, power grids, water and sewage systems) that can't be defended at every point. These are the first targets of a Legions attack. The other primary targets are military, never civilian. Otherwise, the most important operational doctrine for the Legions is the guerilla "quick strike and fade." Currently, the order is less than a dozen infantry divisions in strength, compared to the 22nd century Chinese Army's 100 divisions.

Senior Staff

Field Marshall Marilyn Jabe, First Legion Commander

Marilyn Jabe is the no-nonsense leader of the Home Guard, Australia's Legion. She wears several other hats, depending on whether she is interfacing with the AU military, Legions Planning Staff, or the General herself. As if that weren't enough, she's also a middle-aged divorced mother of two teenagers.



It may sound like Jabe carries the weight of the world on her shoulders. To some extent she does. She's widely considered the #2 person in the order, and with her boss's tendency to act as a danger magnet, Marilyn Jabe spends a lot of her spare time in Æsculapian clinics getting her ulcer repaired. Jabe and Larssen are old friends; they've

known each other for more than 25 years, and each has real insight as to how the other one thinks. Jabe worries about Larssen's safety lately — the frequent arguments on this topic led to the rift between the two officers.

Brigadier General Garrett "Gar" Banion, Second Legion Commander

Banion has as many detractors as he does allies; within the Second Legion he is admired while not being taken too seriously. He is a large, boisterous, hard drinker who does as much damage to the bars near his posts as any of his enlisted personnel do. Although women are welcome in the Second Legion, Banion says semi-publicly that he would rather they were in support positions rather than front line troops. He is personally brave, and often attaches himself to Fortune's Knight companies who're stuck in tactically difficult situations.



Second Legion Admin staffers paint a somewhat different picture of Banion. Currently unmarried, he has a teenaged daughter from a long-ago liaison, and he dotes on her when he gets a chance. Despite his ignorant-seeming swagger, Banion knows the details of each of the scores of Second Legion mercenary units in the field, and he makes sure that personnel problems are dealt with swiftly and to the benefit of those involved.

Admiral Scott Henrickson, Third Legion Commander

Admiral Henrickson grew up a suburban kid from Melbourne who spent too much time with his nose in books. Fired by a romantic notion of the soldier's life, he pursued a career in the military. Henrickson advanced the hard way, joining Larssen's old mercenary company three weeks before she disbanded it, then floated around as a soldier-for-hire for a few years. He finally hooked up with Marilyn Jabe's unit a few months before Solveig established the Legions.

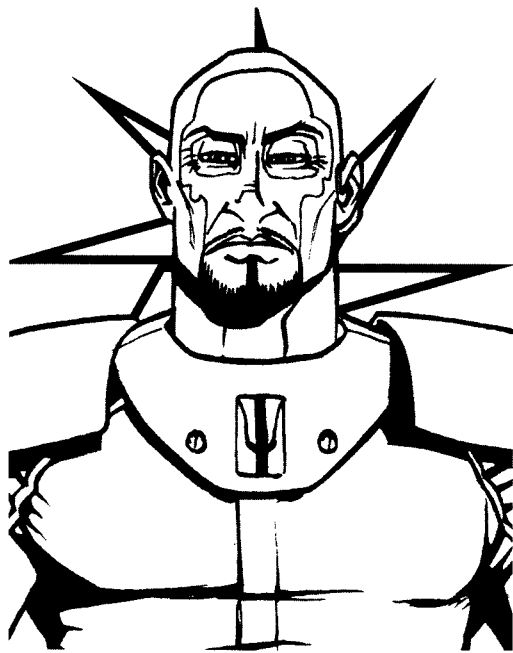


Henrickson makes up in mathematical genius what he lacks in charisma and social graces. Once Larssen discovered Henrickson's analytical mind and ability to see the big picture, she posted him as her liaison with Support Force One, even though he's a neutral. Henrickson recently earned official command of the Third Legion.

Colonel Agrah Shahim, Fourth Legion Commander

Agrah Shahim, a descendant of UAE refugees, is a tactical genius with a keen analytical mind and a flair for logistical wizardry. He also bears years of pent-up anger, stemming from an impoverished childhood and endless prejudice as his parents moved back and forth across the Middle East looking for a home.

Shahim throws himself into his work, burying



his anger for the duration of a thorny logistical problem or battle. Personnel issues, staff meetings and interactions with groups like Æon and the UN bring his rage to the forefront; petty bureaucrats and arrogant provincialism are his worst triggers. Whatever his mood, the colonel is always polite to a fault (indeed, his manners improve on a scale to equal his growing anger). Agrah's temper gives him good insight into the mindset of the typical Fourth Legionnaire. The rank and file soldiers trust him as someone who understands how they feel.

Commandant Iago Salera, Fifth Legion Commander

Salera is a charming and smooth Argentinian man. He is rather surprisingly out of shape, so he prefers to be seen in a tailored Brazilian suit rather than fatigues. He comes from old money in Buenos Aires, and maintains numerous contacts within the wealthier echelons of the Norça.

Salera shares the insightful nature and strategic sense common to the Legion's top tier. He secretly supports insurgent groups in the FSA, but he's not foolish enough to commit Fifth Legion forces to that effort. He simply funnels his personal funds to the groups, and sometimes lets word of FSM troop movements — word he received through the tenets of the LAST agreement — leak to the Free Mountaineers or other rebel groups. Larssen does *not* now that Salera is supporting such rebellion. Until he feels confident that he



knows what her reaction would be, Salera keeps his extra-curricular activities quiet.

Gianetta Mossalo, Sixth Legion Commander

Mossalo is one of the Legions' strongest psions as well as an excellent strategist and tactician. She was detected in 2115 by a couple of Italian Æsculapians; she tested nearly off the scale for Psychokinesis in their latency examination. Zweidler had her shipped to Melbourne as a goodwill gesture to the Legions. Her military talents became obvious only after her triggering.



Larrsen promoted Mossalo to replace Eversti Quitu Riissanen, who retired in '18. The move surprised most observers, as Mossalo wasn't the most senior officer in line. Her education is in history and sociology, and she makes some blunders, but she is slowly winning her officers over with good ideas and a willingness to defer to their experience in emergencies.

Shogun Auji Toshiro, Seventh Legion Commander

Auji Toshiro is a tall, friendly Nihonjin who looks younger than his 37 years. He is graceful and fluid, a master of human motion and, of course, of Psychokinesis. He studied dance and martial arts as a child, and that training shows up in the simplest day-to-day activities. While he's not obsessed with martial arts and personal combat prowess, Toshiro encourages the fighter jocks in the Seventh to learn to use their bodies as well as they fly their spacecraft.



Notable Legionnaires

Lieutenant Rosa Michaels, First Legion

Rosa is an Australian-born public relations officer for the Home Guard, working out of the order's central PR headquarters in Sydney. Whether she's on-camera or off, she's bright, cheerful and witty. After a big fight with an Aberrant — whether in downtown Perth or off the coast of New Guinea — Lt. Michaels holds a press conference to explain what happened.

Home Guards involved in these battles know there's more to Michaels than her bubbly exterior. She's sharp and not afraid of stepping on toes to get the full details on a situation. Those who stay on Michaels' good side gain the benefit of her not inconsiderable influence with the media. Those who insist on crossing her, on the other hand, could have a rough time of things.

Colonel Nils Johansen, Sixth Legion

Colonel Johansen is the most outspoken of the "Old Guard" in the Sixth Legion. He served under Quitu Riissanen for the decade leading up to the former commander's injury and retirement. Johansen expected Riissanen's position to fall into his hands, but the proxy saw things differently.

To Johansen, the Sixth must run like a military force, its members must act like soldiers. Someone from a non-military background like Mossalo won't treat his people the right way. It takes an army to face the Aberrant threat, not a social service.

Col. Johansen is not about to mutiny or take up arms against Ms. Mossalo. Unfortunately, he isn't good at communicating directly with Mossalo, either. He is getting fed up, and thinking about filing a transfer request of his own like the ones he now rubber-stamps.

Corporal Derek Sandusky, Fourth Legion

Sandusky is, his superiors will tell you, a problem. His original psych profile indicated that he was close to being dangerously violent, near the antisociality limit for the Legions. His self-discipline held his temper in check through Basic Training, and he was an excellent recruit.

Unfortunately, Sandusky was one of the first Legionnaires to be pushed over the edge by the strain of the Prometheus Effect. Sociopathic tendencies kept under control when Derek was a latent seized their own kind of control. His problems were minor at first: more frequent fighting with his squad mates, then an assault on his CO. Reprimands and counseling didn't do any good; finally, when a Third Legion vitakinetic was assigned to his company recently, Derek made a break for it. He headed for Lisbon, Portugal, where he is currently AWOL and looking to get work from nearly anyone there who could use him. The Legions wants him back; he's passed the point of no return and is slated for prison and possibly even being stripped of his powers.

Notable Austronesians

Luis Trenton, Australian Prime Minister

Prime Minister for two terms, Trenton is tipped to win a third. The PM does not take opposition well — sometimes he abuses parliamentary privilege to release damaging information about adversaries. He grew up in a harsh environment with a strict disciplinarian father, and he carries the survivor's lessons: persist at all costs and never tolerate failure.

Liberal Party control of the House of Representatives and the Senate allows Trenton to pursue his own social and economic reform, with its emphasis on outback settlements. Trenton would actually like to slow overall growth and stabilize the economy's social roots, but so far few others seem to share his concerns.

Trenton trusts no one, and spies on fellow party members as much as on political rivals. Not surprisingly, his gruff manner wins him powerful enemies. The Chinese government regards him as a serious threat, given his loud disdain for China's expansionist policies. The Australian people take the willingness to speak frankly on the spot as a good sign, and often forgive Trenton his other failings for a good public insult.

Zander Pierce, Australian President

Pierce was elected president in 2119; most analysts expect him to run again, though he hasn't formally made a decision. The post isn't given much weight, though, being a figurehead position like the governor general of pre-republic days. Pierce has no real power and doesn't take part in policy making. That hasn't stopped him from trying, though.

His Liberal Party roots initially marked him as a lackey of the Prime Minister, but even Pierce's adversaries now know that is not the case. Pierce strongly opposes Trenton's settlement and foreign policies. Thanks to his high-profile efforts, Pierce enjoys more popularity than any of his predecessors.

General Cherie Falluato

Falluato is chief of the ANZDF. Once part of an elite strike force patrolling the "Top End" of Australia, she's long since settled into an administrative role that doesn't give her a lot of satisfaction, but which she performs well. She has a long-time association with Trenton, dating back to Operation Kangaroo in Queensland. Canberra gossip says the two are something more than friends; both Falluato and Trenton insist that their after-hours rendezvous are simply meetings of old friends with shared interests.

Satirists portray Falluato as a bulldog: she often gets whatever she pursues. Soldiers who disagree with her politics nonetheless respect her ability to protect the force's interests with proper funding and support. Falluato dislikes politics but believes she could provide effective service as a member of either the Liberal Party or the NAPP, and she's considering her options for the next election.

Franco Genozza, USSU President

Franco Genozza leads the United Self-Governing Settlement Union, which represents the interests of outback settlers. The USSU has about a million members, and is growing rapidly. Genozza was born to immigrant parents in a settlement near Mount Isa and took part in community affairs from an early age. In the union, he simply does the same thing on a grander scale. He deals well with both politicians and business people, who find him confident but not rude: He's willing to compromise as long as his most important concerns prevail.

In 2119, his brother and his family were out at a trade market in Mount Isa when they were taunted by several youths yelling racial epithets at the family. His brother was attacked while he was trying to defend his family, leaving him seriously injured and scarred for life. The Mount Isa police did nothing. As a result of this, Genozza convinced the USSU to implement a plan of teaching the settlers to fight back, and not to stand back and let these things happen. He vigorously supports youth service in the army reserves to develop self-defense competence.

Davis Roberts

With a little funding, access to the right equipment and a direct link to millions of minds, inevitably someone becomes a star from out of nowhere. The 17-year-old Roberts is a perfect example.

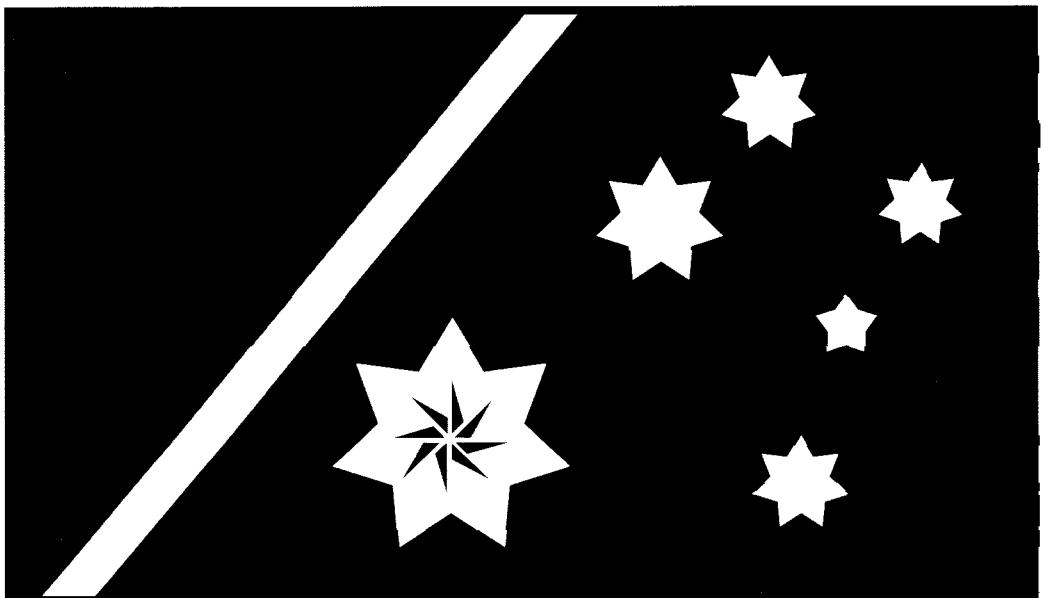
Roberts' parents gave him basic media gear for his 16th birthday. He made *Poke in the Eye* to showcase his friends' music and get their messages out to the wider audience. It caught on. Nobody would accuse Roberts of production genius, but he has a genuine knack for spotting talent in others and for coaxing interesting thoughts from people who may not realize they have anything to say. In short order, OpNet nodes throughout Austronesia ordered his show as word of mouth on teen chat links made potential viewers curious.

Poke in the Eye developed an adult audience as well — megameds monitoring the feed hits have been surprised at the number of parents truly interested in trying to understand where their children are coming from. Adults in media, industry

and politics who wanted to connect with Austronesian teens started requesting interviews. Roberts' three-day tour of the *Tuna Sandwich* set and interview with Father Elmo was one of the highest-rated independent shows ever in the Union.

Roberts wants to widen his show's scope to talk more about the universe outside teen existence. His early efforts in political news ended in failure: few politicians take teenaged interviewers seriously. Roberts then realized that this could work in his favor. Knowing teens are often overlooked in mature crowds, Roberts has compiled a surprising amount of information — from insight into the routines of government to tips on scandals — all with the aid of button mikes and cameras. He plans on kicking off his new season with some of the best material.

A number of megameds want to sign Roberts up. He finds this intensely amusing, and strings them along without having any real intention of giving up his independent status.



Character Templates

The following templates represent a small sample of the characters one might encounter from the Legions or during activity in Australasia. They can be incorporated easily into a series, either as written or modified to fit the Storyteller's tastes.

Former Legionnaire

Robert Linsey Marsden's personal history echoes the course of world affairs. He grew up in the Federated States in an undistinguished family. A random sweep for psionic potential sponsored by Orgotek discovered his strong Psychokinesis potential. Æon Trinity helped him cut through the maze of FSA emigration paperwork. Marsden shipped off to Australia to take on Basic Training.

Marsden discovered a knack for predicting enemy maneuvers, possibly a sign of auxiliary Telepathy potential. He remained attached to the First Legion in Australia for a few years honing this talent. His gruff demeanor often rubbed civilians and soldiers alike the wrong way, and sometimes this undercut his otherwise effective leadership.

He became proudly patriotic of his adopted homeland, and took up using his middle name because it sounded more "Aussie" to him. He continued to feel a duty to his birthplace, however: he transferred to the Fifth Legion and served well in the hunt for North American Aberrants. For a guy who expected a life of post-industrial obscurity, the fame and respect of Legions service remained a constant pleasure.

Monotonous Blight Zone patrols themselves didn't seem so much fun, though. He learned a great deal about Aberrant methods, but wanted a fresh challenge. The Æon Trinity, aware of Marsden's talents and growing dissatisfaction, brought him in to help with special projects. These were initially Aberrant-related, but Chromatics became his new focus of interest, offering an open-ended contest against truly alien minds. He chose to transfer to Æon full-time rather than reenlist with the Legions. Despite Marsden's vocal displeasure with many Trinity policies and decisions, he respected the underlying goals and saw more opportunity to pursue his own interests.

Marsden continues his established pattern of irritation and social triumph as a leader. After some months studying Chromatics intently, Marsden faced his greatest challenge to date: leading an expedition to the Crab Nebula in hopes of capturing live prisoners (see **Ascent into Light**). The mission was ultimately a success, and made Marsden the perfect choice to coordinate humanity's ground troops in the attack on the Chromatic home world (see **Invasion**).

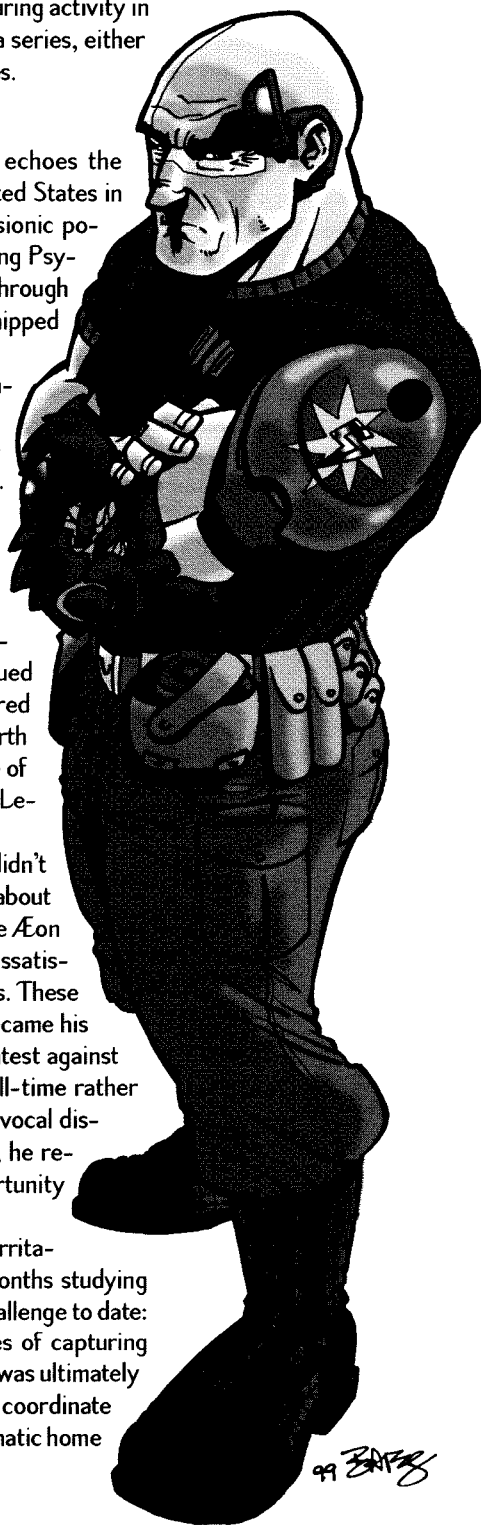


Image: Big and blocky, Marsden might've had a chance as a linebacker if he hadn't hooked up with the Legions. He's only in his mid-30s, having enlisted young and risen rapidly through the ranks. Years in the field have weathered his features somewhat. He keeps a shaved head, a legacy of his years in the Legions, and his eyes have the hard squint of a Western gunslinger.

Roleplaying Hints: Although you're not the brightest intellectual light on the block, you have an excellent grasp of strategy and tactics. You're a tough guy, sure, but the quiet kind. You seldom lose your temper, but you're not above holding a grudge. In the field, you don't pay much attention to idle chitchat or boasting — you're concerned with addressing the problem at hand.

Aptitude: [Psychokinesis] Telekinesis 3 (Tow, Remote Manipulation, Force Barrier)

Gear: Field clothing in last year's fashions. Wazukana DX70 minicomp with next year's strategic and tactical analysis agents, Orgotek SL-3 gauntlet, vocoder (Arabic, Chinese, French, German, Nihonjin, Qin, Portuguese, Russian), assorted military gear on utility belt

[illegible]

Infantry Grunt

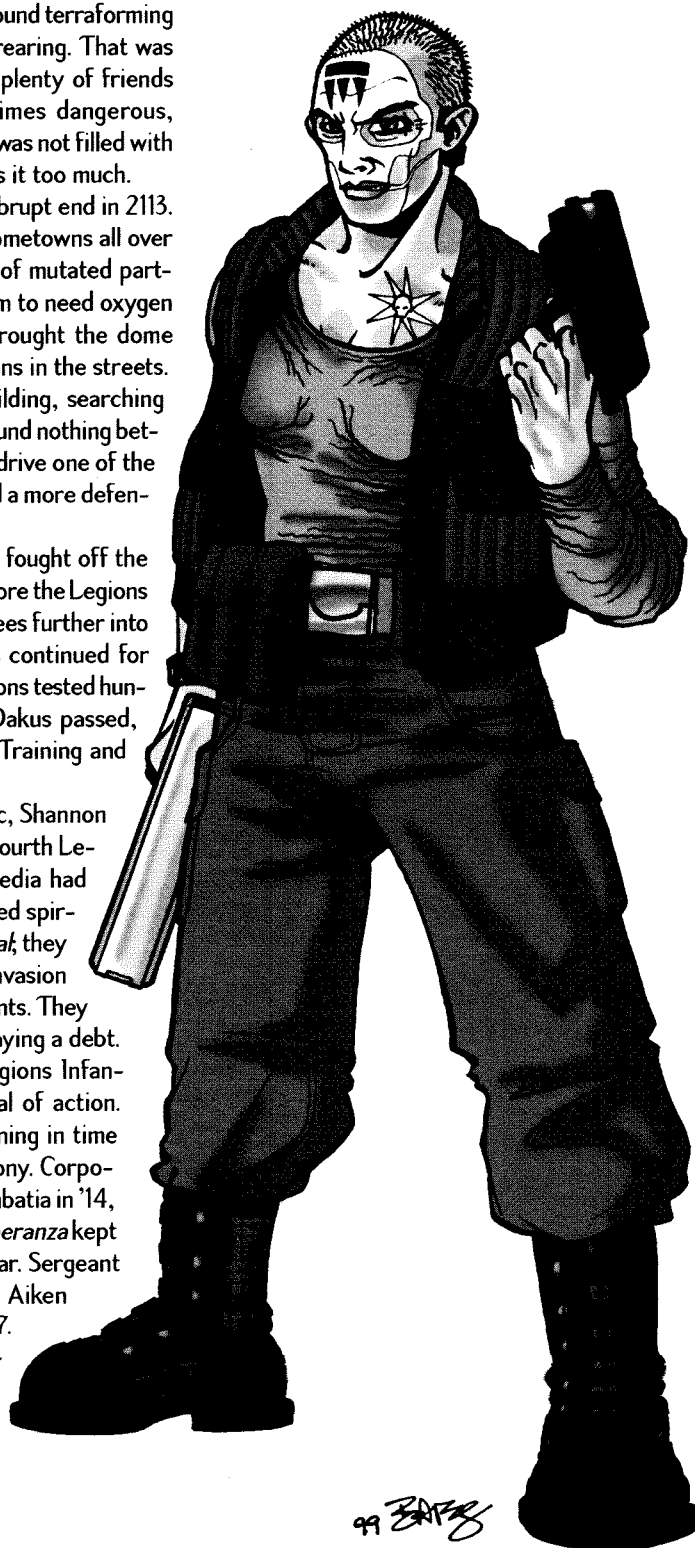
Shannon Dakus was born in 2097 in the Akabenje colony on Mars to a pair of Australian scientists in UAN employ. They found terraforming far more interesting than child rearing. That was all right with Shannon: she had plenty of friends and lots of interesting, sometimes dangerous, places to explore. Her childhood was not filled with parental love, but she didn't miss it too much.

Her childhood came to an abrupt end in 2113. The Colony's forces struck at dometowns all over Mars. Akabenje fell to a swarm of mutated part-human creatures that didn't seem to need oxygen or air pressure. The mutants brought the dome down and attacked fleeing humans in the streets. Dakus ran for a pressurized building, searching desperately for a weapon; she found nothing better than a club. She managed to drive one of the creatures off long enough to find a more defensible shelter.

Shannon and her neighbors fought off the taint-mutants for eight hours before the Legions arrived. Rescue craft took refugees further into the colonies, and as the battles continued for the next several months, the Legions tested hundreds of refugees for latency. Dakus passed, and shipped to Earth for Basic Training and triggering.

From the early days of Basic, Shannon knew she was destined for the Fourth Legion. Those soldiers that the media had named "Vengeance" were kindred spirits. They fought for something *real*; they weren't just involved in endless invasion preparations or countless bug hunts. They were out on the front lines, repaying a debt.

As a member of Fourth Legions Infantry, Dakus has seen a great deal of action. PFC Dakus didn't finish her training in time to help free Mars from The Colony. Corporal Dakus moved on Nyota Kukumbatia in '14, though, and the aftermath of *Esperanza* kept her unit busy for more than a year. Sergeant Dakus was there when Colonel Aiken bought it at Zurich-Geneva in '17. Lieutenant Dakus has had a relatively sedate few years, but it's only a matter of time until some other crisis hits.



99 ZARY

Image: Though in her mid-20s, Dakus looks a few years older, thanks to the harsh life of a soldier. Sharp lines outline Shannon's face, and a long scar runs from the right corner of her mouth to her cheekbone, a relic of the fight for Akabenje. Her voice is unpleasantly raspy, another relic of that battle. She has dark hair and pale skin, and, though muscular, is of average height and weight.

Roleplaying Hints: You are most comfortable when surrounded by the other soldiers of the Fourth Legion. And, given a choice, you'd rather spend time on Mars than on Earth; Earth's horizon

is too far away, and all that water just seems out of place. You've got a chip on your shoulder the size of Olympus Mons; heaven help anyone that implies that you're no good in a fight.

Aptitude: [Psychokinesis] Cryokinesis 2 (Thermal Screen, Adhere), Pyrokinesis 1 (Flame Immunity)

Auxiliary Mode: [Biokinesis] Adaptation 1 (Metabolic Efficiency)

Gear: Bioweave armor, fatigues, weaponry as appropriate for the situation (standard Legions sidearm at all times), vocoder (French, German, Portuguese, Russian)

NAME: LT. SHANNON DAKUS		ORIGIN: WARRIOR	APTITUDE: PSYCHOKINESIS
SERIES:		NATURE: BRAVO	ALLEGIANCE: FOURTH LEGION

ATTRIBUTES AND ABILITIES	
PHYSICAL	MENTAL
STRENGTH ●●●●● Brawl: ○○○○○ Might: ●○○○○ DEXTERITY ●●●●● (Nimble) Athletics: ●●○○○ Drive: ●●○○○ Firearms: ●●●○○ Legendarm: ●●○○○ Martial Arts: ●●○○○ Melee: ○○○○○ Pilot: ●●○○○ Stealth: ○○○○○ STAMINA ●●●●● (Tireless) Endurance: ●●○○○ Resistance: ●●○○○ ○○○○○ ○○○○○	PERCEPTION ●●●●● Awareness: ○○○○○ Investigation: ○○○○○ INTELLIGENCE ●○○○○ Academics: ○○○○○ Bureaucracy: ○○○○○ Engineering: ○○○○○ Intrusion: ●○○○○ Linguistics: ○○○○○ Medicine: ○○○○○ Science: ○○○○○ Survival: ●○○○○ WITS ●●●●● Arts: ○○○○○ Meditation: ○○○○○ Rapport: ○○○○○ ○○○○○
APPEARANCE ●○○○○ Intimidation: ●●●○○ Style: ○○○○○ MANIPULATION ●●●●● (Domineering) Command: ●●○○○ Interrogation: ○○○○○ Subterfuge: ○○○○○ CHARISMA ●●●●● Etiquette: ○○○○○ Perform: ○○○○○ Savvy: ○○○○○	PSI ORDER LEGIONS PLAYER: ADVANTAGES WILLPOWER ●●●●●○○○○○ ○○○○○○○○○○ PSI ●●●●●○○○○○ ○○○○○○○○○○ PSYCHOKINESIS Cryokinesis: ●●○○○ Pyrokinesis: ●○○○○ Telekinesis: ○○○○○ AUXILIARY MODES (Business) Adaptation: ● ○ ○ BACKGROUNDS Citizenship(Mars,Australia): ●○○○○ Contacts: ●○○○○ Followers(unit members): ●○○○○ Resources: ●○○○○ Status (Legions): ●●●○○ ○○○○○ ○○○○○ ○○○○○

COMBAT	
ATTACK	ARMOR
ACC DMG ROF FT	RTG BULK FT
[] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []	[] [] [] [] [] [] [] [] [] [] [] [] [] [] [] []

HEALTH Bruised: -0 Hurt: -1 Injured: -1 Wounded: -2 Maimed: -3 Crippled: -4 Incapacitated: [] Dead: []	INITIATIVE 7	MOVEMENT WALK RUN SWIM 5 16 32
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Technical Boy

Andrei Dzardescu grew up in the Carpathians. His childhood was marked by violence; as an orphan he had nobody to shelter him from the depredations of the Romanian Secret Police. Schooling was erratic, and small, ill-favored Andrei spent most days stoically withstanding the taunts of schoolmates. When he was old enough to live on his own (14, if you ask him) he joined a truckload of refugees headed for Istanbul.

Life in Istanbul wasn't much better. As an Orthodox Christian he faced open prejudice. Dzardescu had a stubbornly moral streak and wasn't big enough to earn a living performing hard physical labor, so his job choices were limited. He spent most days performing odd jobs and running errands throughout the city's Romanian ghetto. During this time he came to the attention of a wealthy Romanian *émigré*, a noblewoman who'd escaped with much of her money while the Queen was otherwise distracted.

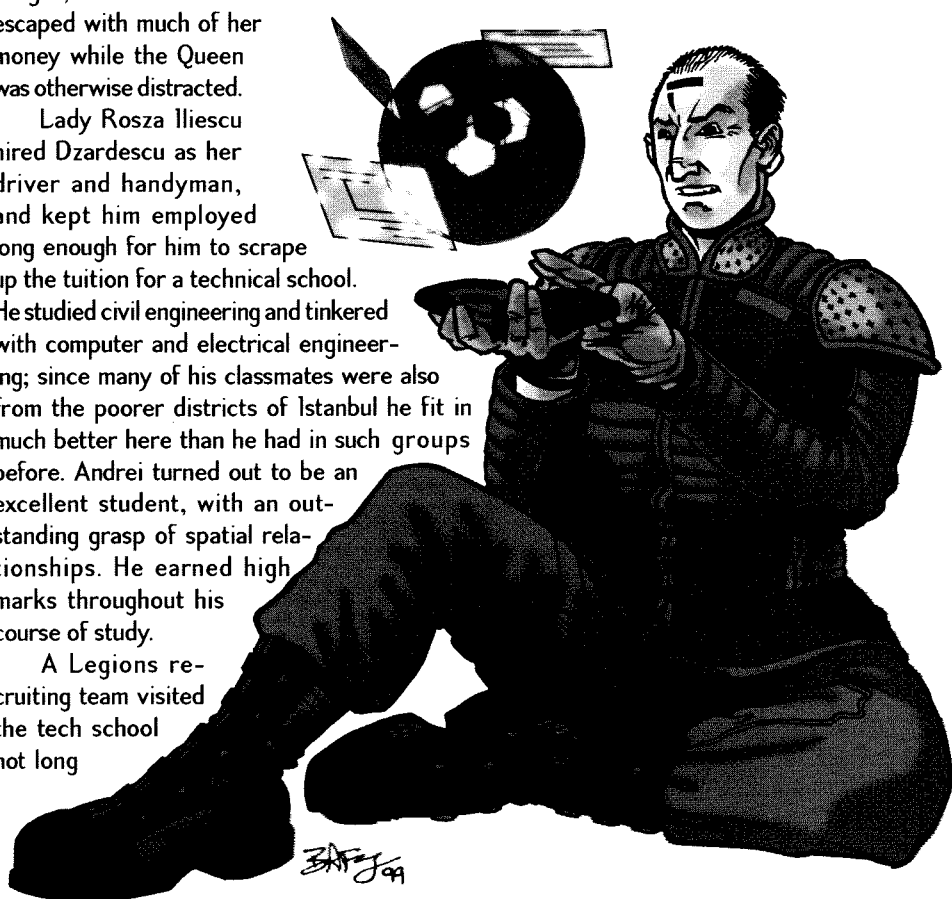
Lady Rosza Iliescu hired Dzardescu as her driver and handyman, and kept him employed long enough for him to scrape up the tuition for a technical school. He studied civil engineering and tinkered with computer and electrical engineering; since many of his classmates were also from the poorer districts of Istanbul he fit in much better here than he had in such groups before. Andrei turned out to be an excellent student, with an outstanding grasp of spatial relationships. He earned high marks throughout his course of study.

A Legions recruiting team visited the tech school not long

before Dzardescu's class graduated. Andrei was surprised when his test came back positive. Soon enough, Dzardescu was on his way to Australia for Basic Training.

Dzardescu actively hated the military he remembered from childhood and took no joy from Basic Training. He did not bond with his fellow recruits, and simply quietly put in his time with an eye fixed on the benefits of triggering. Andrei applied for a posting in the Sixth Legion as soon as he finished training. His altruism and engineering competence won him a posting as a combat engineer attached to patrols throughout the Carpathian and Balkan regions.

Image: Basic training and triggering added muscle mass to Dzardescu, and he's not entirely used to it yet — he still carries himself as a man smaller and less muscular than he ac-



tually is. His long, thin nose gives his voice a quality that some find irritating, but when he descends into discussion of his fields of specialty his tone smoothes out and he is pleasant to listen to. Though only in his late 20s, his black hair has already begun thinning. His pale gray eyes still occasionally flick back and forth nervously, a habit retained from his youth in Brasov and Istanbul.

Roleplaying Hints: You're one of the few soldiers that is genuinely happy to have Gianetta Mossalo leading the Sixth Legion. Of course, you would rather not be a soldier at all, so you're in the minority in more ways than one. You're a psychokinetic and a Legionnaire, of course, and you agree completely with the proxy's goals of saving humanity, but armies aren't the best line of

defense anymore. They might once have been, in the 20th century, but armies didn't beat the Aberrants; technology did. Your feelings in this regard — that Legionnaires alone are no match for Aberrants — leaves you somewhat unpopular. The high- and low-tech solutions that you build for your squadmates keep them coming to you for help nonetheless.

Aptitude: [Psychokinesis] Cryokinesis 1 (Superconductor), Telekinesis 3 (Tow, Remote Manipulation, Sound Control)

Gear: Insulated fatigues, L-K Avenger 11mm, Steinhardt MI-CC minicomp (extensively customized) with Ntech engineering agent, vocoder (Arabic, English, French, German, Polish, Russian, Turkish), toolkit

NAME: ANDREI DZARDESCU		ORIGIN: OUTSIDER		APTITUDE: PSYCHOKINESIS	
SERIES:		NATURE: ANALYST		ALLEGIANCE: SIXTH LEGION	

ATTRIBUTES AND ABILITIES					
PHYSICAL		MENTAL		SOCIAL	
STRENGTH ●●●○○ Brawl ●○○○○ Might ○○○○○ ○○○○○		PERCEPTION ●●●○○ Awareness ●○○○○ Investigation ●○○○○ ○○○○○		APPEARANCE ●○○○○ Intimidation ○○○○○ Style ○○○○○ ○○○○○	
DEXTERITY ●●●○○ Athletics ○○○○○ Drive ●●○○○ Firearms ●○○○○ Legerdemain ○○○○○ Martial Arts ○○○○○ Melee ○○○○○ Pilot ○○○○○ Stealth ○○○○○ ○○○○○		INTELLIGENCE ●●●○○ Academics ●○○○○ Bureaucracy ●○○○○ Engineering ●○○○○ Intrusion ○○○○○ Linguistics (fresh) ●○○○○ Medicine ○○○○○ Science ●●○○○ Survival ●○○○○ ○○○○○ ○○○○○		MANIPULATION ●●●○○ Command ○○○○○ Interrogation ○○○○○ Subterfuge ●○○○○ ○○○○○	
STAMINA ●●○○○ Endurance ○○○○○ Resistance ○○○○○ ○○○○○ ○○○○○		WITS ●●○○○ Arts ○○○○○ Meditation ○○○○○ Rapport ●○○○○ ○○○○○		CHARISMA ●●○○○ Etiquette ●○○○○ Perform ○○○○○ Savvy ○○○○○ ○○○○○	

COMBAT					
ATTACK			ARMOR		
ACC	DMG	ROF FT	RTG	BULK	FT
□	□	□	□	□	□
□	□	□	□	□	□
□	□	□	□	□	□

HEALTH	
Bruised -0 Hurt -1 Wounded -2 Maimed -3 Crippled -4 Incapacitated Dead	□ □ □ □ □ □ □

INITIATIVE		MOVEMENT	
5	5	15	29

PSI ORDER LEGIONS	
PLAYER:	ADVANTAGES
WILLPOWER ●●●●●○○○○○ ○□□□□□□□□	
PSI ●●●●●○○○○○ ○□□□□□□□□	
PSYCHOKINESIS Cryokinesis ●○○○○ Pyrokinesis ○○○○○ Telekinesis ●●○○○	
AUXILIARY MODES ○ ○ ○	
BACKGROUNDS Contacts (Romania/Istanbul) ●●○○○ Mentor (Razza Ilescu) ●●○○○ Resources ●●○○○ Status ●○○○○ ○○○○○ ○○○○○ ○○○○○	

Media Daydreamer

Marcella Darning grew up in one of Sydney's middle-class suburbs. Freed from the struggle for food, shelter and life itself, she had the opportunity to dream of being different in some way. Her parents gave her affectionate care but showed no sign of grasping the depth of her desire to stand out. They bailed her out of trouble at school and even trouble with the law — something that takes a bit of work, given Sydney's relaxed attitude toward law enforcement. Finally she persuaded them to send her to live with an indulgent aunt.

The aunt underwrote the cost of expensive holovid gear. At first Marcella succeeded only in breaking a lot of it. Gradually she started getting good, much to her own surprise. A talent scout for OBC noticed some of her work on a late-night local show and promptly signed her up.

Now Marcella makes spectacles — the big-budget, mainstream kind seen throughout settled space. Her advertising helped launch several of this year's fashion fads. She'd like to branch out into feature work, but recognizes that at 22 she's fortunate to have come so far already, and believes passionately that she's on the path to fame.

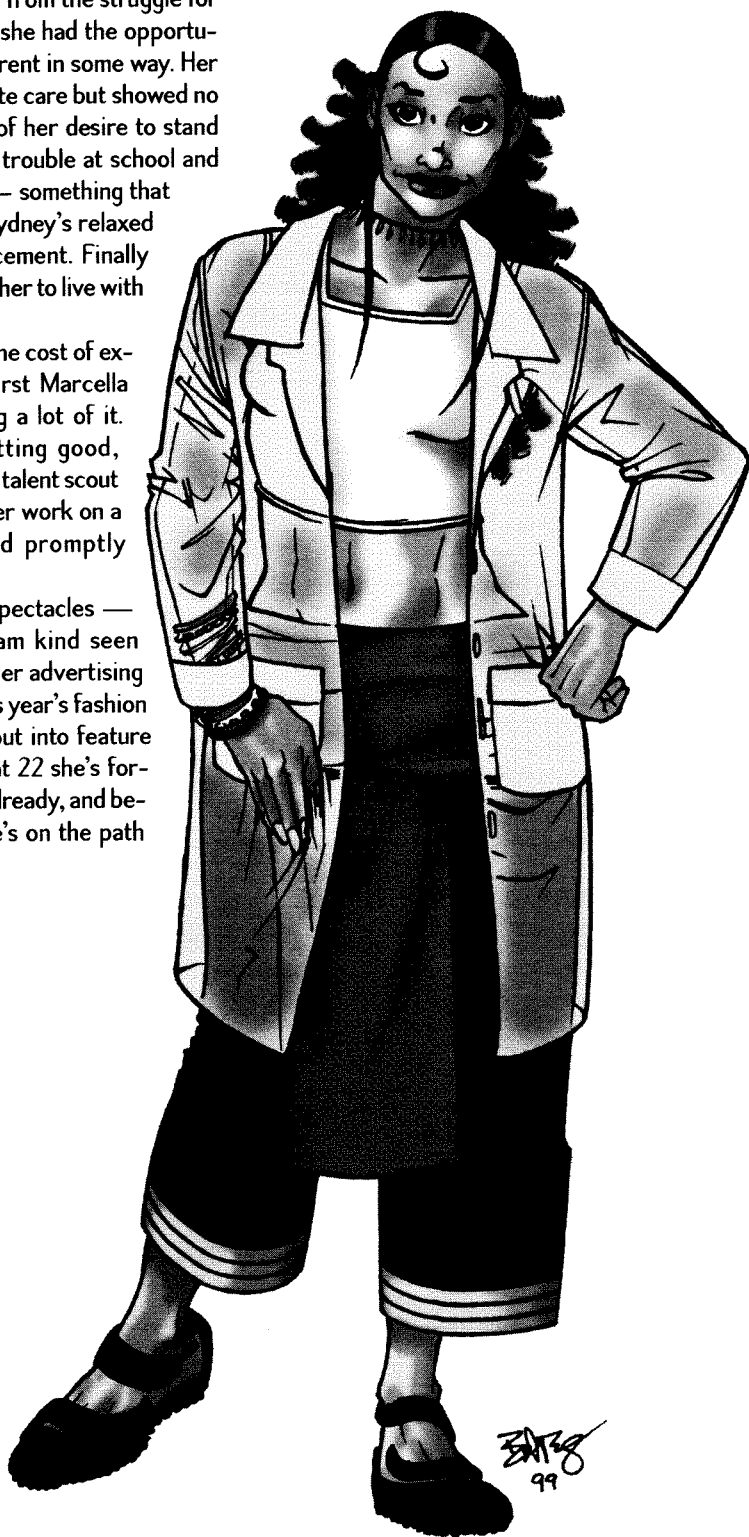


Image: Marcella is tall and slender. At work she wears her long brown hair sculptured into exotic shapes; in the field she pulls it back sharply. She has fine features, with large brown eyes and high cheekbones, and presents a glamorous image even when she's not made up for show. She knows it, too, and hopes to spend more time in front of the camera as well as behind it.

Roleplaying Hints: You're a little shy beneath the standard Sydneysider arrogance. You often feel in over your head, on a course to fame faster than you'd ever dreamed and unsure whom to kowtow to. You tend to act a little too independent, then a little too eager to please; with time you'll get the balance better.

Gear: Fashionable clothes, variable camera, Steinhardt M1-AC 11 minicomp, HUDset, vocoder (Chinese, French, German, Portuguese)

NAME: MARCELLA DERNING		ORIGIN: ARTIST		APTITUDE: NONE	
SERIES:		NATURE: VISIONARY		ALLEGIANCE: OBG	

ATTRIBUTES AND ABILITIES					
PHYSICAL		MENTAL		SOCIAL	
STRENGTH ●●○○○ Brawl: ○○○○○ Might: ○○○○○		PERCEPTION ●●○○○ Awareness: ●●○○○ Investigation: ○○○○○		APPEARANCE ●●○○○ (during) Intimidation: ○○○○○ Style: ●●○○○	
DEXTERITY ●●○○○ Athletics: ●●○○○ Drive: ●○○○○ Firearms: ○○○○○ Legerdemain: ○○○○○ Martial Arts: ○○○○○ Melee: ○○○○○ Pilot: ○○○○○ Stealth: ○○○○○		INTELLIGENCE ●●○○○ Academics (Media Culture): ●●○○○ Bureaucracy: ○○○○○ Engineering: ●●○○○ Intrusion: ○○○○○ Linguistics (French, Aborigine): ●●○○○ Medicine: ○○○○○ Science: ○○○○○ Survival: ○○○○○		MANIPULATION ●●○○○ Command: ○○○○○ Interrogation: ○○○○○ Subterfuge: ○○○○○	
STAMINA ●○○○○ Endurance: ●●○○○ Resistance: ○○○○○		WITS ●●○○○ Arts: ●●○○○ Meditation: ○○○○○ Rapport: ○○○○○		CHARISMA ●●○○○ Etiquette: ●○○○○ Perform: ●●○○○ Savvy: ○○○○○	

COMBAT			
ATTACK	ACC	DMG	DEF FT
ARMOR	RTG	BULK	FT

HEALTH	
Bruised	-0
Hurt	-1
Injured	-1
Wounded	-2
Maimed	-3
Crippled	-4
Incapacitated	
Dead	

INITIATIVE		MOVEMENT	
WALK	5	WALK	15
RUN	15	RUN	29
SPRINT	29	SPRINT	

PSI ORDER LEGIONS	
PLAYER:	
ADVANTAGES	
WILLPOWER	
●●●●●●●●●●	
PSI	
●●●●●●●●●●	
PSYCHOKINESIS	
Cryokinesis	○○○○○
Pyrokinesis	○○○○○
Telekinesis	○○○○○
AUXILIARY MODES	
○○○○○	
○○○○○	
BACKGROUNDS	
Contacts(media)	●●○○○
Followers(assistant)	●●○○○
Influence	●●○○○
Resources	●●○○○
Status(OBG)	●●○○○
	○○○○○
	○○○○○
	○○○○○

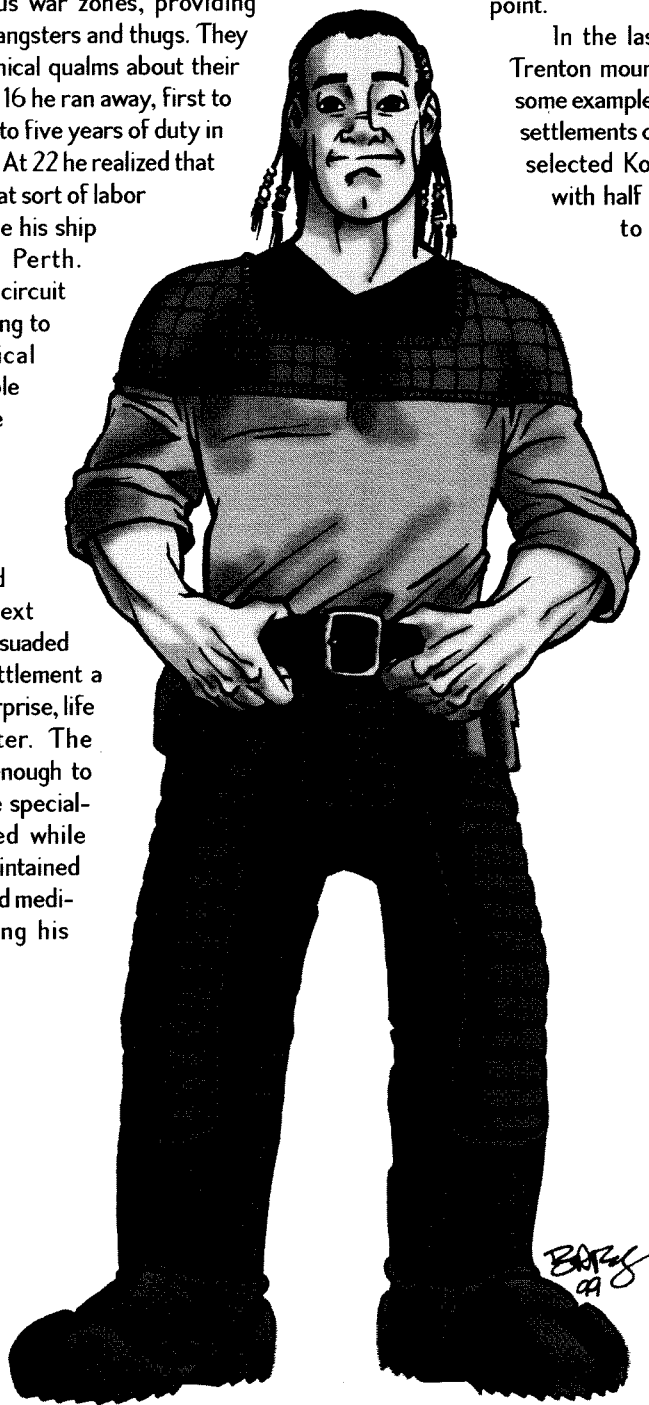
New Australian

Yuri Kondratiev grew up in the Siberian forests. His parents were doctors who made the rounds of the various war zones, providing medical services to gangsters and thugs. They apparently felt no ethical qualms about their work, but Yuri did. At 16 he ran away, first to Vladivostok and then to five years of duty in the Merchant Marine. At 22 he realized that he'd had enough of that sort of labor and went AWOL while his ship was docked at Perth. Kondratiev made the circuit of mining camps, trying to parlay his technical knowledge into a stable job. Nothing quite worked out.

A Liberal Party recruiter for the outback settlement program encountered Kondratiev on his next trip into Perth and persuaded him to give a new settlement a try. To Yuri's great surprise, life started going better. The settlement was big enough to need people with the specialized skills he learned while keeping old, badly maintained ships afloat. He studied medicine part-time, using his

memories of childhood instruction from his parents as a starting point.

In the last election, PM Trenton mounted a tour with some examples of the benefits settlements can offer. Agents selected Kondratiev, along with half a dozen others, to help with the tour. Yuri found himself once again in the midst of surprises. Though not a very effective



tive public speaker himself, he liked dealing with crowds. Kondratiev also presented a good image, so he got a disproportionate share of holovid coverage. When the campaign ended, Yuri decided not to return to his settlement. Now Kondratiev works with the USSU, offering advice on future recruitment campaigns. He'd like to travel back to Russia and recruit more of his former comrades — he likes Australia and wants to share its bounty with others

Image: Yuri is short and dark-complexioned. His friends say that he looks like a Mongol warrior who's lost his tribe. He wears his black hair long, often fastened with clips that feature Aboriginal art. Medical treatments applied before the cam-

paign tour to compensate for childhood deficiencies have made his dark eyes and small teeth picture perfect. Kondratiev wears simple clothing well-suited to working in the outdoors, even when he's office-bound.

Roleplaying Hints: Life has been pretty confusing — but fun! You have no idea what the future brings, and you're not worried about it. What a country Australia is! Right now you just want to see more of it, and share its benefits with others. The novelty may wear off sometime, so you'd better make the most of it now.

Gear: Outdoor clothing, work boots, GPS compass, Iris Aquamarine with AV capture, vocoder (Aboriginal, English, French, German)

NAME: YURI KONDRATIEV		ORIGIN: OUTSIDER	APTITUDE: NONE
SERIES:		NATURE: FOLLOWER	ALLEGIANCE: USSU/LIBERAL PARTY

ATTRIBUTES AND ABILITIES			
PHYSICAL		MENTAL	
STRENGTH ●●●●○	PERCEPTION ●●●●○	APPEARANCE ●●●●○	
Brawl: ●●●●○	Awareness: ●●●●○	Intimidation: ○○○○○	Style: ○○○○○
Might: ●●●●○	Investigation: ○○○○○	Style: ○○○○○	
DEXTERITY ●●●●○	INTELLIGENCE ●●●●○	MANIPULATION ●●●●○	
Athletics: ●●●●○	Academics: ○○○○○	Command: ○○○○○	Interrogation: ○○○○○
Drive: ●●●●○	Bureaucracy: ●●●●○	Subterfuge: ●●●●○	
Firearms: ●●●●○	Engineering: ○○○○○	Subterfuge: ○○○○○	Charisma: ●●●●○
Legerdemain: ○○○○○	Intrusion: ○○○○○	Etiquette: ●●●●○	
Martial Arts: ○○○○○	Linguistics (English, Chinese): ●●●●○	Perform: ○○○○○	Savvy: ●●●●○
Melee: ○○○○○	Medicine: ●●●●○	Dead: ○○○○○	
Pilot: ○○○○○	Science: ○○○○○		
Stealth: ○○○○○	Survival: ●●●●○		
STAMINA ●●●●○	WITS ●●●●○		
(Durable)	Arts: ○○○○○		
Endurance: ●●●●○	Meditation: ○○○○○		
Resistance: ○○○○○	Rapport: ○○○○○		

COMBAT			
ATTACK	ACC	DMG	ROF

COMBAT			
ARMOR	RTG	BULK	FT

HEALTH	
Bruised	-0
Hurt	-1
Injured	-2
Maimed	-3
Crippled	-4
Incapacitated	
Dead	

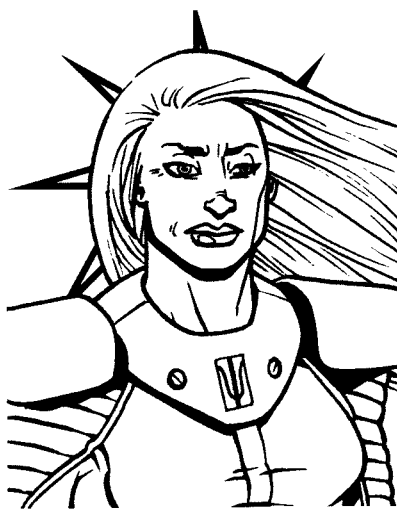
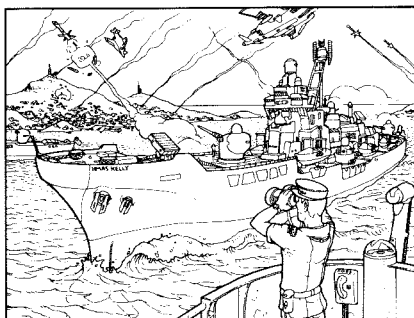
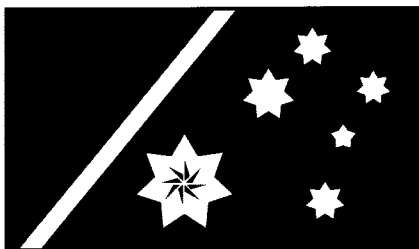
INITIATIVE	
5	

MOVEMENT	
WALK	RUN
5	14
	26

EXPERIENCE	

PSI ORDER LEGIONS	
PLAYER:	
ADVANTAGES	
WILLPOWER	●●●●●●●●●●
PSI	●●●●●●●●●●
PSYCHOKINESIS	
Cryokinesis	○○○○○
Pyrokinesis	○○○○○
Telekinesis	○○○○○
AUXILIARY MODES	
	○
	○
	○
BACKGROUNDS	
Allies	●●●●○
Citizenship (Australia/Russia)	●●●●○
Resources	●●●●○
Status (USSU)	●●●●○
	○○○○○
	○○○○○
	○○○○○
	○○○○○

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2001 — Australia becomes a Republic.

2061 — The Battle of Fly River. Indonesia invades Papua New Guinea from its province of Irian Djaya.

2062 — Australia forgives New Zealand's debt, one of the first steps toward creating the Austronesian Union. Formation of ANZDI, when Australia and New Zealand consolidate their military forces to become the Australian-New Zealand Defence Forces.

2062 to 2083 — Pacific nations join the Austronesian Union.

2066 — Explosion at New Paris causing the death of 60% of the residents. First government sponsored settlement in the Victorian Mallee.

2067 — Solveig Larssen is born.

2070 — Western Australia attempts to secede in protest over treatment by federal parliament; the attempt fails.

2078 — New Zealand fires upon Nippon whaling ships, in the first of many such incidents.

2082 — Formation of the United Self-governing Settlement Union (USSU).

2085 — Larssen joins Northern Collective (NC) military.

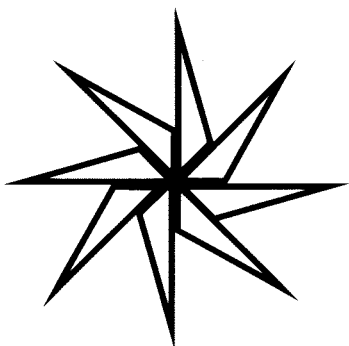
2088 — NC-Russian conflict.

2089 — Larssen joins United Nations Interspace Peacekeepers (UNIP). Australian embassy in Wellington is bombed in the first of a series of anti-Australian terrorist actions.

2091 — UNIP disbands; Larssen goes mercenary.

2092 to 2097 — Conflict between UAN, Chinese and Brazilian colonists on Mars.

2104 — The Aberrants return.



2106 — Sydney Spaceport attack. The psi orders go public.

2107 — First assassination attempt against Larssen (fails miserably).

2108 — First Antarctic Campaign against Aberrants; second assassination attempt on Larssen (nearly succeeds).

2109 — The Korean Revolt; the Chib Purge; The Second Legion is formed. Luis Trenton elected as Prime Minister of Australia.

2110 — The Legion Aberrant Suppression Treaty (LAST) signed by Legions Proxy Larssen and the FSA FedBoard leadership.

2111 — Renewed fighting among UAN and Chinese settlers on Mars.

2113 — The Siege of Kashgar: Uigur seperatists seize control of Kashgar and hold off the Chinese military for three months. The Second Legion is hired to perform intel/counterintel work. Also, the Mars campaign against The Colony begins.

2114 — Attack on the Upeo base of Nyota Kukumbatia, and *Esperanza's* fall. Also, the Mars campaign ends. Work on the Dreamtime Project begins on Victoria's French Island.

2115 — Third assassination attempt on Larssen. Aberrant cult discovered on Pitcairn Island.

2117 — Kor'mech'tal strikes Pyongyang.

2118 — Cyclone Jarrod hits Darwin, completely devastating the city. The Honduran-El Salvadoran war heats up again; "Diablo" hits Perth; Soccer World Cup. North Australian Protection Party formed.

2119 — More fighting between African and Chinese settlers on Mars. Darwin arcology construction begins.

2121 — The Halloween Raid in Medellin

2122 — Present day.

Bibliography/Filmography

A Few Good Men, starring Tom Cruise and Jack Nicholson. Nicholson's character, Colonel Jessup, fits the mindset of many Legionnaires, but his attitude was one of the models for the Fourth Legion in particular.

Starship Troopers, the book by Robert Heinlein and not the 1997 film of the same name (shudder). A great look at the rigors of Basic Training, and a look at war in proto-VARGs.

Armor, by John Steakley, about kicking butt in powered armor.

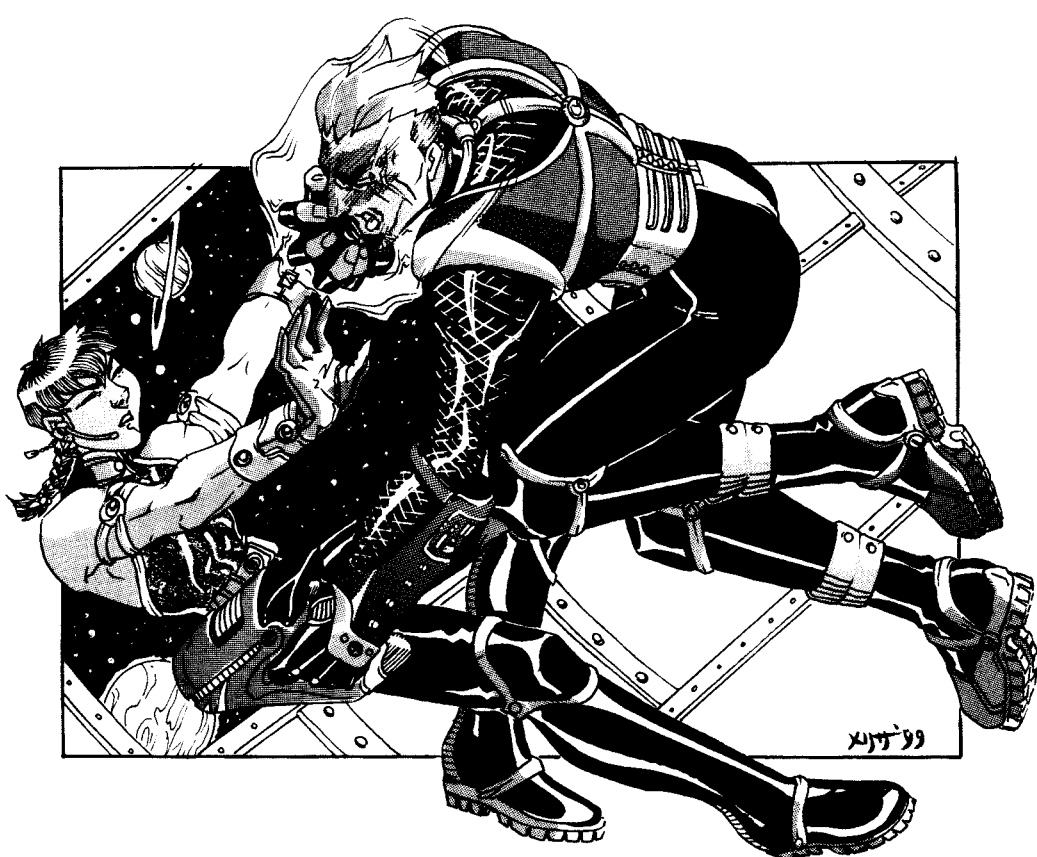
How to Make War, 3rd Edition, by James Dunnigan. One of my primary references; if you have ideas about how the modern battlefield works, this is the place to check your assumptions. Great, great reference book.

In Defense of the Republic, by David Skaggs and Robert Browning, is a top-notch exploration of American military history. It's a textbook that may be hard to find off-campus.

Ender's Game, by Orson Scott Card. While the lead character isn't a psion, he's certainly very special, and his fight through a manipulative training regimen can provide inspiration for a **Trinity** series about Legions recruits. The rest of this series, while nifty, isn't really Legions material per se.

The Hammer's Slammers series, by David Drake. A great look at future warfare. It's unlike most of the rest of the stuff out there; it's fairly clinical and unemotional, but there are great stories in there nevertheless.

The Art of War, by Sun Tzu (Griffith translation). Quite literally the classic textbook on warfare; though the technology aspects of the message don't apply to a Trinity game, there is too much good advice here to let this one slide by.





NAME:
SERIES:

ORIGIN:
NATURE:

APTITUDE:
ALLEGIANCE:

PSI ORDER LEGIONS

ATTRIBUTES AND ABILITIES

PHYSICAL

MENTAL

SOCIAL

PLAYER:

STRENGTH

Brawl ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Might ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

DEXTERITY

Athletics ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Drive ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Firearms ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Legedemain ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Martial Arts ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Melee ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Pilot ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Stealth ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

STAMINA

Endurance ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Resistance ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

PERCEPTION

Awareness ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Investigation ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

INTELLIGENCE

Academics ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Bureaucracy ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Engineering ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Intrusion ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Linguistics ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Medicine ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Science ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Survival ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WITS

Arts ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Meditation ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Rapport ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

APPEARANCE

Intimidation ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Style ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

MANIPULATION

Command ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Interrogation ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Subterfuge ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

CHARISMA

Etiquette ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Perform ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Savvy ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

WILLPOWER

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

PSI

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

POSSESSIONS

CASH

GEAR (CARRIED)

HEALTH

Bruised ☐ ☐ ☐ ☐ ☐ ☐
Hurt ☐ ☐ ☐ ☐ ☐ ☐
Injured ☐ ☐ ☐ ☐ ☐ ☐
Wounded ☐ ☐ ☐ ☐ ☐ ☐
Maimed ☐ ☐ ☐ ☐ ☐ ☐
Crippled ☐ ☐ ☐ ☐ ☐ ☐
Incapacitated ☐ ☐ ☐ ☐ ☐ ☐
Dead ☐ ☐ ☐ ☐ ☐ ☐

INITIATIVE

MOVEMENT

WALK RUN SPRIN

COMBAT

ATTACK	ACC	DMG	ROF	FT	ARMOR	RTG	BULK	FT
						B	L	
	☐	☐	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐	☐	☐
	☐	☐	☐	☐	☐	☐	☐	☐

EXPERIENCE

APTITUDE

PSYCHOKINESIS

BASIC TECHNIQUES

CRYOKINESIS

OOOOO

PYROKINESIS

OOOOO

TELEKINESIS

OOOOO

AUXILIARY MODES

BACKGROUND INFORMATION

ALLIES

CIPHER

CITIZENSHIP

CONTACTS

DEVICES

BACKGROUND INFORMATION

FOLLOWERS

INFLUENCE

MENTOR

RESOURCES

STATUS

MERITS

TYPE CODE



FLAWS

TYPE CODE

APPEARANCE

Age

Hair

Eyes

Ht.

Wt.

Race

Gender

Nationality

Native Language

AURORA AUSTRALIS

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