LIFE ON EDEN

DP9-072

FALL FROM GRACE

AD 5... PURCHASE ...OLONIZATION AND TERRAFORMING BEGIN * AD 5456 UDUNAR
BECOME... OLONISTS ...N FOR LESS THAN ONE PERCENT OF ITS VALUE * AD 5515 SMALL
DIPLOMAT... LLY RATI... AN-CONCORDAT-FACING SEVERE POLITICAL CHALLENGES * TL 428
TRANSFER O... ...ETWORKE... O SCIENTISTS BEGIN ANIMATING CREATURES * TL 512 WEBBLING
TECHNOLOGY USE... E * TL 52... ...E OF TECHNOLOGY AND DISCOVERY * TL 530 PERPETUITIA UNIVERSALUS
PUBLISHED * TL 59... ...DEN GATEDRIV... ...0 * TL 600 APOCALYPSE * TL 637 EMERGENCE OF KINGDOMS * TL 665 SCRAP
WARS * TL 715 GAN EDEN CONFEDERACY * TL 777 SALUS EXPEDITION * TL 780 CONTACT WITH TERRA NOVA * TL 781 DIPLOMATIC
TIES ESTABLISHED

HEAVY GEAR SOURCEBOOK

DREAM POD 9

COLONY BOOK FOUR
LIFE ON EDEN

FALL FROM GRACE

"Will, come on," Keeper Emmerson called back. "You're falling behind. Nightfall will be here in two hours — we need to be at Base Camp by that time."

Groaning, Will picked up his pack. "Coming." He hurried along the narrow path up the barren gradient. When he reached the top, he was stunned to discover an awe-aspiring sight. The opposite slope below him was strewn with ground-covering vegetation. Beyond, thousands of euimours were flying in loose formation over a shallow sea, diving for fish and swarming jellies under the delicately hued evening sky. Looking west, his eyes could barely inscribe an imaginary arc from the scattered chain of islands that disappeared into a glowing, white squall formation forming over the foaming sea.

"Welcome to Impact Crater 001, intern," Keeper Emmerson stated plainly, a familiar smile creasing her face. "This is where Paradise Eden ended. Maybe, with a lot of work, we can usher in a new and better beginning." Emmerson gestured toward the trail that continued down toward the caldera sea below. "Come on," she continued, still smiling. "The adventure is just beginning."

Eden: a planet where neither needs nor desires seemed to go unsatisfied, without conflict, in blissful, cooperative anarchy. Unfortunately, the Fates had a different future in mind: following an out-of-control experiment over a hundred fifty years ago, Eden was devastated by a series of massive cometary impacts. Now, the survivors of the Apocalypse are struggling atop the ashes of an ecologically damaged world while the anarchy of their past has given way to warring kingdoms and privateer consortiums. Conflicts over now scarce resources have created numerous battlefields; doom cults abound; and a strained confederacy of kingdoms is nearing the brink of a global civil war as politicians and princes, seeking to protect their political assets, grasp toward hope for a future.

Life on Eden is the first sourcebook to detail the farthest of humanity's colony worlds, Eden. Within these covers, you will find:

- An extensive examination of Eden's solar system and planetary characteristics;
- A complete history of the Edenite colony;
- Source material on the Gan Eden Confederacy and the Privateer Consortiums;
- Extensive information on the cultures and habits found throughout Edenite society;
- Tips and tools for creating roleplaying campaigns on Eden;
- Game statistics for Edenite character archtypes, Fauna, Flora and important NPCs.

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DREAM POD 9

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HEAVY GEAR

FALL FROM GRACE

Behind the Scenes

"There must have been a moment, at the beginning, where we could have said, No. But somehow we missed it."

From the play "Rosencrantz and Guildenstern are Dead" by Tom Stoppard

This revelation has plagued humanity's stories for millennia. Many of our mythologies tell us that life's happiness depends upon one small action withheld, that the dark chimeras of the soul are let loose on the world dependent on our own actions. Inevitably, the foundation of paradise rests on a single, sanctioning decision, our own. A box is opened, and all the world's evils and sorrows fly out. A name is forgotten, and mighty kingdoms burn in fire. A backward glance is waywardly taken, and love is lost forever. A fruit is shared and eaten, and the hope of immortality is gone.

Eden is described in the Heavy Gear Rulebook as an extraordinary paradise, a planet where neither needs nor desires seem to persist unsatisfied. It is a place where humans live without conflict, in blissful, cooperative anarchy. However, if we are to learn anything from our myths, it is that paradise doesn't last. Remaining true to this monomyth, Eden would have to fall from the paradise that had defined it so far. Only then would the Edenites become participants in the Heavy Gear story, not just innocent observers looking in at the epic conflict. Ultimately, the Edenites would have to fall due to their own actions, not by accident or external will. It would be their own hubris, combined with their innocence, that brings their paradise to an end. A cultural hubris so deeply rooted that the Edenites would inevitably be required to face their own human frailty against the resultant stigma.

Nature shows us two very distinct manners of survival against external threats. The first manner is endo-adaptation, a survivalist method of adapting oneself to a changed environment. The biological diversity of Eukaryotes [organisms in which the genetic material is found within a nuclear membrane - namely protists, plants, animals, and fungi] depict this model of adaptation. The second manner is exo-adaptation, in which one adapts one's surroundings to suit one's needs, one's vision of paradise. This model is best associated with extremophiles, a diverse and prolific collection of microorganisms from the domains Archaea and Eubacteria that live in extreme environments of varying heat and pressure. However, these models of adaptation are not limited to only the biological realm. They pervade the social interactions and resultant ideologies of human society. Individuals and groups constantly shift to counter the threats in their lives, either molding themselves to suit their environment, or altering the world to suit their own requirements.

Within a fallen Eden, these elements of adaptation and all their social and spiritual perturbations crash down onto the Edenite psyche. The Edenites must struggle to survive amid the underpinning chaos of their Apocalypse, yet beneath this mantle, the Edenites have little time for remorse, only the primal drive to survive and a sacrificial hope for a future. This detachment from their actions becomes their Achilles' Heel as cultural Super Ego and Id collide. As spoken by the character of Julius Caesar in Shakespeare's play by the same name, "The abuse of greatness is when it disjoins Remorse from power."

Welcome to Eden, a world fallen from grace and struggling against itself to survive.

DREAM POD 9

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EVERYTHING HAS A BEGINNING

Lady Hermione Beauford gazed out the vaulted windows of the royal penthouse, looking over the beautiful gardens and habitat below. Beyond the framework of transparent ceralloy that shielded Edim's precious garden habitats from the blustery cold outside, out to sea, a sea-launch facility hung low on the water. Over an intercom, a countdown sounded out. "11...10...9...8...7...begin ignition...." Suddenly, a billowing white cloud engulfed the launch platform, as the shuttle's engines pushed against Eden's gravitational grip. "4...3...2...1...we have launch." Slowly, the shuttle, Candra, lifted off the pad, accelerating atop a glowing fury of fire. Soon, the shuttle was far overhead, leaving a dramatic white plume in its wake.

"So, it has begun?" a voice from behind intruded. Hermione turned to see Senator Caius Montroy approaching from the atrium.

"What choice do we have?" Hermione answered.

"You know that the Senate will eventually discover what has happened," Caius replied. "However, the question is —"

"The question is meaningless," Hermione interrupted in a frustrated tone, her eyes blazoned and skirts swirling. "You and I both know that in the end it will all come to nothing."

"But, my lady, the Senate has many other plans in the works as well," Caius interjected.

"Plans?" Hermione mocked. "The Senate is a divided house of cards falling over themselves to appease their royal electorate." Caius frowned, but did not respond. Herimione saw how her criticism had stabbed at her friend. "I am sorry, Caius," she apologized, "but I have heard the political rhetoric, over and over."

"As have I, my lady," Caius replied. "However, it would have been prudent for you to consult me before you proceeded with the Salus Expedition. Capitulation could have been transformed into compromise.

"Compromise?" Hermione flashed back in anger. "With the increased pressure of the World Federalists, it seems that compromise is dying just like this *bal'gehned* planet." She looked her friend in the eyes with a fire in her eyes, seeing his doubt of her words portrayed on his countenance. "Tell me, Caius, verse me in Keeper Lucius and his team's diversification explosion theories? Perhaps, you mean to share more on how the orbital harmonics between Ra, Mekavah and Shekhina's gravity wells are slowly restabilizing the star system. You could also share details into the plans for an orbital defense system," she continued to maock. "Still, you shouldn't forget the endless rhetoric on how to calibrate archaean emissions from the terrafacs to rebalance the planet's Methane Cycles."

She paused, a look of sorrow entering her countenance. "Caius, the postulations never end. We have both listened in on the Senate's countless sessions and contributed to their budget-draining committee projects. Atop all this lies their endless bureaucratic politicking." Her sorrow disappearing, she waved her hand in dismissal. "They are autocratic fools. All these meaningless machinations that require one common element." Hermione paused to build a climax to her retort. "Time," she concluded.

"My Lady," Caius answered, bowing his head.

There was a short pause as Hermione moved to place a hand on Caius' cheek, lifting his sunken face. "My trusted friend, you are a gifted politician, but you and I know that *time* is a commodity that Eden does not have. It is only a matter of time till we are struck again, and this time we may not survive." She ushered Caius to the vaulted windows, her arm around his shoulder, and directed his gaze to the last fading wisps of the shuttle's trail that reached up into the haze of the sky. "Caius, my dear and trusted friend, we must seek out a new home."

WELCOME TO EDEN - 1.1

Eden: a paradise world. A colony remembered to be so lush that its inhabitants did not even have to work if they did not want to do so. However, after Earth withdrew, something went very wrong: a heavenly world was soon reduced to a ravaged planet, a paradise fallen from grace in an apocalyptic blow that brought pestilence, suffering and strife. In this Post-Apocalyptic Eden, both the worst and the best of humanity's nature rises to the surface, ushering this world into the **Heavy Gear** epic.

Now, as Terra Nova faces the combined might of the CEF and Utopia, it is the lost colony world of Eden that makes a surprise, first contact with Terra Nova through a shortcut in the Gateweb. Facing failed attempts at preventing an impending environmental disaster, political and economic dissension that could plunge the planet into a global civil war, and the possibility of destruction from another celestial impact, Eden could be a much-needed ally in the war against the CEF, but given its own burdens, it may be the far-off colony that needs Terra Nova's aid even more.

Life on Eden is a complete sourcebook for the **Heavy Gear** colony of Eden. It greatly expands on the information given in both the **Heavy Gear Rulebook 2nd edition** and the **Life of Terra Nova Sourcebook 2nd edition**, giving you details into the history and societies of Eden. This book provides Gamemasters and Players both with an overall view of the planet and a plethora of details to assist your interstellar campaigns or jumpstart exciting new campaigns with Edenite characters.

The rest of this introductory chapter provides basic overall information on Eden, ranging from geography to astronomy to ecology. *Chapter Two: History of Eden* traces the development of Edenite society from the earliest colonial settlement to the **Heavy Gear** present day, TN 1947. *Chapter Three: The Gan Eden Confederacy* provides details on the fledgling confederation of kingdoms that hold the last vestibules of Pre-Apocalypse Eden. *Chapter Four: The High Seas of Eden* details the men and women that have forged a life outside the protective cities of the kingdoms, living off the sea and the spoils of hidden technological treasures and mercantile trade. *Chapter Five: Living on Eden* provides details into the rites, traditions and cultures of daily Edenite life, helping add flavor to your adventures and character backgrounds. This chapter also includes unique and significant technologies, products of Eden's glorious Grand Era before its fall. Finally, *Chapter Six: Gamemaster Resources* gives GMs a large number of tools for their games, including NPCs and character archetypes, a diverse sampling of Edenite lifeforms, and unique vehicles for both tactical war gaming and roleplaying.

PARADISE LOST - 1.2

Records of Eden exist in every colony in the gateweb. The tales of a paradise where neither work nor other hardships were a required necessity of colonial life was a coveted dream for the many that could never settle on Eden during the Colonial Age. After the complete separation of Eden from the other colonies following the Colonial Wars of A.D. 5798-5846; tales of Eden dwindled into obscurity, isolated facts left to historians, philosophers, poets and librarians. When Eden made first contact with Terra Nova in late TN 1946 through an uncharted micro-anomaly, the Westphalia Cabinet was presented with an uncertain and unprecedented opportunity that they kept under the utmost secrecy to prevent any intelligence leaks to the CEF. Now, in TN 1947, Terra Nova has launched a diplomatic Talon mission into Eden space under tight security. The Westphalia Cabinet, understanding that the CEF's 5th Fleet has been ordered not to scout Eden's star system based on known intelligence, wants to ascertain Eden's strategic assets and secure allied, diplomatic relations with Eden's government. With the arrival of the diplomatic team, what Terra Nova soon discovered was a world ravaged by a still deeply-rooted cultural hubris and the resultant unleashing of destructive powers. The Edenites had opened a Pandora's Box and were now left fighting to survive, both against their planet and themselves.

Roughly two hundred Edenite years after the withdrawal of Earth, Eden experienced massive destruction at its own hands. An out-of-control, Tannhauser experiment testing an experimental third generation Gatedrive warped Eden's star system due to the accidental, exponential growth in the anomaly's gravitational field. The resultant gravitational tides created a chain of events that led to Eden being helplessly bombarded by multiple comet fragments, decimating Eden's paradise forever. Now the entropic cycles of chaos and order have pulled Eden into a Darwinian regime of survival, tightly holding Eden in its attritional grasp. The rise of kingdoms with privileged citizenry in protective cities and the masses of gleaning peasants huddled outside has created a disparity of wealth and poverty similar to Earth's late first millennium A.D.

At the same time, privateer consortiums serve as international corporations, serving as merchants and skilled labor for both scrupulous and unscrupulous means. These men and women live their lives in pursuit of wealth and exploration, hoping to retire comfortably in the technologically advanced cities. They chart a frontier world of vast oceans and landmasses with only smatterings of human civilization and the ruins of a better, lost era. Meanwhile, despite a global confederacy of kingdoms, Eden's societies remain diverse and scattered. Seemingly, the politics of privilege and human rights are driving a world further into division and disorder. However, underneath the interplay of sacrifice and self-interest, there is a desire for hope, the hope to survive.

1.3 - ASTRONOMICAL SITUATION

Eden is the third planet orbiting a sub-giant, non-variable F7 star, commonly known as Ra. Approximately 4400 light years from Terra Nova's star system, just beyond the Risis nebula, Ra is classified in surviving colonial records as ED5602.3. It has a surface temperature of 6300 K, making Ra much brighter than Helios, Sol and even Loki. This forces its life zone out considerably when compared to these other suns. Ra burns with a white radiance, placing it in a spectral class very different from many colony stars (F class rather than G).

Including Eden, there are six planets orbiting Ra, four terrestrial and two jovian. Uriel is the closest planet to Ra, with an orbital period of only 213 days. The second planet, Kain, is just within the inner boundary of Ra's biosphere, orbiting Ra every 435 days. Surviving records from centuries-old expeditions indicate that there was life, specifically extremophile microbes — microorganisms capable of surviving in extreme environmental conditions of varying heat and pressure — living in Kain's rocky crust.

Far beyond the three inner planets are the two gas giants and a frozen world at the edge of the solar system. The fourth and fifth planets are red-yellow and blue-yellow jovian planets, named Mekavah and Shekhina. Mekavah, a fiery-colored gas giant roughly the same size as Sol's Saturn is nearly 5.6 AU distant from Ra, completing its orbit every 7.4 Eden sideral years. Two major asteroid groups flank Mekavah, each along the planet's Trojan points, named Right and Left Thrones. Shekhina is farther out still, faintly displaying her milder yellow-green clouds against the dim light of distant Ra as it slowly completes its orbit every 25 Eden sidreal years. The farthest planet, Sheol, is a frozen terrestrial ball, orbited by a moon over half its size. Both dance around their center of mass along a noticeably elliptical orbit, its perihelion passing very close to Shekhina's orbital path.

1.3.1 - Falling Stars

Between Eden and Mekavah lies the Ophidian Asteroid Belt. Comprising asteroids composed mainly of heavy elements with traces of frozen methane, ammonia and water, the Belt has become less stable since the failed Tannhauser experiment. This instability has given rise to more asteroids that cross the paths of Eden and Kain. Called Apollo asteroids, some of these planetoids are over 100 km in diameter. Being so close to the destabilized Ophidian Belt, Eden has experienced a sharp rise in meter activity during the past Edenite century, including one recently recorded near miss by a small asteroid approximately 10 km in diameter.

In addition, Ra's comet spawning grounds — its Oort Cloud and its Kuiper Belt — were notably affected by the gravitational effect of the over-extended Tannehauser anomaly. This in turn has led to swarms of new comets deluging the inner planets. Traversing trajectories that are extremely elliptical, many of these comets orbit at near perpendicular angles to the star. Called Sungrazers, these comets can easily slip in and out of the star system unnoticed, only to appear dramatically during a solar eclipse or, as in the case of Kain and Eden, a collision with a planet. It is believed that that Sungrazers are actually fragments of much larger comets, broken up in the gravity wells of Mekavah and Shekhina, resulting in what astronomers call family groups.

◆ Counting and Cataloging

Since the establishment of a global confederacy on Eden, scientists have been cataloging impact craters and categorizing any new extraterrestrial microbial life forms that might be brought into Eden's biosphere by the impacting celestial bodies. It is considered a Confederate duty of any Eden scientist in exploration to pinpoint, catalog and ascertain any possible threat of an impact. To date, Eden scientists have logged over a thousand impacts. Labeling craters, explorers and scientists follow a numbering sequence that follows verified impact time and dates.

The first five, impact sites are the remnant craters of the comet fragments that impacted in Eden's epicontinental seas. Often seeming little more than a fractured ring of islands that extends past the horizon from one end to the other, these mid-ocean craters offer scientists a rare look into how Eden's life has resettled the small sanctuaries, offering insight into nature's adaptability to ecological disaster. These craters are scattered almost equidistantly around the globe, lying chiefly along the Tropics of Shaddei and Sheddim, which separate the northern and southern latitudes from the equatorial latitudes.

Map of the Ra System

Labels: Mekavah, Sheol, Apollo Asteroids Belt, Left Throne Asteroids, Right Throne Asteroids, Kaua, Ophidian Belt, RA, Uziel, Edna, Shekhina, Sungrazer Comets
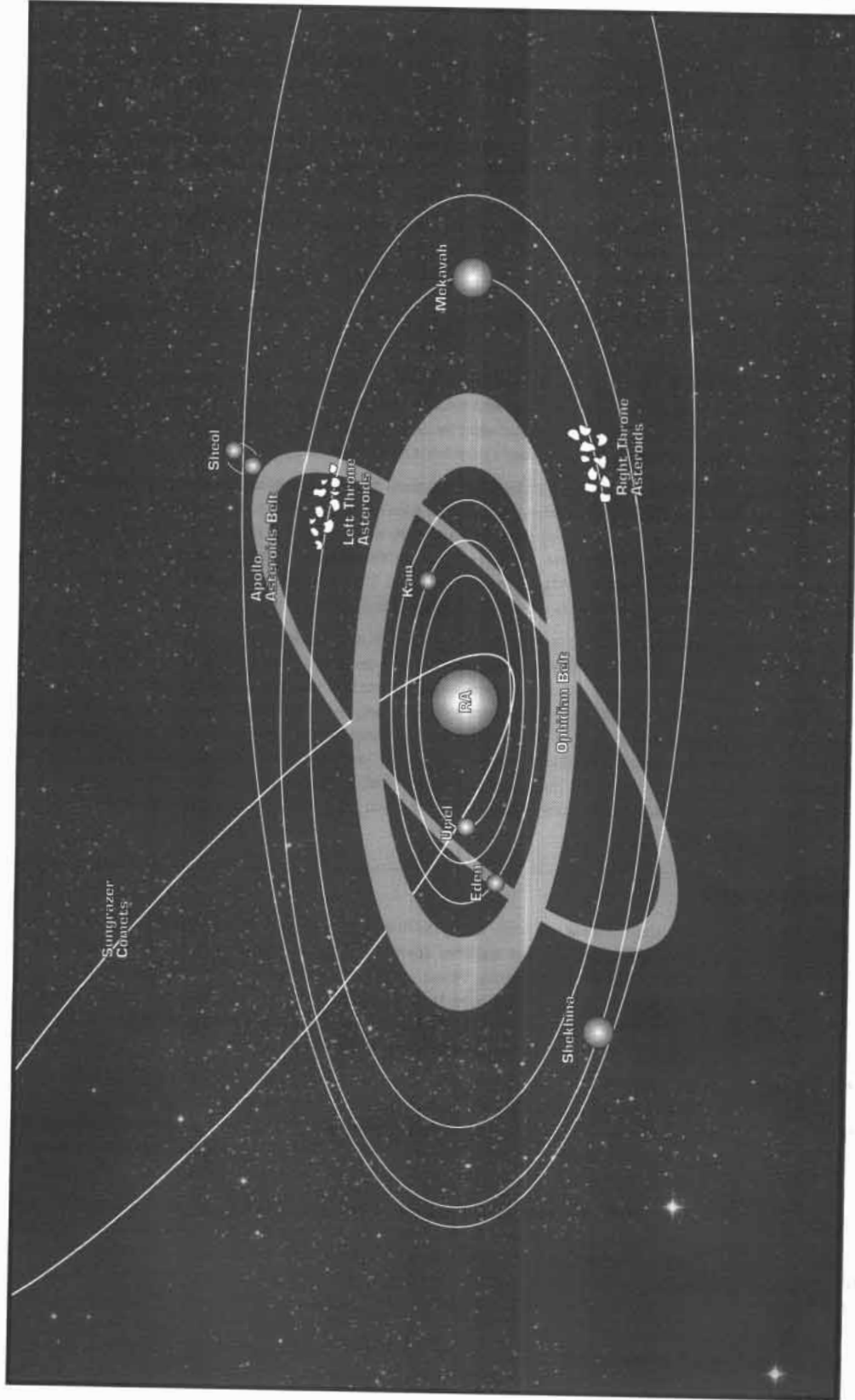
1.4 - PLANETARY BASICS

Eden is the third planet of her system and the second planet revolving within the ecosphere of Ra, Eden's white F7 star. Kain is the closer of these two planets, moving along the inner edge of Ra's ecosphere. Eden is situated near the middle of the life support zone at 1.77 AU, giving the planet a sidreal year of 727.2 days. Only having an equatorial radius of 5740 km, Eden is actually more dense than Earth, having an Earth mass of 0.9 with an estimated density of 6793 kg/m3. This gives Eden a surface gravity of 1.11 at sea level.

Due to the higher gravity, Eden's mountains are slightly lower in elevation than Earth or Terra Nova. The tallest mountain on Eden, Mount Ebech, is 7.2 km in elevation above sea level. Also, the smaller radius of the planet reduces the horizon distance to roughly 2.9 km. The planet's axial tilt is only 2.4 degrees, creating little temperature variance between seasons. This remains true even after the Apocalypse, where the temperature variance is more dependent on greenhouse conditions than the planet's angle to the sun.

Eden has two moons, Elom and Soma. Elom is the larger of the pair, having an equatorial radius of 1565 km and orbiting Eden at a distance of 422,400 km. Soma is much smaller, having an equatorial radius of 313 km and orbiting Eden at a distance of 738,100 km. Despite its small size, Soma is quite dense, estimated at 7930 kg/m3, giving Soma an unusually high gravity for an object its size.

1.4.1 - Ecology in Peril

Prior to the comet impacts that ushered the Apocalypse, Eden possessed a highly stable atmosphere. The consistent concentration of methane, a greenhouse gas, emitted from the oceans, combined with colonies of airborne methanotroph organisms, helped keep Eden's ambient temperature in well-tuned balance. The relationship between the venting of methane into the ozonosphere and the creatures that consumed the methane form an ecological cycle that Eden's scientists call the Methane Cycle.

Presently, Eden's biosphere is struggling within a highly transitional environment. The after-effects of the comet strikes have left Eden's Methane Cycles off balance. The steady release of greenhouse gases from Eden's seas that once helped stabilize the average global temperature to a temperate 23.45° C has now given way to random and more violent eruptions of gases due to increased tectonic activity. In turn, the extremophile microbes in the lower ozonosphere that metabolize them, helping stabilize the atmosphere, have flourished and faltered. It is the current imbalance of these two elements that has diminished Eden's ability to maintain sufficient Greenhouse Effect to maintain its former planet-wide temperature, changing Eden's habitats drastically.

Nitrous-oxide, an acidic compound created by the heat of the impacts and capable of dissolving all organic material, intermixed itself with the precipitation in the first year following the Apocalypse. Over the next seven years, the concentrations of nitrous-oxide in Eden's seas and wetlands slowly declined to safe levels. Only then, animals started to reemerge along the continental shelves and landmasses as creatures slowly crept out of their refuges. Flora were reduced to only the most resilient species, mainly hardy grasses, seed ferns, gymnosperms and ginkgo-like trees that could survive as spores or buried seed. As time progressed, many of the planet's animals were unable to adapt to the changes: amphibians, reptiles and avarians faired the worst. In addition, many large therapids (warm-blooded reptilian creatures) have given way to their smallest brethren. In all, it was the small or adaptable that seemed to best survive. Humanity has faired only marginally better, a privileged few huddled within protective cities with the remainder gleaning a life atop the evolutionary carnage outside.

◆ Blooms among the Ruins

Following the worst conditions during the first decade after the comet strikes, life began to reemerge. Seeds and spores that had remained dormant sprouted and bloomed. Animals, in hibernation in protective nooks and crevasses, moved about and interacted. In time, the sporadically-changing conditions of Eden's climate helped to accelerate the success of certain species and the demise of others, creating new ecological relationships and interactions, allowing ecologists to study the resiliency and adaptability of Eden's biosphere on a global scale.

Strangely, the RNAV agents (see *Nano-Genomic Modeling*, p.79) employed by the colonists during Eden's early terraforming process have afforded certain life forms the uncanny ability to occupy a more diverse range of habitats and locations under the current global cooling trend. Already, Edenite biologists are discovering new species emerging, providing unprecedented exposure to the evolutionary process.

In part of the unique changes over the past century, Eden's habitats have seemed to stabilize, with an explosion of new species. Plants and animals are spreading their reach across Eden's terrestrial and oceanic habitats. Even coastal reefs are starting to regrow at alarming rates when compared against past theories of evolutionary modeling. Now having transitioned from a tropical and subtropical ecological system, Eden is now mostly temperate grassland and bogs with scattered virgin forests. Despite this change toward a cooler milieu, the perceived stability of Eden's environment has encouraged many Edenites to venture out and start establishing their own countryside communities, looking to claim and settle on their own land and build a new life for themselves and their families.

Time-Keeping - 1.4.2

In order to maintain dates during Eden's early colonial period, the Edenites developed a simple lunar calendar that tracked the lunar movements of Eden's two moons in relation to the ocean tides. Now called the Tiel (TL) Calendar, the calendar is based on five 56-day months followed by a 54-day month. Yearly counts are based on the synodic convergence of Eden's two moons, every 334.28 days. In order to maintain, yearly continuity of 334 days a year with an eight year system of alternating leap years was established. Leap years are always four years apart, adding either one or two days to the last week of the last month, (335 day leap cycles, Lesser, and 336 day leap cycles, Greater) that alternate between each other every four Tiel years. In the decade that followed, sidreal year calendars were created but none every took root, the colonist appreciating how close the Tiel calendar was to Earth's own yearly cycle. Also, the new colonists relied heavily on the close ties of the Tiel calendar to the tides, aiding in fishing, shipping and other seafaring industries.

Months are counted out in eight 7-day weeks, each week moving from Sunday to Saturday in the same manner as Earth weeks. This convention allows for a total of 6 months an Eden year, called a *tiel* (pronouced *she-el*) in Edenite Anglic (see *Language*, p.70). Months coincide with the regular convergence of Elom and Soma, Eden's two moons. Month names are linguistic derivatives from Earth's calendar system: *Janu'r*, *Feib'r*, *Maurk*, *Apier'l*, *Mauya* and *Ju'un*. Eden spins on its axis every 28.2 Earth hours. In order to allow for the familiar convention of 60-minute hours, Eden minutes are counted at 60.43 seconds. This minor change allows for a 28-hour convention for the Eden day. Edenite dates are expressed by year, month, and day of the month. Like all other colonies, Eden began its calendar on year one. The current date is TL 781 Apier'l 11 (33 Summer TN 1947 or June 1, 6142 AD).

Basic Geography - 1.4.3

Though possessing very few, large landmasses, Eden is only covered by over four-fifths water. A diverse collection of small continents and millions of small islands spreads Eden's terrestrial landmasses widely across the globe. These landmasses are a limited but sustantial foothold for Eden's terrestrial plants and animals. Since the Apocalypse, the planet's weather has continued to change dramatically, including global cooling creating an the equatorial migration of the polar icecaps and an increase in typhoons in both the equatorial and subtropical regions.

Despite being comprised entirely of islands and small continents, Eden has a diverse landscape, with mountains, valleys and coastal plains. Eden's mountains are now nearly barren, having been severely eroded under the acidic precipitation of nitrous-oxide that followed the comet impacts, leaving exposed formations of igneous and metamorphic rock. The coasts and valleys absorbed much this runoff from the extreme erosion. As normal precipitation and the tides slowly diluted the nitrous-oxide, these lowlands became highly, fertile lands consisting of bogs, swamps and wetlands.

All of Eden has become a land of seasonal extremes. The once semi-tropical homes to thriving forests and underlying flora, are now only scattered vestiges of grassy wetlands with growing pockets of biodiversity. The climate grows cooler and more erratic each year. Weather is highly unpredictable in the equatorial regions. Temperatures there, year to year, will vary nearly 20?C from their seasonal norms prior to the Apocalypse. In turn, weather systems are extreme and heavy, gathering energy off the thermal differences between the oceans and the atmosphere. Most storms come in from the subtropical latitudes where greater extremes in temperature mix.

These storms flood the lower elevations, replenishing and cleansing the coastal bogs, wetlands and swamps by flushing water out to sea. Here the plants, with the help of rich topsoil washed down from the mountains have created new habitats for struggling fauna, animals with unique survival instincts that can tolerate the temperature variations. Certain polar regions, however, still hold refugees of Pre-Apocalyptic Eden due to oceanic warming by underwater geothermal activity. These warm regions, *Ei'yei*, have been able to sustain a diverse variety of plants and animals from before the comet impacts, despite being surrounded by sheets of ice.

Geology - 1.4.4

The geology of Eden is similar to that of Earth, primarily comprising of silicon and equal parts iron and magnesium; carbon and hydrogen are also prolific. The vast majority of the planet's hydrogen is trapped beneath the oceans, along a planet-wide network of epicontinental seas. These underwater reserves provide Eden with its industrial source of energy, methane hydrate. Lying at a depth of 300 meters or more underwater, methane hydrate has provided Eden with an almost unlimited supply of energy for centuries, fueling much of Eden's modern infrastructure. Now, the fuel is a precious commodity used by the kingdoms to power their massive archologies and habitats.

Planetary tectonics are in a state of flux following the comet impacts. Volcanic activity has increased and ravages much of Eden's sea floor. Volcanoes are forming new coasts and small islands constantly. Of particular interest to geologists, the poles seem to be experiencing the greatest volcanic activity. There is supposition that magma superplumes, monumental magmal plumes beneath the planet's crust reacting to the force of the impacts on Eden's core, are surging beneath the poles, slowly lifting the sea floor.

1.4.5 - Hydrography

Eden's waters carry great significance to the Edenites, providing sustenance, occupation and spiritual worship. Thus, it is little surprise that the early colonists utilized the lunar cycles and associated tides to govern Eden's time. Even after the Apocalypse, the Edenite's lives are greatly intertwined with water. From being a preserver of life to holding the industrial treasure of methane hydrate, Eden's oceans are an important elements of Eden's culture.

Acting as planetary heat sinks, the oceans are the only reason that Eden's biosphere survived the impacts at all, buffering the temperature differentiations associated with the surge of greenhouse gases and the dust shroud that filtered Eden from its sun for the first decade. Before the comet impacts, a complex system of warm and cold water currents helped to regulate the planet's ambient temperature. Since the Apocalypse, this system of currents has broken down, resulting in less transfer of heat from the equatorial regions into the poles and creating greater fluctuations in global temperatures.

Another manner in which the oceans affect the planet is the unpredictable eruption of methane hydrate. With the comet impacts, methane hydrate boiled furiously into the atmosphere as the tectonic plates buckled, creating unpredictable greenhouse conditions that gave way to the more sporadic environmental conditions seen today. Over the past century, efforts by terraforming autofacs have tried in vain to normalize these effects. Increased tectonic activity has continued to release millions of tons of methane hydrate each year, creating turbulent eruptions as the methane boils to the surface. The resultant eruptions of gas and water, *gehnpools*, have pulled down both ships and aircraft unfortunate enough to be caught in their fury, dragging them down into the sea without a trace.

1.4.6 - Flora and Fauna

Once a vibrant ecosystem of plants and animals, Eden's surviving life is evolving to the environmental changes following the Apocalypse. After nearly two centuries of desolation and struggle, Eden's biosphere is suddenly exploding with new species. This outbreak of plants and animals has opened up debates into new theories of post-cataclysm biology and ecology. Eden's scientists are amazed at the rapid changes which they are witnessing in natural selection through changes in natural habitat, food resources, social interaction, migratory patterns and biological adaptation. New ecological cycles are beginning to emerge, giving scientists a unique vantage into how new ecosystems develop in complexity.

Despite this optimistic appearance, most of the current-day plants and animals are still hardy species. The shorelines and wetlands are primarily home to lichens, algae and tall grasses. Virgin, gymnosperm forests of fern, ginko-like and conifer-like trees have slowly retaken most of the lowland regions, creating lightly forested areas. Among flora, *copi* grasses are the most prolific floral survivors on Eden, their small flower providing sustenance to human and animal and their sinewy stalks providing material for cloth and shelter. Isolated and remote regions among Eden's poles are home to ever-greater biodiversity, holding some of the last caches of Pre-Apocalypse Eden's plant and animal life outside the habitat cities. Often encircled by a shroud of fog and clouds, these unique regions are the product of geothermal warming beneath the sea, warming the water to create a cool but subtropical climate for the islands and shallows within. Here, an explorer might discover more delicate species from Eden's past such as the medicinal Rophe tree, believed by herbalists to be the "Tree of Life" or the beautiful and insect-carnivorous Shafa'at orchid.

Among Eden's surviving fauna, an eclectic select proved capable of surviving the erratic changes of the last two centuries. For some animals, their selection rested in their importance to humans, serving as domesticated creatures for transport or food. Others relied on their resourcefulness in the wild. While animal survivors span all across the fauna kingdom, on land, therapsids and other reptile-hybrids along with insects are best coping against the new habitats. At sea, the biodiversity is much more numerous with countless variety of animal lifeforms filling unique ecological niches. From microscopic arthropods to monstrous deep-sea amphibians, scientists are amazed at the diversity and speed of biological adaptation being witnessed among these creatures. Apparently, the RNAV agents deployed centuries earlier by the first colonists are reshaping Eden's life once more. Only this time, the Edenites are not the master craftsmen; instead they are only bystanders to a new evolutionary process that is trying to keep up with the natural changes to Eden's ecosystem.

◆ Ecology in a Bubble

Scattered across Eden are the remaining vestibules of Eden's once glorious ecosystem shrouded beneath massive domed canopies, protecting the fragile habitats beneath. As humanity began to gather to survive, it brought biological treasures along. Animals, plants, eggs, seeds, even genetic samples formed the basis for these early survivors to build protective greenhouses to help these remnants survive. As civilization stabilized, many resources were consumed to scour the ruins of Eden's lands, seas and the remaining remnants of Pre-Apocalyptic civilization to diversify the collections.

With the establishment of the kingdoms, these protective greenhouses have evolved into sophisticated archologies beneath canopies of transparent ceralloy housing complex habitats and serving as recreational and urban parks for kingdom citizenry. Some of these structures span several kilometers through mountainous regions, completely enclosing the valleys and ravines below. These are the only locations that even come close to the splendor of Pre-Apocalypse Eden, filled with all manner of plants and animals. The sharing and crossbreeding of samples has become more common in recent decades, allowing for more diverse and complex ecologies to develop beneath these protective shrouds.

SEA OF AULMG · MAUYIAN EXPANSE · CHOFE SEA · SEA OF GOSHEM · GEHENNAH SEA · AUKYAN EXPANSE · KAULSHEN SEA · MIDBAUR EXPANSE · SEA OF SVIVAT · Tiamut Sovereignty · Monarch of Reisling · Merchant Houses of Kur · Dutchy of Rama · Seiath Empire
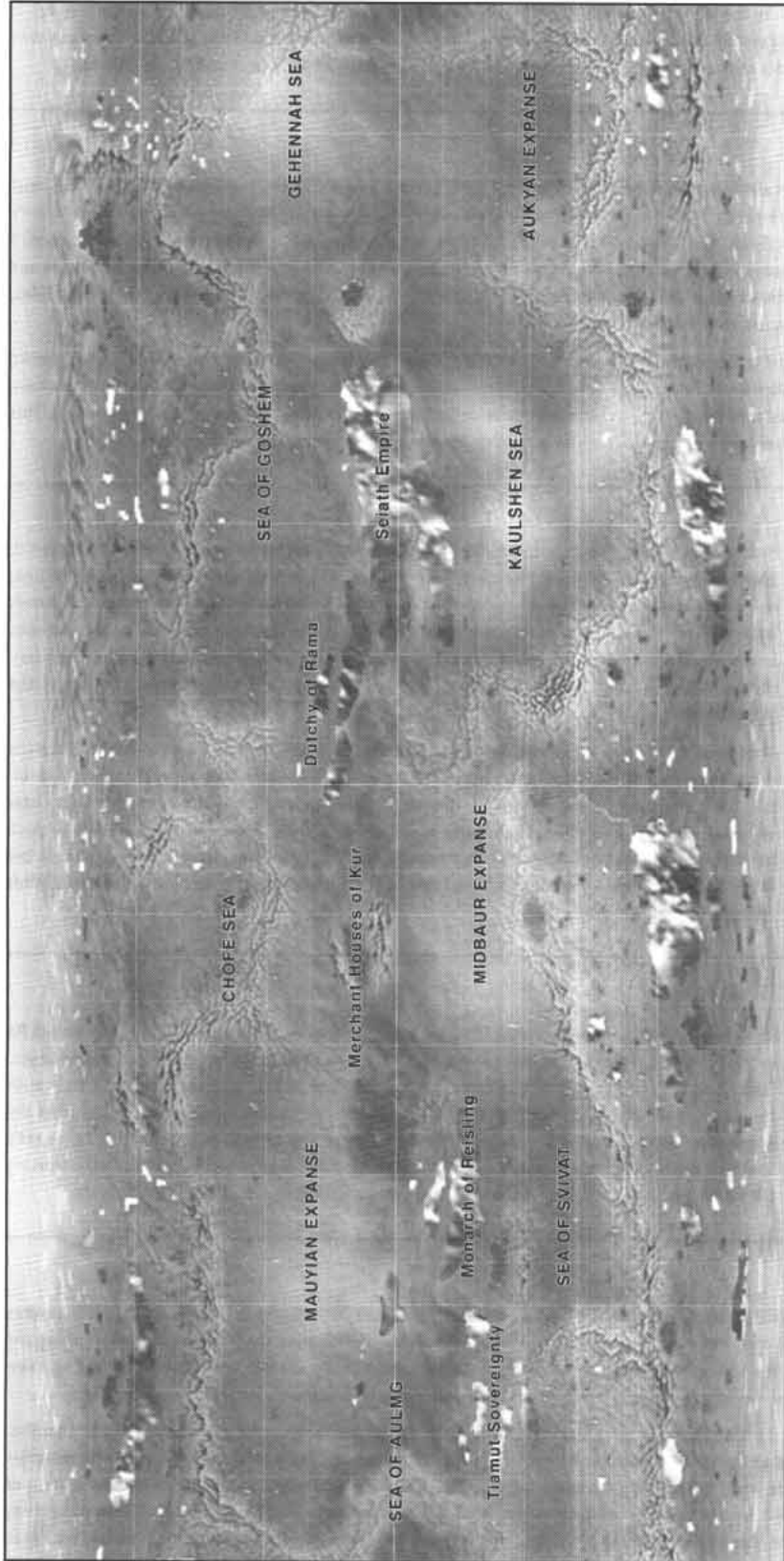
1.5 - EDEN'S SISTERS

Sharing the radiant light of Ra's white fire are Eden's sister planets and moons. Only a small amount of off-world industry or research is currently being conducted in the Ra system, mainly on Eden's twin moons. There are derelict autofacs orbiting Mekavah. There are even indications of an abandoned transfer station orbiting the distant Sheol. These are currently of little interest to most Edenites.

1.5.1 - Soma and Elom

Orbiting Eden are two moons, Elom and Soma: both are likely captured fragments from long ago. Elom, the closest of the pair, is almost five times the size of Soma, having a radius of 1565 km. Completing its orbit around the planet every 34.9 days, it is the source of Eden's major tidal patterns, named Strong Tides. The Elom's escape speed is 1.3 km/s. Soma is likely a very large asteroid captured by Eden's gravity well long ago. Despite its heavy nickel-iron core, its gravity well is too small to give Soma a spherical shape. Though smaller and more distant, Soma carries a prominent role with Elom in defining the Tiel Calendar months. Its gravity well defines Eden's Weak Tides. Soma's synodic period is 86.1 days. Its escape speed is roughly 1 km/s.

Eden's two moons have been critical to Eden's struggling colonists and ecology. Every 55.7 days, the two moon's periodic convergence induces the uniquely high tides called Great Tides. These powerful tidal movements created by the convergence of Elom and Soma have allowed the sea to cleanse the coastal wetlands of destructive nitrous-oxide and carry any decaying carnage out to deeper waters. This cleansing by the tides has helped reestablished habitat for fish and other aquatic creatures along the coastal waters.

◆ Sirona Observatory
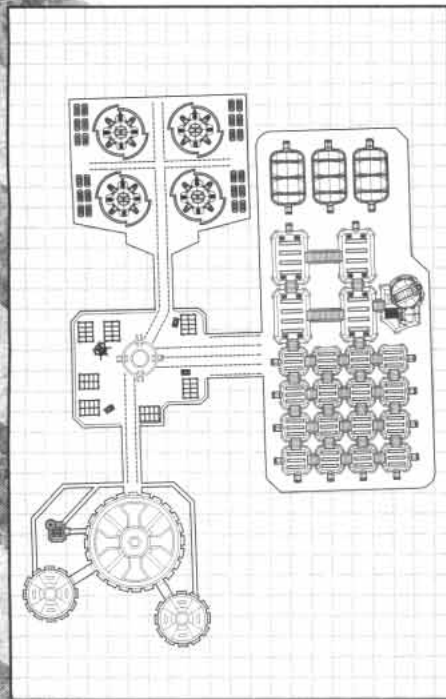
Built in Eden's second century, Sirona Observatory served as a waypoint for spacers traversing out to Eden's shipyards in orbit around Mekavah. Long abandoned a decade after the Apocalypse, the base was reactivated with the formation of a global confederacy and placed under its control sixty years later. Now serving as a base of operations for nearly all space-based planetary protection projects, Sirona has become more than just an astronomic observatory. The Flying Galliots and Dragoon Marei, each privateer consortiums, are the primary workforce on the base, serving under contract to the global confederacy.

A renewed interest in exploring the derelict autofacs and shipyards in orbit around Merkavah is currently being met with confederate opposition, mainly by a political part named the *World Federalists*. The Party wants to keep focused on Eden's planetary needs before exploring the rest of the star system. Reports of unaccountable activity around Mekavah have prompted the scientists to push harder for sending a scout team out to the gas giant for closer examination on the status of the derelict station. They are suspicious that some of the stations are still running on autopilot after nearly two centuries.

1.5.2 - Uriel

Ra's closest planet, Uriel lies roughly half the distance between Eden and Ra. Revolving around Ra every 213 days, Uriel has no moons and spins on its axis at an alarming rate, once every seven hours. Containing high concentrations of silicates and refractory metals, Uriel is the most brilliant light in the Eden's night sky. No known expeditions have been conducted to Uriel, at least none after the Apocalypse. Astronomical observations suggest that there may be a large structure on the planet's Southern hemisphere, but that observation is looked on with disinterested skepticism today, labeling the finding as tricks of light and shadow. Uriel has an estimated escape speed of 3.9 km/s.

1.5.3 - Kain

Ra's second planet, Kain is Eden's closest planetary sister, both in distance to Ra and, recently, in cataclysm. In TL 770, Edenites witnessed a sungrazing comet colliding with Kain. The collision shown brilliant in the sky for a full day, creating an awe-inspiring and fearful sight. The collision broke off a portion of Kain's surface, leaving a massive scar in Kain's northern hemisphere and creating a new moon since named Persipnei. Persipnei joins Kain's other two moons, Eita and Lilith, both captured fragments from long ago.

Kain's lithosphere contains high concentrations of silicates, iron, magnesium and other heavy metals. Surviving records from Pre-Apocalyptic expeditions indicate that Kain also has high concentrations of organic compounds and was home to microbial extremophiles that lived throughout the planet's crust. Being along the inner edge of Ra's ecosphere, this may account for its mottled surface of reddish and yellowish colors. Recent astronomical observations indicate that Kain is experiencing extreme volcanic and tectonic activity following its recent comet collision. Eden scientists have petitioned to send probes to study the aftereffects of the collision, hoping to gain greater insight into Eden's own geologic situation.

Mekavah - 1.5.4

Mekavah, the "Throne of God," is Ra's largest gas giant. Roughly the same size and mass as Saturn from the Sol system, Mekavah has a dense atmosphere of mainly hydrogen and helium with large concentrations sulfur, copper and oxygen, as well as noble gases. These compounds give the planet its fiery colors of red and yellow, combined with streaks of white. Astronomical observation has discovered strange cloud formations of green-hued, spiraling storms hundreds of kilometer across that can appear and then disappear in a matter of days, contrasting sharply against the normal bands of red and yellow. Astronomers are divided on the cause, most speculating that the green clouds are carried up from the lower atmosphere by changes in atmospheric pressure.

Mekavah has seven major satellites and multiple moonlets, along with captured asteroids. The largest and closest major satellite, Nona, appears to be completely covered by an ocean. Expeditionary records from before the Apocalypse describe a moon-wide sea of methane and ammonia, kept liquid by the heat generated off the tidal forces created under Mekavah's gravitational pull. The gas giant also has two asteroid groups at its Trojan points, named Right and Left Thrones. The two groups are disportionate in size, with the Left Throne group being nearly twice the collective mass as the opposite group.

There are known derelict facilities, shipyards and autofacs, some dating back from before Earth's withdrawal, orbiting Mekavah, but little is known of their fate. It is quite possible that many of the facilities have fallen victim to the planet's deep gravity well. Mekavah's escape speed is 37 km/s.

Factories in the Sky ◆

Mekavah had long served as the primary port for Gateships entering the Ra system, even after the Human Concordat retreated to Earth. Only a single docking facility, capable of mooring up to three Gateships, the Mekavah shipyards soon fell victim to disrepair, nearly abandoned. Due to the lack of Edenite presence in the star system, when Atlantean Gateships made the journey to Eden twice during Eden's 5th century, the Mekavah shipyards were not used, the Atlantean Gateships instead mooring in high Eden orbit. However, in 470 TL, new theories into Tannhauser's work created a renewed interest in space programs for Eden. A massive build up of new shipyards and autofacs was executed during the decades that followed. These autofacs and shipyards formed part of the grand vision the Edenites had for exploring the stars through the newly discovered microanomallies, designed to facilitate building Gateships, daughter craft and other machinery required for interstellar exploration. With the Apocalypse, these factories in the sky were abandoned as Edenites rushed back to Sirona Observatory, slowly discovering Eden's fate. Due to conditions on their planet's surface, Eden again refocused its attentions to their home planet, leaving the stars to themselves.

However, the factories around Mekavah remained. In 774 TL, when the Kingdom of Audu'uth secretly launched the Salus Expedition (see *Salus Expedition*, p.22). A few of the autofacs and shipyards were reactivated. Now, with contact established with Terra Nova, Terranovan and Audu'uthim scientists are studying the autofacs more thoroughly. Currently keeping their intent a secret from their Auduuthim allies, the Westphalia Cabinet is interested in how these autofacs could be used to build up new space fleets for Terra Nova's fight against the CEF.

Shekhina - 1.5.5

Farther out is Shekhina, Ra's other gas giant. Nearly equal in size to Mekavah, Shekhina also has a dense atmosphere of gases similar to Mekavah, yet Shekhina has a more subdued appearance, with its green, yellow and white cloud bands. Observed to have a more stable atmosphere than Mekavah, Shekhina does not experience the violent storms that stir up Mekavah's clouds. The gas giant also follows a retrograde rotation, the only planet with this trait in the Ra system.

Shekhina is a modern mystery to Edenite astronomers. There are few exploratory records regarding the gas giant. Most data on this planet is based on astronomical observation from Elom's single research base. Observations show the gas giant to have three major satellites and multiple moonlets. The planet also has a single, slender ring, likely the remains of smaller moons that have been broken up in the planet's gravity well. Shekhina's escape speed is 36.3 km/s.

Sheol - 1.5.6

Sheol is a small, terrestrial planet on the edge of Eden's star system, orbiting around a shared center of mass with its moon, Tarshish. Tarshish, which is just over half the size of Sheol, seems to be a fractured half of Sheol from a cataclysm long ago. They are both composed of a rocky core and a surface of frozen gases. During their perihelion, the uppermost surface of these frozen gases sublimate, giving both Sheol and Tarshish a shallow atmosphere of helium and noble gases. Both planets share a combined escape speed of 2.9 km/s.

Recent astronomical research of Sheol have revealed sustained flashes of light farther out from Sheol's orbit. Further observations elsewhere have shown similar flashes on the near opposite side of the star system. Astronomers are curious what could be causing these flashes, some speculating that they are energy fluctuations of Tannhauser micro-anomalies, but who or what would be doing that is uncertain.

REVELATIONS

Hanna moved ahead of the others as they crested the hill, holding her electronic handheld GPS compass out to check that they were still heading in the right direction. "I believe our fallen star is just over that other hill," she called back, stopping atop the ridge that dropped into a ravine.

Her two privateer escorts were lazily moving along. "What are we interested in a space rock for, anyway?" the first privateer asked. "I say it's a bad omen. We should just leave it be."

It amazed Hanna that Ian would say such a thing. *Had the Apocalypse been so long ago that we have forgotten*, she thought to herself. For a keeper, any witnessed impact, no matter how small, needed to be cataloged. That was the Institute's charter. "Because, it needs to be classified and cataloged.. We need to follow up on any meteor that impacts."

"You ever heard about Crater 832, Carlos?" Hanna asked plainly. Seeing the blank stare on his and Ian's faces, she didn't wait for an answer. "Nine tiels ago, a meteor crashed just a few kilometers from a remote fishing village. The locals retrieved some of the meteor fragments and returned with them, eventually trading them in Khara. That incident started the spread of a deadly inflenza — an extraterrestrial spore inside one of the fragments was released and spawned throughout the gleanei suburbs. The gleanei deaths totaled near three hundred thousand before the plague was quarantined."

The look of fear that crept onto her partners' faces was almost humorous. "Like I said," Ian replied, "a bad omen. Probably best we leave it alone."

Hanna gestured to the large pack on her back and then to the similar packs worn by both her escorts as well. "We're covered. We've got disposable bio-hazard suits and detox fumigators to handle any microscopic dangers." A smile creased her lips. "Besides, I wouldn't want you guys sprouting green pimples." The two privateers rolled their eyes and playfully sneered at Hanna. She continued, "I just need you guys to watch out for the larger threats, OK? Plus, if it proves to be inert, you and your crew have claim rights to it. There might be some valuable elements worth selling in port." Her escorts nodded as she beckoned them to continue on.

The climb down into the ravine was tricky, but fortunately they eventually found a trail that weaved back and forth along the steep face, making their descent less rigorous. It was two hours before they reached the crest of the next hill. Looking down, they could see the impact site clearly, but even from the distance, the crater didn't look like a standard meteor had hit. As they drew closer, a strange-looking reentry capsule could be seen resting at the base of the crater. "What the—," Hanna started, interrupted by Ian.

"The ships are under attack," Ian suddenly exclaimed, holding his radio transmitter to his ear. "They say they're being attacked by Nepheilims."

"Nepheilim?" Hanna asked, confused. "What do you mean?"

Just then, four giant men in armor appeared from behind a nearby rock outcropping. They were running and carrying strange-looking rifles. Carlos flipped his own off his back, but a flash of light stabbed out from one of the queer rifles, piercing his chest. Hanna took a step back, but then heard other shouts from behind as more of giants approached, cutting off any chance of escape. Ian stepped up closer to her. Dropping his pack to the ground, he drew out his long sword and lifted it, ready to fight. Two of the giants lowered their guns and dropped Ian in an instant. They then pointed their rifles at Hanna, holding position, silent.

Hanna circled, shaking, looking into the faces of her adversaries. They looked hairless and their skin was a strange shade of violet. Suddenly, the circle opened to let in a man dressed as a privateer captain. He stopped a few meters from her, looking her up and down, and then finally spoke. "You shouldn't have seen this. None of you should have." He raised a pistol and fired.

EARTH'S FARTHEST DAUGHTER [5328 AD — 5790 AD] - 2.1

We have a new world to create in our image, a new planet to fashion into mankind's newest home, an Eden to genesis for our future.

— Faenir Assaym, President of Udunar Corporation 5428AD

With the Human Concordat slowly coming out of recession and a lengthy exploration of the third Gate in the Atlantis System, the Explorer Corp discovered a promising new world for colonization. Approximately 22,370 light years from Earth, NP5670W was a planet perfectly situated in the middle of the ecosphere of its star. As the exploration teams performed their mapping of the planet's surface, there was great anticipation that NP5670W was a highly promising find. Even from orbit, visual scans revealed a stable atmosphere, vast oceans of water and more importantly visible pockets of flora on the landmasses.

In the weeks that followed, the exploration team set down on the planet, establishing all manner of laboratories for researching the planet. The data collected in the first few months revealed a semi-tropical world with Earth-similar natural resources and abundant with primitive life. Shallow, epicontinental seas covered most of the surface, providing abundant habitat for the carbon-based ecosystem. Small as they were, the landforms proved to be quite diverse and contained complex ecosystems of plants and small animals. Enthused by their findings, the exploration team soon transmitted their report on NP5670W back to the Concordat. On Earth, the transmitted images of a lush, Permian-like world tempted the wanton eyes of a generation beleaguered by Earth's over-burdened ecosystem.

Soon thereafter, Udunar Corporation quickly purchased the planet outright, being the solitary bidder for NP5370W. On October of 5428 AD, in a corporate press conference to reporters and executives, Udunar President Faenir Assaym christened the new world, Eden. The corporation soon mobilized its expeditionary teams, making the long journey from Earth to Eden, establishing facilities to begin the process of terraforming a new world.

Awakening into Paradise - 2.1.1

The vision for Eden began a century before when Udunar Corporation sought to combine the required industries for planet colonization. Combining nano-genomic bioengineering, artificial intelligent networking, drone development and manufacturing, xeno-botany and zoology, and planetary science, Udunar had worked to develop a sophisticated and efficient process for terraforming an entire planet. The ecological models that they proposed were highly controversial, particularly with the Catholic Church, who viewed Udunar's flagrant use of nano-genetics as heresy.

In 5428 AD, Udunar's executive officers saw the perfect opportunity to test their new ecological models for terraforming on Eden. After purchasing the planet, Udunar began a detailed six-year survey, cataloging and classifying Eden's geology, geography and ecology. Meanwhile, the corporation began the great task of transporting staff and equipment to Eden, establishing a network of colony stations on the scattered island continents.

Work on terraforming the colony began soon after the bulk of Udunar's terraforming staff settled on Eden. Using Udunar's theories of *Nano-Genomic Modeling*, the scientists conducted the tedious process of tweaking the planet's ecosystem over the years that followed. An intelligent, peering network linked the whole terraforming effort together, allowing remote human operators to coordinate with the localized drones through centralized AI systems and networks. The networked drones allowed the scientists to supervise the planet's evolutionary progress, monitoring the terramodeling process, sharing and and collating data through the main AI datacores within the six, primary, colony stations. Slowly, the colonists introduced genetically engineered nanorhino-viruses, called (RNAVs (see *Nano-Genomic Modeling*, p.79), into specific plant and animal populations. Working as evolutionary catalysts, these RNAVs introduced new genetic sequences, forcing the life on Eden to begin an accelerated evolution into Udunar's terraformed vision. Through the careful molding of Eden's ecology, Udunar's terraforming process proved extremely successful, turning Eden into a garden world suitable for human settlers within a generation. Virtually unlimited supplies of plant and animal resources could now provide the sustenance needed to support an independent colony.

In addition to the abundant food supplies, Eden's oceans proved to provide amazing fuel reserves to the colonists. Geologists discovered enormous reserves of natural gas, in the form of methane hydrate, beneath the oceans, along a vast network of undersea shelvesepicontinental seas, in the form of methane hydrate. This industrial treasure provided huge energy reserves to the colony, readily accessible through mining and processing. Large-scale mining operations began, extracting the hydrated gas. As the fuel became more accessible, it was deployed throughout the colony, eventually powering nearly all of the colony's economic and terraforming infrastructure.

2.1.2 - First Fruits

Back on Earth, stories of Eden's success and its solitary paradisiacal bliss instilled visions of wonder and inspired thousands of people to attempt the long journey out to Eden. Despite the huge expense of traveling to Eden, many people sold everything they had in hopes of reaching the paradise planet. While the outlay for interstellar travel from Earth across six star systems before reaching Eden proved costly, this same economic obstacle proved true for Eden, as most anything that Eden could export was readily available from other, closer colonies. Consequently, few Gateships made the journey to Eden, hard pressed to build suitably large fleets to cover the cost, made the journey to Eden. To keep a flow of interstellar travel between Earth and Eden, Udunar ended up having to subsidize much of the expense, putting further drain on its monetary resources back on Earth.

Thanks to an abundance of local resources, Eden was easily able to accommodate the impoverished pilgrims that arrived each year, giving them food, shelter and work. Fortunately, the sheer distance and exorbitant costs of the journey kept the incoming masses to a minimum, allowing Eden to amass its populations steadily. With this steady influx of colonists, Udunar would set them to work, helping to build more colonial infrastructure. Soon, the population became larger and more crowded, building out into a more complex economic society.

2.1.3 - Detachment

Meanwhile, back on Earth, Udunar executives were hard pressed to support the corporation's cash flow. The sheer distance from the rest of the colonies severely limited Eden's participation in economic trade, yet support was still being sent out to Eden to help continue the colonization process. However, there was something that could provide a profit back on Earth, Udunar's intellectual property. During the first decade of Eden's colonization, Udunar had introduced Terran plants and animals, which after nano-genetic genomic manipulation, thrived in the new environment. Earth, hard pressed for improved ways of supporting its burgeoning populations with necessary food amid its depleted resources, seemed the perfect opportunity for implementing the same ecological modeling tested on Eden. In effect, the Udunar sought to terraform Earth itself.

Over the following years, Udunar spearheaded environmental projects to reshape Earth's ecosystems. Outsourcing much of the work to outside companies, Udunar hoped that it could secure revenue off the exercise of its patents alone, leaving the cost of operations to other companies. One such company was a small upstart, Elite Genome Labs, which viewed Udunar's environmental projects in line with its own vision for improving the quality of human life.. The investment strategy proved marginally successful, but anti-GMO (Genetically Modified Organisms) protests headed by the Catholic Church and unstable economic conditions proved sizable obstacles to Udunar's fiscal objectives. The corporation continued to lose money year after year, all while the drain of supporting Eden's colonization continued. Its capital assets eventually exhausted, Udunar finally declared bankruptcy in the spring of 5456AD. Udunar's local investment projects were soon sold off for pittances to pay off debtors. All of projects closed down, with partnering companies each securing patent rights for themselves.

On Eden, colonists, with the support of exUdunar executives, found a legal loophole in Udunar's colonial contract with the Concordat, allowing the colonists to purchase Eden for themselves. Though fought in Earth's courts over the decades that followed, the colonists legally purchased Eden from Udunar for less than one percent of its estimated value that same year. A lone, cargo fleet carried the single payment of minerals and luxury goods to Earth system, with the Human Concordat funding the expense of transport. The outcome did not sit well with Earththe Human Concordat, but enforcing any retribution was more costly than the Concordat deemed worthy to pay.

2.1.4 - Paradise Reclaimed

Over the following centuries after breaking off from Udunar, Eden's vibrant ecology and open culture continued to diminish disparity of wealth or and wantonimpious need continued to diminish. With this idyllic transition, Eden endured virtually noneslowly grew out of the ills that typically plague societies due to poverty and wanton desire. The rich, natural environment created a blissful milieu for both primitive and modern societies to flourish alongside each other, allowing the Edenites to enjoy the life of their own choosing. Two distinct super-cultures emerged during this time: the Gleanei, a simple culture dedicated toward living off Eden's fruitsecology, and the Roh'im, a technologically-advanced culture centered onn developing technology for improving their standard of living. With Udunar's corporate government long dissolved and the colonists unable to agree on any form of government, Eden shifted towardsettled into a form of cooperative anarchy instead of a formalized, colonial government governance formed on cooperative anarchy, instead following a principle of self-governance for the common good. To the Eden's colonists, mankind they had finally achieved the dream of building a paradise world that did not require the protections afforded by centralized formalized government.

Rumblings from Far Away - 2.1.5

From 5458 AD to 5512 AD, virtually no contact occurred between Eden and Earth. Except for a passing Explorer Corp vessel, it was over half a century before the next Gateship would arrive in the Ra system. Gate travel to Eden was still quite expensive. Without Concordat subsidies, only when Gateships had secured economic incentive, would they make the long journey to Eden. With decreasing frequency every decade, Gateships would arrive, bringing their cargo holds of hopeful colonists. Of the handful of Gateships that arrived, all would eventually leave and return to Caprice, taking on cargo and supplies, enough to make return trip worth their while. In 5515 AD, a small diplomatic government was globally ratified to serve as a representative voice to the Concordat.

By 5790 AD, more news came with another influx of colonists that the Human Concordat was facing severe political challenges with an increase in "Earth First" policies. There were rumors amid the reports that Earth's economy was in danger of complete collapse. However, this seemed of little consequence to the Edenites who lived in paradise.. One Gateship, HCS *Salus*, with its small fleet of ships, decided to remain in the Ra system, its crew choosing to settle on Eden instead of returning to Caprice. The commanding staff of another Gateship still in system was powerless to prevent the mutinies aboard the Salus. Deciding that they would return to Caprice, the that Gateship left the star system, intent on reporting the mutiny to the Concordat authorities for them to deal with. When that Gateship left the system, the Edenites had little notion that the Gateships from Earth and Caprice would never return. Two visits by Atlantean Gateships occurred in the early 5799 AD and 5809 AD, but afterward they disappeared as well, never returning. Within another generation, Eden society assumed that the Human Concordat and the other colonies had either collapsed or lost interest in Eden. Few if any Edenites cared, those matters were the issues of others, not them. The small, diplomatic government to Earth soon dissolved and was dismantled.

SOARING UPWARD [397 TL — 599 TL] - 2.2

During the next two centuries, Eden's two distinct super-cultures became more intertwinedentwined and interdependent as each conducted trade and interacted with the other. The Gleanei constituted the majority of Eden's population. Comprised of multitudes that embraced a *simpler*, more medieval lifestyle, these people lived their lives with only the basics of technology. They built their medieval-like communities scattered across the thousands of islands and smaller continents under the shadow of their Roh'im brethren. Consequently Bbeing a culture tightly bound to Eden's oceans; the Gleanei perfected the art of sailing and navigation by both the heavens and the tides. They also developed traditions of aquatic agriculture, animal husbandry and economic trade that allowed them to subsist off the fruits of the land and the oceans, linking them to the rhythms of the planet.

On the other hand, the Roh'im embraced technology, working to blend technology and environment into a symbiotic circle for the continued molding of Eden into a paradise world. Accordingly, Roh'im architecture was tightly integrated with Eden's lush environments;, monumental garden cities dotted the main continents, combining modern habitation with local ecology, increasing quality of life. At the same time, the Roh'im continued to work on perfecting their drone technology and peering networks, integrating their technology with the municipal infrastructure of their cities. By 330 428 TL, the transfer of labor to the peer-networked drones within Roh'im society was fully realized. All municipal maintenance and industrial work was delegated to these hive networks these hive systems (see *Hive Systems*, p.80). Very soon work became an endeavor to be enjoyed rather than lamented, a journey toward personal enrichment. All richness and prosperity was now available to any Edenite, regardless of their situation in society.

This technology transformed Gleanei society as well, as they embraced hive technology into their own society. This served to further intertwineing the two super-cultures together under this new hive system technology together, increase the standard of living for all. Knowledge and scholarship flourished as people pursued all manners of learning and expression. Nothing seemed out of reach to any individual; Eden blossomed into a Grand Egolden era. There were countless, astounding advances in science and technology during this time. Science,P philosophy and art grew immeasurable in diversity and scope. as the individuals of Edenites, unfettered by the need to work, pushed the limits of their human imaginations, reaching even further into the unexplored.

Consequently, bioengineering and genetic work that had been chiefly about terraforming and medicine expanded into other areas of discipline. By 490 TL, scientists began animating creatures inspired from mythology and legend, eventually creating the Agni Dragon, the Silver Ballisk, and the Crescent Phoenix. Another bioengineering experiment, the Second Adam Project focused on the creation of a genetically perfect human, Nephilim, by a fraternity of scientists that called themselves the Kabal. At the same time, experimentation in webbling research, attempting to interface an animal's brain with an internal computer neural network made incredible leaps, testing on both human and animal subjects. By 512 TL, webbling technology was being used as a new interface for controlling hive systems, allowing human operators to efficiently control multiple bug drones. By 570 TL, the Roh'im began enjoying an unparalleled renaissance of technology and discovery, leaving the simpler Gleanei to watch in awe and fear at their achievements. Consequently, many pseudo-science movements emerged among the latter as they embraced certain technologies as arcane, forming secret societies and cults.

2.2.1 - Falling Down

In 470 530 TL, Astrophysicist Eddard Theophilias published his book *Perpetuitia Universalus*, which explored corollaries to the work of Markus Tannhauser. Among his many theoretical proofs, Theophilias postulated that there must be smaller anomalies, capable of leading to other systems. A A few decades later, researchers using advanced gate equipment within Ra's Kuiper Belt proved the existence of the aptly named microgates. The discovery spurred fervor in the space programs, with Roh'im scientists determined to build a 3rd third generation Gatedrive to explore the stars further.

This led to a resurgent effort to expand the autofac facilities in orbit around Mekavah. If Eden was to explore the stars; it would require multitudes of ships, drones and trained personnel. After the initial Gatedrive development and testing facilities were completed in 539 TL, over the subsequent decades that followed, massive, automated shipyards were constructed and began manufacturing entire space vessels and accumulating fuel reserves. Manufacturing all manner of spacecraft from scout clippers and long-range, aerospace shuttles, these orbital shipyards inspired an entire generation of Edenites to sign on for the space program, adding more manpower to fuel Eden's buildup in space. Soon, orbital supply caches and training facilities were also constructed, creating an entire space faring industry ready to support interstellar expeditions. The size and scope of this endeavor rivaled the space programs of Earth in orbit around Jupiter at the dawn of the Interstellar Age in the late 46th century A.D.

By 599 TL, Eden had conducted preliminary tests with their 3rd third generation gatedrive and were ready to test their handiwork on a designated microgate. As the test commenced, there was a great anticipation as the microgate slowly began to open. However, at the apex of the test, when the anomaly had opened to its theoretical maximum, something went wrong. Energy levels within the anomaly began to resonate erratically, the anomaly's gravity spiking exponentially. The gate drone lost its tracking, and, in a brilliant flash, the anomaly collapsed, sending a gravitational shockwave radiating outward. Following the incident, scientists debated over data and observations to understand the full import of what had just happened. What they were unable to see were a series of massive comets pulled onto new courses from the star system's Kuiper Belt on steep elliptical orbits with Ra.

2.2.2 - Death of Paradise

One comet, grasped by the gas giant Mekavah's gravity well, was torn into pieces due its close approach to the gas giant. Stretched out along the ecliptic of Eden's orbit by Mekavah's own gravity, the comet fragments stormed toward Eden at incredible speed. Whether Eden was powerless to stop the tragedy or unaware of the impending danger, the resulting disaster, as six of the comet fragments impacted with Eden, devastated planet.

Each impact, estimated at over 100,000 megatons each, threw the planet into chaos. One fragment exploded on impact with the upper atmosphere, sending massive shockwaves down onto Eden's surface, leveling entire subcontinents. The remaining five struck in Eden's oceans. Massive tsunamis and immeasurable earthquakes shook the entire planet. The ocean beds and undersea shelves fragmented, releasing millions of tons of methane into the atmosphere. Volcanic activity increased a thousand fold as the planetary crust buckled under the seismic stresses. Dust and steam, thrown into the atmosphere, blocked the sun and enshrouded the planet in darkness. A sharp rise in atmospheric temperature accompanied the darkness. In addition, the shockwave heat from the impacts, both in the atmosphere and in the sea, was sufficient to fuse atmospheric nitrogen and oxygen into gaseous nitrous oxide, bringing acidic rainfall down onto land and sea. Soon after the impacts, the upper fifty meters of Eden's oceans became acidic enough to dissolve any life forms unlucky to not escape to safer depths.

As for humanity, the impacts decimated reduced Eden's population to about a tenth of its number. Those humans that survived hid within the ruins of fallen superstructures, underground city districts or other scattered shelter. For most of the planet, the devastation left little trace of human civilization on the surface. Orbiting high above, the inhabitants of the scientific moon base on Elom looked down, powerless to stop the tragedy. They witnessed the end of *Paradise Eden* and the beginning of a new *Post-Apocalyptic Eden*...

AFTER-APOCALYPSE [600 TL — 714 TL] - 2.3

During the months of darkness that followed, humanity clung to life. The haggard colonists survivors struggled for shelter, food and clean water. Global thinking broke down as people focused on their own survival. Hiding out, the remaining colonists and survivors pooled their resources building small communities, isolated pockets of civilization. Some established themselves in caves, hollowing out protective keeps, while others built makeshift shantytowns from the wreckage of cities and arcologies.

Having been long dependent on automated, hive systems for their societies, surviving Roh'im worked hard to reanimate surviving hive systems and drones, gathering together where the hive systems were still partially functioning. The slow restoration of hive and autofac systems allowed these survivors to begin reconstructing stable communities where they could begin to provide food, water and shelter for themselves, not having to scavenge like other less fortunate towns and keeps.

Fearful Times - 2.3.1

As months turned to years, the shroud of darkness blocking Eden from Ra's light remained. Fires continued to slowly burn, rekindled by volcanic eruptions. Pestilence and disease flourished in the poorly sanitized conditions, killing off the weak and less fortunate. Hunger and starvation claimed many more people. The cycles of competition took root as struggles over natural resources began between the survivors. Religious and cult movements gained primacy as people sought for meaning. Alongside the doomsday zealotry and apocalyptic fears that gripped many people, new and hopeful faiths also emerged. These cults and faiths had their roots in Jerusalemism and Hebraic tradition, as well as Suntar Islam, Samarkite Buddhism and Kali Hindu (both religious sects born during Earth's Ice Age). As the survival instinct on a ruined and unforgiving world continued its assault on the Edenite psyche, these religious ideologies began to polarize communities further from one another.

Seven years after the impacts, the heavy dust began to clear from the stratosphere and the seas began to lose their perilous acidity. The climate also grew cooler, and winds, long still in the high warm, global temperatures, became more prevalent. This allowed towns and keeps to strike out further in search of greater sources of food, water, and useful technology, sailing across the waters. Raiding and pillaging grew more common as piratical warlords and roving despots ravaged towns and keeps. Out of fear, many towns swore fealty with these tyrants, seeking protection by aligning themselves to the strong. Skirmishes became increasingly common as the communities linked survival with religious zealotry, leading to massacres and other atrocities.

The Emergence of Kingdoms - 2.3.2

As people continued to gather and consolidate their lives, the Roh'im continued rebuilding their cities, creating protected habitats beneath canopies of alumina alloy and plastisteel. By 637 TL, many of these habitat arcologies (see *Habitat Archologies*, p.78) and cities were nearly self-sufficient, capable of feeding their citizenry, sheltering their resources and offering martial protection for the region. The adoption of *royal houses* among the surviving Roh'im helped further stabilize their populations, helping diminish the political power of local warlords and despots. Refugees fleeing from these piratical warlords and local despots gathered around these centers of economic and martial power, building quasi feudal districts communities of human culture and marketeering. These quasi feudal districts provided economic and martial security to both the Roh'im and the refugees, establishing a caste system of lordly Roh'im and fief Gleanei. The adoption of signets and banners, symbolizing various Roh'im royal houses, further reinforced the feudal system of government that had taking was taking form.

As some cities grew, others faltered. These faltering cities succumbed to the economic and marital pressures from their wealthier and better organized neighbors. The *lesser* Roh'imroyal houses of these weaker cities swore their fealty to their stronger neighbors, becoming viceroys to the major more powerful houses. As such, the cities soon banded together beneath the single banner of a ruling house, over time forming kingdoms and empires. By 659 TL, there were over a dozen kingdoms, including warlords and pirates, who themselves banded together into collective consortiums, establishing themselves as merchants and mercenaries for hire. The three most dominant kingdoms claimed broad territories on the largest continents: The Seiath Empire, the Monarch of Riesling and the Tiamaut Sovereignty. Many of the smaller kingdoms had formed alliances of trade and mutual defense against the might of the three major kingdoms, but most eventually fell. However, the Kingdom of Audu'uth and the Merchant Houses of Kur resisted and grew more powerful in turn. All five soon proved themselves economic and martial military centers of power, each specializing in certain types of industry and production.

2.3.3 - Scrap Wars

By 659 TL, systems of economic trade using ships became highly developed. The privateer consortiums conducted themselves as privateers, offering their seafaring services to kingdoms for a percentage of the cargo. This aided both parties, opening trade for the kingdoms and supplying the consortiums with needed provisions and stores. The centuries-old methods of navigation perfected by their Paradise EdenPre-Apocalyptic ancestors Gleanei created a whole seafaring industry of trade and commerce for the consortiums and present day Gleanei alike. Cities traded for the raw materials and goods that they lacked, bartering off their surplus.

At the same time, the kingdoms began hiring these privateer consortiums to explore out across the seas, searching for untapped resources and lost technology. As this industry of exploration and reclamation progressed, the explorers discovered valuable caches of untapped methane hydrate, mineral-rich calderas and craters, and believed-extinct species of plants and animals. It was not long until kingdoms began hiring these privateers to cut into the successes of each other, sending their mercenaries to raid other privateer and kingdom vessels for their valuable cargoes. By 665 TL, this shadow war of privateer against privateer exploded into large-scale skirmishes and conflicts between the kingdoms themselves. The royal houses began finding their assets under siege, forcing them to mobilize militias and privateer forces en mass. These *Scrap Wars* continued for over eighty years as kingdoms and consortiums fought on land and sea, the need for survival overtaken by political greed for wealth and power. During the final last decades of conflict, many certain privateer consortiums declared themselves sovereign nations, establishing their own small kingdoms on remote islands and archipelagos. They betrayed their contracts to claim fortunes for themselves, pillaging the kingdoms that they once served.

◆ Ser Maximilyan Dhargh

Ser Dhargh remains the most renowned privateer in Eden's recent past. Nicknamed "Dawg Daug Mar" during his time, he was one of many harbingers of the Scrap Wars. The bastard contraborn son of a privateer captain and his Kurish lover, Dhargh was educated among the merchant houses of Kur. At the age of fifteen, he joined a small privateer consortium, Gallivants, that routinely executed raids off the coast of the Seiath territories. After several years, he was elected by the consortium to captain a small frigate, the *Flaxen Hind*. Shortly thereafter, Kur called on the Gallivants for an extended mission of exploration. The contract specified that they should sail into the uncharted territories to the north, mapping or securing whatever they might discover.

During the first year of the voyage, all but three ships were lost at sea due to a powerful storm. Uncertain whether they should continue, Dhargh rallied the three crews to continue onward. Over the next two decades under his command, the Gallivants charted over a thousand islands and reclaimed the Arctic continent of Negev for the Kurish Houses. He also discovered ecological sanctuaries, calling them *Ei'yei*, of Paradise Eden hidden deep in the north behind walls of ice. During these historic voyages, he raided over two hundred vessels, including the large methane barges. With each raid, he would send word back to Kur for retreival. Knighted by the Kurish Houses, he returned to a hero's welcome following nearly twenty years of exploration and privateering in the South Northern Seas. Soon thereafter, he and all his crews took their ships and sailed back nouthnorth, never seen again. Legends abound regarding their fate with shanty songs and stage plays reenacting their imagined adventures. Recent archaeological digs on a small island off the northern coast of Negev may have offered some of the first clues to his fate in a century.

2.3.4 - Ice and Fire

First recognized as a decrease in average temperature, communities began to notice that the climate was gradually growing colder. Terrible monsoons first ravaged the non-equatorial regions, yet by 658 TL; these storms expanded along the equator and became increasingly cold. Over this same time, privateer explorers sent into the northern and southern seas by the kingdoms came back dictating stories of drifting islands of ice, rivers of snow and fire, and thick fog that would swallow ships. Intrigued, the kingdoms began launching research expeditions to explore this strange phenomenon. As the teams pushed further toward the poles, they soon discovered entire archipelagoes buried under tens of meters of ice. Volcanic eruptions were prevalent, causing earthquakes and tsunamis. Lava flowing into the sea created billows of steam that cooled into thick fog, making navigation extremely difficult. Glaciers flowed down from their mountain peaks, littering the seas with icebergs. In some places, the icebergs were so dense that they created unbroken sheets of ice hundreds of meters high and tens of kilometers in diameter. The researchers pieced together that Eden's polar ice was expanding toward the equator at an alarming rate. By 706 TL, the polar ice shields had reportedly doubled in size, and human communities in that had settled these areas started migrating toward the equator, fleeing the icy assault of global cooling. Eden scientists collectively proclaimed that the planet was entering an Ice Age.

Rise of the Gan Eden Confederacy [715 TL — 774 TL] - 2.4

With the increased acquisition of natural resources and the buildup of technological industries, the five kingdoms each built up large and complex, industrialized economies surrounding their habitat archologiescities. The dependency on export of excess raw materials and finished goods became as important to the kingdoms as the requirements of securing needed raw materials and finished goods. Through decades of dealings with the privateer consortiums, the simple bartering systems that formed early after the Apocalypse had now evolved into a complex and multi-layered system of international trade and commerce. If the kingdoms were to continue stabilizing their economies for further growth, they would need to secure the trust of other kingdoms directly, not raid and pillage each other through shadow open warfare. This emergence of international economy and a desire for greater diplomacy led to ambassadorial summits over the next five years. Looking for an equitable solution, the constitutional Codes of Law used aboard privateer ships greatly influenced the summit talks. The long-fought outcome of these meetings fostered the *Articles of Unity under Sovereignty*, a constitution that established bylaws for forming a confederacy of sovereign kingdoms. Soon after, the Article signed and ratified, Eden's five kingdoms established the Gan Eden Confederacy (GEC) in 715 TL.

Under the provisions granted by the Articles of Unity under Sovereignty, the GEC was to serve as an international political league that retained each kingdom's sovereignty and independence, affording them freedom in every power and jurisdiction, which the Articles hadn't assigned to the confederate league. This freedom ensured the continued control over contracts (Letters of Marque) between a kingdom and the privateer consortiums. However, the articles clarified international policy on undersea mining claims and exportation, established a standard, global currency and system of monetary exchange, defined quota limits on militaries and militias, and provisioned the right to levy taxes over all international commerce for funding Confederate initiatives. To govern these bylaws, the establishment of a political Assembly and Senate provided power to legislate and interpret the Articles, as well as the power to amend the Articles for future matters unforeseen.

The Caretaker Initiative - 2.4.1

Years before the formation of the Confederacy, the the sovereign kingdoms committed themselves to restoring Eden's paradise. They set out to build a hierarchical rank of talent, building a citizenry that would carry Eden's populous out of the environmental chaos following the Apocalypse and into the perceived order that prevailed before the Fall comet strikes. In the spirit of this vision, the first initiative that the Confederate Senate ratified was an aggressive, multilateral, environmental initiative. The initiative called using for levied kingdom funds to sustain Eden's precious ecology and established an international watchdog organization, the Caretaker Institute (CI).

Called the Caretaker Initiative (CI), the initiative gave the newly established institute broad executive powers to administrate and enforce environmental policy. As such, the CI would be the only organization authorized to conduct planetology research and terraforming activities. All independent restorative efforts by the kingdoms were to restructure themselves under the authority of the CI. To help the Institute in its effort, the CI was assigned administrative control over three, large datacores that survived the devastation of the Apocalypse. The Confederate Senate allocated further international funds to rebuild a fledgling space program, whose first tasks would be to establish a network of satellites in orbit for the CI's use and refurbish the research base on Elom. Slowly with the reanimation of a global peering network, the CI realized the capability needed to begin a renewed terraforming of Eden to its past glory.

Keeper Emeritus Johaunn Muller ◆

A renowned planetologist from the Monarch of Reisling during the formation of the Confederacy, Johaunn Muller was also a formidable conservationist from a lesser Ro'im royal house in the Viceroy of Tarocity of Peris. During his career, he helped establish the Bionet Society; a Ro'imroyally-funded organization dedicated to the preservation and restoration of Eden's once diverse ecology. During the same time he traveled, dictating lectures on his advanced theories in enclosed ecological modeling between his expeditions of exploration. A great lover of music and mathematical structures, he commonly wrote in his journals how the language of musical harmony related to the resonant structure of nature. In his most controversial paper *Principlei Eden*, he postulated that a planet was itself an partially enclosed system that could be modeled using his successfully executed theories within Taro Peris and New Babil. When the Confederacy created the Caretaker Institute in 716 TL, the Senate unanimously appointed Johaunn Muller the responsibility of Master Keeper over the Initiative. Accepting the position with verdant enthusiasm, Johaunn sought out the best in scientific talent on Eden, building a governing council of thirteen field experts. Each council chair represented a separate scientific discipline, completing what Johaunn named the Thirteen Harmonim. He later died in 727 TL.

2.4.2 - The Stakes of Opportunity

By 752 TL, the increasing, economic segregation between kingdom citizenry and the gleaning peasantry fueled bitter debates within the Confederate Senate. The debates mulled over the exclusive sovereignty of citizen rights, debating their scope and definition to seek a more egalitarian policy for allowing gleaners gleanei to acquire citizenry status. Still, it was very apparent that the formation of the GEC had done little to aid the masses that lived in poverty outside the habitat cities of the few privileged citizenry. The debates split the GEC Assembly and Senate into between two partisan factions, creating schisms among other unrelated, legislative initiatives as well. However, the debates ruled that such issues were outside the powers of the GEC Senatelegislature.

Meanwhile, wealthy and charismatic privateers gradually gained partisan support among the gleaner gleanei communities within Seiath territory. In 754 TL, the privateers with the help of gleaner partisans overthrew five viceroy cities within the Seiath Empire. They slaughtered the Roh'im royal viceroys and their entire houses in public execution, declaring sovereign independence from the Seiath Empire. Two cities on the island subcontinent of Rama aligned themselves under the banner of a wealthy privateer that called himself Duke ChamberlainHektor as the Duchy of Rama. The other three cities united under the banners of three privateer consortiums, proclaiming themselves the Bhagath Protectorate. The Seiath House, enraged at this revolt against its authority, sought concessions within the Confederate Senatelegislature, seeking military assistance in restoring its sovereign claim over their territory and subduing the rebel factions. However, the current, partisan sentiment within the Senate divided the Assemblers and Senators, barely defeating a vote to aid Seiath in its rebellion, declaring the revolts an internal affair of the Seiath Empire.

Standing alone, the Seiath Empire attempted to reclaim their lost viceroyscities. The Seiath House's' initial attack savagely broke through the rebel lines, besieging cities on both subcontinents. However, the SE's Empire's efforts were soon frustrated by privateers that had allied themselves with the rebels. The privateers soon overpowered the SESeiath's naval supply lines, weakening the SE's Empire's land forces and allowing the rebels to take the offensive. Subsequently, the SE Seiath Empire had to build up its professional navy and garrisons forces to counter the privateer threat to its supply ships and ports, all at considerable expense. Further, members of the Confederate Senate continually harassed the Seiath Houses regarding its their exceeding acceptable military quotas, citing violations and requesting a vote for inspections. After two years of stalemate, the SE Seiath Empire conceded to surrender their lost territory, acknowledging the Duchy of Rama and the Bhagath Protectorate as independent and sovereign nations. In the second month of 757 755 TL, the two kingdoms became new members of the Gan Eden Confederacy, bringing the Confederate membership to seven.

2.4.3 - Signs and Portents

By 770 TL, the CI's annual report continued to show only marginal results in its environmentalist efforts. While RNAV-stimulated mutation aided certain species around the globe, , the uncontrollable RNAV mutation was becoming more widespreadthe rise of species extinction worldwide continued. Global cooling was also increasing exponentially, causing as the polar ice caps to continue toed expanding toward the equator. Despite the controlled release of greenhouse gases and the slow but successful revitalization of the reef habitats, it appeared that climactic instability was increasing. The keeper CI scientists admitted that they had few solutions, only many unanswered questions.

In the second month of that same year, the Edenites witnessed a fearful event as a large, Sungrazer comet struck Kain. The impact was a bright spectacle in the sky for an entire night. Observations from the research base on Elom revealed that the impact had nearly torn the planet asunder, ejecting planetary fragments into orbit, creating two a new moonlets around Kain. The event struck fear into the hearts of the Eden's populous. Religions and cults rallied, evangelizing the end of the world and gaining increased membership. Other peoples fled into the mountains forming isolated communes or disappeared on overloaded ships, many never seen or heard from again. As for some of Eden's Roh'im royal houses, they realized that their futures might not be as certain and fixable as they had once believed.

◆ The Salus Expedition

In a bid for giving hope to a now terrified populous, three kingdoms — Audu'uth, Reisling and Kur — proposed an expedition to the stars. They argued revitalizing the Gatedrive program to repair and deploy the mothballed, third-generation Gatedrive, and finding another habitable planets to colonize through the micro-anomalies. Named the Salus Expedition by its supporters, the initiative would pioneer an anticipated exodus of Eden's whole population to a new world to begin anew. The proposal spurred a fierce debate in the Confederate Senate and Assembly for months. Finally, due to political pressure over public fears and outcry at reactivating the Gate device, the Senate dismissed the measure, insisting that there must be another solution yet unseen. HoweverWhile Reisling and Kur stepped down from the ambitous venture, the leading houses of Audu'uth, Reisling and Kur were unmoved in their resolve, still believing that Eden would inevitably be struck again. Fearing the future of Eden, they began secretly divert funding to implement the mission themselves, discreetly recruiting opportunistic privateers to man the expedition.
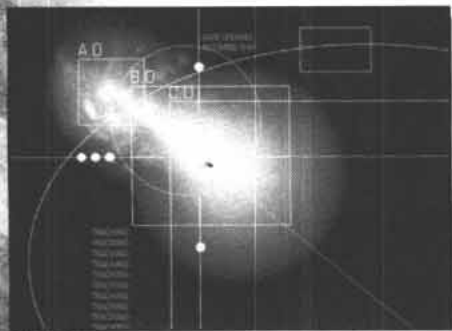
POWER SHIFTS [775 TL — PRESENT] - 2.5

In 776 TL, the SE and TSRama, Tiamaut and viceroy cities of Seiath called for the replacement of the Confederacy with a World Federalist nation. In their declarations, they called that the sovereignty of the kingdoms be diminished through the ratification of a new constitution to unify Eden into a global federalist republic. They arguedd that if Eden was is to be restored to its past glory; it must have a stronger and more focused governing body that brought bring direct representation of the royal housescitizenry and stronger executive powers into a centralized parliament that can then launch a renewed terraforming effort to take control of Eden's environmental and social issues at the nano-genomic level. Calling their amendment proposals the World Federalist Papers, the World Federalist Assembers and Senators began arguing against staunch legislative senatorial opposition. Aligning themselves as Sovereignists, the houses of Reisling, Audu'uth and Kur strongly argued against the Federalists' proposals. They argued that the new constitutional amendments would increase bureaucracy and unfair representation in favor of the larger houses, creating a tyranny of the majority. The three houses kingdoms also stressed that the World Federalist constitution would reestablish segregation between the kingdom citizenry and the Gleaneigleanei, undermining the two decades of desegregation legislation.

Meanwhile, the Salus Expedition was well underway, with supplies and personnel carefully launched into orbit as CI supply runs to avert suspicion. The cargo and personnel were then rerouted to shipyards in orbit around Mekavah. By the start of 776 TL, preliminary tests of the Gatedrive were well underway using recovered test data from nearly two hundred years prior. Scientists worked carefully yet diligently to fix the drive's gate stabilization problems. Finally, at the end of 777 TL, the Gatedrive successfully opened and closed a micro-anomaly, showing increased performance over scientist's expectations. Volunteer privateers, who had been training for over 6 four years in space, soon assembled in the shipyards of Mekavah to begin the primary phase of the expedition.

The rechristened HMS *Salus*, refitted with the third-generation Gatedrive, launched that same year, locating micro-anomalies and passing scoutships through opened gates. Two years passed and the Salus Expedition's first and second wave of scouts returned with disappointing results, finding no habitable star systems. The scientists and explorers continued to press on with their mission, hopeful. However, the supporting kingdom Audu'uthim houses grew restless, unsure of how long they could deflect scrutiny from the CI and the other GEC. Despite their best efforts, rumors of missing cargo modules and new lights in the sky leaked out from CI staff stationed on Elom. Political protests and religious fervor soon gained momentum as conspiracy theories propagated themselves among the populace.

Many of these conspiracy theories involved stories of *Nephilim* and a new consortium operating out of the Aukyan Ocean and Gehennah Sea. Intelligence offered up by consortiums and merchant guilds was nebulous and unclear on the new consortium. With the destruction of an underwater industrial complex belonging to ReislingSeiath, the MR Empire brought the issue before the Confederate Senate, which was still focused on debating the World Federalist agenda. Fearful of foul play by the SE and TSTiamaut, the Reisling Seiath Empirehouse began launched a secret black-ops investigation to uncover the nature and origin of this twelfth consortium.

Increased Increasing Tensions - 2.5.1

At the dawning of 780 TL, the *Salus* sent an urgent message to the Audu'uthim, Reisling and Kurish houses. The expedition had made contact with another human colony named Terra Nova. The news shocked the three houses. After centuries of isolation from Earth and the colonies, the other human colonies were nearly forgotten legends to the most Edenites. The message also reported that Terra Nova requested an exchange of diplomatic envoys to encourage greater understanding between the two worlds and discuss foreign relations. Apprehensive yet curious, the three houses agreed to the exchange, deciding to continue the shroud of secrecy till the intent of the newcomers could be ascertained. As the Terranovan diplomats continue to claim certain elements of their mission classified as matters of intracolonial security, the three Audu'uthim houses are further convinced that the Terranovan's are holding back information on their full intent with desiring to establish friendly relations with Eden...

Now in the first fourth month of 781 TL, a diplomatic Black Talon team has landed on Eden's shores at Edim, Audu'uth's capital. While the Talon team meets with the Auduuth, Reisling and Kurish Houses, the Terranovan presence is being kept secret from the citizenry and other GEC houses. The three Houses believe that Eden's political climate is currently too volatile to announce the presence of the envoy to the GEC. While the Talon team meets with the Triumvirate, the Terranovan presence iscontinues being kept secret from the citizenry and other GEC houses. The three Audu'uthim houses believe that Eden's political climate is currently too volatile to announce the presence of the Terranovan envoy to the GEC. Instead, the Triumvirate is working to smooth diplomatic pathways and create a better political climate to disclose the proposals of the Terranovans. Still, the Audu'uthim houses are allowing the Talons to conduct supervised exploration of Eden's culture and society. In their cultural studies, the team discovers a strange world of contrasts. The caste-like contrast of technology and culture between the kingdoms and the medieval-like lifestyles of the privateer consortiums and gleanei facinates the Terranovan anthropologists. Simultaneously, Audu'uthim are assisting them in researching the many derelict autofac shipyards in orbit around Mekavah.

Meanwhile, struggles and intrigue continue taking their toll on Confederate and Kingdom politics, with threats of succession by the Seiath and Tiamaut Houses from the GEC and dissolution of the Confederacy filling the halls of the GEC Legislature. Talk of global civil war is already being stressed as a concern by kingdom houses. In turn, Privateer Consortiums, angered over lost ships and revenue due to kingdom military skirmishes, are arming themselves more heavily, setting out on bounty missions to hunt down and expose the Twelfth Consortium. In addition, the toll of Winter is worsening as the snow and ice edges closer and closer. Eden is clearly on the razor's edge. The question is, where and when will it fall?

HOUSE OF CARDS

The Assembly Speaker was hammering his gavel on his bench trying to restore order. "Order," he shouted. "I ask that the Assemblers follow the rules of order for this assembly, please." Slowly, the noise in Assembly Chamber quieted. "Now," the Speaker continued, still looking enflamed. "We had a revised proposal on the table from the World Federalist Party regarding a change to the senatorial election process." Turning to Ruce's Assembler, the Speaker continued. "Assembler Tibor Zekiel, you were speaking on behalf of the Sovereignists. You may continue."

An older and distinguished looking man, Tibor Zekiel stood and straightened his jacket. "Thank you Speaker." He coughed before continuing his speech. "We the Sovereignists must therefore refute your new proposal, Assembler Aardman. It diminishes the power of the Royal Electoral College, releasing tyranny of the majority on this great Confederacy. Furthermore, we declare it is a poor and loosely written paper, leaving us to wonder what interpretative *faux pas* it will warrant us in the future, if passed? We stand against your proposal, and ask you to justify this pox-riddled document before we close this World Federalist diatribe with a vote." Cheers rang up from over a third of the Assembly, issuing hoots and applause. Zekiel took his seat, waiting to see Mordred's reaction to his ridicule.

Mordred was pulled back by a fellow World Federalist assembler, who whispered something into Mordred's ear. Mordred only nodded and finally stood up. "Thank you, Tibor," he began. "As usual, your *concise* dialog leaves many things left unspoken, but I will do my best to match your few words with our answer. The reason is Survival, fellow Assemblers. "The current sovereignty of the kingdoms is a detriment to the survival of Eden's global ecology and society. While it did help us rise out of the ashes; its purpose has expired."

Standing up in a show of defiance, Tibor spoke, "Pray tell us, fellow assembler. Do not dawdle, keeping us in suspense. Tell us why we should concede?"

Mordred only glared at Tibor, then continued, "Eden's culture has always benefited by an environment that boosted the material gains of individuals equally, eliminating the need for a formalized body politic. Our heritage has made an aesthetic of indiscriminant consumption. Now, in the aftershocks of the Apocalypse, we endure limited resources. However, material declines have polarized us, the breakdown of the global group inviting isolation. Furthermore, as the amount of labor and energy consumed has risen, exaggerating the imbalance with nature. To date, the Caretaker's have proven inadequate to the task of repairing the damage."

The Sovereignist and Empathist assemblers were slowly verbalizing their opposition in a growing crescendo of jeering and hollering, but Mordred continued. "However, if we are to continue our progress, we must foster a global politic that can restore material affluence that is a by-product of society. A coordinated, global effort to reclaim Eden at the nano-genomic level is the key to our survival, not in the consumption that currently divides us. Instead, we need to foster *superior* individuals who can feed back harmony into the whole. Eden's future lies not in the chorus of individuals but the singular voice of a World Federalist State."

At this point, the room burst into an inharmonious chorus. However, Tibor was able to shout his protests over the others. "You would destroy us by tearing down the foundations of our society. The monarchies have served to protect us from singular interests."

Mordred shouted back to his opposing, political brother. "No, Tibor, they have not protected us from singular interests, only from *best* interests. The key to our survival is the dismantling of sovereignty into centralized controls. We must save ourselves from the self-interests of the kingdoms. We must unite Eden under a single banner, a World Federalist banner."

With that a fist fight broke out as Sovereignist and World Federalist spilled out at each other with the Speaker shouting, "I will have Order!"

THE CONFEDERATED KINGDOMS - 3.1

All seven kingdoms of Eden cooperate within the Gan Eden Confederacy (GEC), a loose alliance of independently sovereign nations formed in 715 TL. The GEC came together for three primary reasons. The first was to provide a system of international government to rule over the expansionist policies of the kingdoms from the Scrap Wars. Second, the GEC would provide an international quorum for establishing fair, international trade and balanced, military quotas. Third, under the guidelines of the new international league of kingdoms, a renewed terraforming project would endeavor to return Eden to its paradise glory. The political structure of the GEC reflects this vision, containing appropriate checks and balances to ensure the fulfillment of these constitutional charters. These checks and balances are designed to prevent any one kingdom from usurping the sovereign rights of any other kingdom. These provisions are encapsulated in dividing a Confederate legislature into distinct houses, the Confederate Assembly and the Confederate Senate.

Under the leadership of the GEC, the confederate-members cooperate on many levels, including trade and technological development; for example, basic military vehicles are a common trade item between the allied kingdoms, framed beneath political euphoniums of "for the common defense." This gives a somewhat unified appearance of the kingdom militia forces. Nevertheless, this could not be further from the truth. The appearances of united strength overlay a growing partisanship and mistrust between member kingdoms. Conflicts spurred by smuggling and piracy by privateer consortium hired to serve the individual interests between kingdoms has frequently caused Assembly or Senate squabbles alongside militia engagements in international waters.
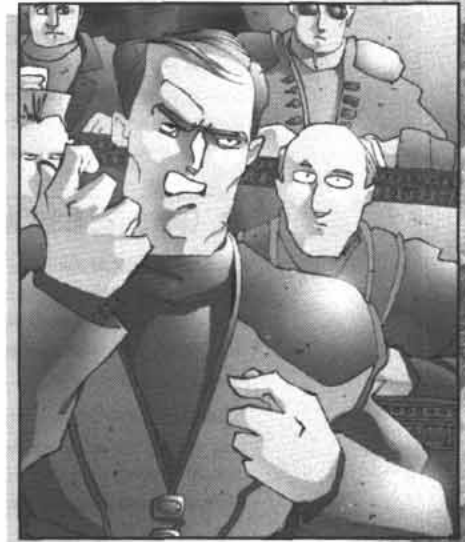
☐ Confederacy Vital Statistics

Founding Date:	715 TL
Method of Government:	Alliance of Sovereign Kingdoms
Governing Bodies:	Confederate Assembly and Senate
Members:	Audu'uth Kingdom, Monarch of Reisling, Tiamaut Sovereignty, Merchant Princes of Kur, Seiath Empire, Duchy of Rama, Bhagath Protectorate
Capital:	New Babil
Population (Citizens and Non-citizens):	86.5 million

Growing Partisanship - 3.1.1

Over its seventy years of its existence, the GEC has mainly legislated over trade disputes and expansionist actions taken by certain kingdoms over the decades. However, the Confederacy has also evolved and grown, weathering a plethora of growing challenges. Following its birth, the GEC ratified the Caretaker Initiative, establishing the Caretaker Institute (CI) to act as an executive arm of the Confederacy in leading a renewed terraforming of Eden. This action led to the first amendment to the Confederate Constitution requiring the levying of tariffs on international trade to help fund the cost of the CI and its efforts.

This amendment spawned a political move among the privateer consortiums away from GEC controls on international trade, increasing smuggling and other unscrupulous practices. Lacking the executive resources to reinforce confederate law, the GEC instituted another amendment that authorized kingdoms greater latitude in building up their militia forces. However, that amendment proved to be poorly written, allowing the royal houses to amass large militia forces for their own expansionist policies. This second amendment was later over-written by a third amendment, introducing new checks and balances in the form of stricter militia quotas and other accountability measures.

Later, the Ramaim-Bhagathim Revolutionary War, fought by the SE against an internal rebellion, created further contention within the two confederate houses. The measures dictated by the third amendment, severely limited Seiath's ability to fight against the rebellion, which the kingdom protested heavily. The issue nearly split the GEC as debates about constitutional law over kingdom sovereignty broke into heated argument in both legislative houses. However, the SE eventually bowed to the GEC's authority. In the end, the GEC accepted two, new member kingdoms, the Duchy of Rama and the Bhagath Protectorate, expanding its represented nations to seven. However, the partisan scars of this political incident started the GEC down an uncertain path. From that time forward, royal houses began forming alliances between each other, through arranged marriages or other means, outside the GEC's legislative control, over time creating deeper partisan politics within the Confederate Assembly and Senate.

Today, the GEC is split further by the growing World Federalist Party that believes the GEC's current political structure inadequate to the task of restoring Eden. Perceived by their Sovereignist opponents as factious, the World Federalists desire to diminish the sovereignty of the kingdoms and appoint a global executive branch of government to execute and enforce the Legislature's law on a global scale.

3.1.2 - A Grand Experiment

In building the GEC, the ruling houses desired a name that symbolized their vision, a name that would capture the essence of this grand, international experiment. It was later agreed that the name Gan Eden, an ancient Rabbinical name for paradise, best identified the GEC's purpose and vision. Chosen to signify the restoration of Eden and its resurrection from the ashes of Eden's Apocalypse, the name quickly became a symbol of determination to the kingdoms to their citizenry and the gleanei living in the habitat city outskirts. New Babil of Reisling was soon after named the GEC's capital, in tribute to one of its founding members. The GEC's signet is representative of this vision. A pair of arms embracing a sphere, symbolizing the planet Eden, in the foreground of a blue and yellow sun, symbolizing Eden's star Ra.

◆ Confederate Assembly

The Confederate Assembly is known as a common body representing each individual city and viceroy within all the kingdoms. Each city district is allowed to send a single delegate, called Assemblers, to act as assembly representatives for their respective districts. Most cities recognize their districts based on population, every 140,000 people. Individual terms per delegate are staggered over a three-year cycle, with each assembly member appointed their term in a different year. This allows for multiple appointments to be made every yearly cycle.

Currently totaling 206 assemblers in all, the Confederate Assembly is also known as the Collective House, a legislative and executive body designed to represent the collective will of the GEC citizenry. In this capacity, the Assembly serves as the instigator of all proposed laws and amendments within the GEC, which it passes on to the Confederate Senate. The Assembly is also responsible for calling joint committees and presiding on formal inquiries into significant kingdom and Confederate disputes.

Proposed legislation over the past several decades has continually attempted to transform the Assembly to represent GEC citizenry and Gleanei alike. However, the GEC's constitution provides no standard definition for how these assembly members are selected for office, leaving the process of election in the hands of each district. This electoral charter has left the control of the Assembly to be controlled by the lesser houses and other influential citizenry. Without a constitutional amendment, this situation is unlikely to change.

◆ Confederate Senate

The Confederate Senate is known as a selected body representing the interests of the major, royal houses in each kingdom. Each kingdom is allowed three senators to represent their royal houses. In this capacity, the royal houses could retain their influence within the new, international politic. Having equal membership among all represented kingdoms, also allows the Senate to act as a measure against any tyranny of the majority, balancing out the more collective role of the Assembly. As such, the Senate typically serves as the final authority on all constitutional laws and amendments, as well as the passing of any additional legislation or constitutional amendment proposed by the Assembly.

The Senate is also responsible for overseeing joint committees and formal inquiries comprised of influential members of both legislative houses. As with the other legislative house, the GEC allows for kingdoms to dictate for themselves, how they should appoint senators into their position of power. Under this royal electoral policy, the Senate has become a body of aristocrats and oligarchs, with its senators often coming from within the royal houses themselves by royal appointment.

Similar to the Assembly, the Senate has become a centerpiece of partisan politics. Underhanded treaties and alliances have become common between the royal houses, often dividing the Senate floor over law and policy proposed by the Assembly. These alliances have presently divided the Senate into three different ideological camps. There are the World Federalists, who desire a stronger, international Republic. Second, there are the Sovereignists, who remain steadfast on the importance of kingdom sovereignty. Thirdly, there are the Empathists, birthed out of a grassroots movement that preceded the Ramaim-Bhagathim Revolutionary War for extending GEC citizenship to all Edenites, citizen and non-citizen alike.

◆ Caretaker Institute

The Caretaker Institute (CI) is the only exclusive, executive body of the GEC. The CI is responsible for overseeing the restoration of Eden to its past glory as a paradise world. In this capacity, the CI administrates all GEC-funded research and terraforming endeavors. A council of thirteen administrators, named the Thirteen Harmonim heads the Institute. One administrator serves as chairperson (or Master Keeper) over the council. Every other administrator represents a separate division of the CI. These divisions are divided by discipline, either scientific or administrative, involving different fields ranging from astronomical mechanics to nano-genomic biology to Gaia modeling to analysis and records.

Over the passing decades, the CI has continually been under intense scrutiny by an impatient Confederate Legislature that is anxious to see tangible progress to halt the growing threat of global cooling. However, following the comet impact on Kain, it was clear that there were more dangers to Eden's restoration than just the planet's terraforming. There were dangers external to Eden that were just as vital. The Assembly and Senate have continued to debate over possible solutions. In the meantime, the CI's role was extended to include researching and developing experimental technology required for planetary defense against celestial catastrophes. To do this, the fledgling, kingdom space programs were all placed under CI's administration, much to royal chagrin.

Prominent Gan Edenites – 3.1.3 ◆

While there are dozens of people who are vital and wield significant power on Eden, it is impossible to list each one fully within the confines of this book. The following four individuals constitute the most prominent and often vocal persons with the Gan Eden Confederacy. They are the people who are leading Eden with the greatest power and influence.

Senator Gauaine Francke ◆

A long-standing senator for the Tiamaut Sovereignty, Gauaine Francke is an idealistic and ideological curiosity to most other senators of the GEC. She sees herself as the guardian of the GEC, seeking to protect the sovereignty of the kingdoms and vision of the Confederacy. She is a devout Sovereignist and Empathist, being a prominent spokeswoman for both parties. Politically cunning and persuasive, she has backhanded House A'djanni more than once to suit her own agenda instead of her sponsor house. While suspected to be part of a conspiracy within House A'djanni, she is merely an ambitious politician, convinced that the march of history is inevitable and that she and her political followers are in step with this fate. She has managed through both her political successes and her rhetorical power to insilante her view into many of the subsequent historical interpretations of the current era. In addition, she is secretly playing both sides in the conspiracy within House A'djanni, specifically feeling a maternal protection for Lady Morianna, young queen of Tiamaut.

Senator Jonau Harrixon ◆

A cousin and long-time friend to Duke Hektor of Rama, Senator Harrixon is a solid, principled and loyal man. He was a commanding officer during the Ramaim-Bhagathim Revolutionary War, known as the privateer gentleman by both House Rama and House Wilhem during the conflict. He is a confident delegator, believing in the importance of a communal Code of Law, but he is also stern and sometimes unforgiving to others. In addition to his ties with House Rama, he is good friend to Ser Lus'sian Devus of Asora, a knight of the Seventh Order. A gifted, huni rider, Jonau fought side by side with Devus in many battles. He is currently distraut by the increased signs of partisanship in the GEC legislature. Ambivalent to either the World Federalist or Sovereignist parties, he is an avid spokesman for the Empathists. He has individually sought counsel with his fellow Senators and many royal houses of the Confederacy, urging them to put an end to the wounding suspicions and dissension. A strong supporter of the privateer consortiums and international free trade, he has repeatedly introduced new proposals using the Ramaim model for integrating the privateers and gleanei into gan citizen society.

Assembler Indira Jusnar ◆

A young and endearing woman from Azos of Reisling, Indira was elected only recently to represent her city's third district. She is considered the darling child of her father's house and has worked hard to meet the expectations and demands of following in her father's footsteps as a legislator for the GEC. Her father, Senator-Emeritus Aulix Jusnar, was a self-made man, energetic, forthright and considered blunt to the point of arrogance; he was also physically and intellectually bold and extremely loyal to his constituents and the GEC. Indira has worked to blend her own gentler sensibilities with her father's political style, a strategy that helped her recent electoral campaign. Her father recently died under mysterious circumstances to the public eye, shortly after Indira won the election. Within her house, more is known; his death caused by a genetically attuned, killer RNAV found in his bloodstream. The sophistication behind the RNAV shows that it was programmed to only attach to her father's DNA and stop all cellular function. Suspicions on the murder surround her estranged twin bother, Esau, who her late father disowned because of the son's uncovered involvement in a failed assassination attempt on Indira during her political campaign. Having hired privateer investigators to find her brother, Indira is determined to uncover what Esau's traitorous agenda might be.

Assembler Anon Ber ◆

Considered by many of his peers to be most self-assured and annoyingly aristocratic, Anon Ber serves as an assembler to the first district of Tharsis. He is a progressive politician, openly working for his own interests. Appearing to be a compassionate and visionary leader, he is openly an Empathist and a World Federalist. Still, Ber is truly a creature of unveiled ambition, who will do whatever suits himself, including voting against his own parties, just to attain more power. Despite this open display of personal ambition, he sticks to back room's, where he lobbies hard to get lawmakers to agree by consensus, building hidden followers among the Assembly. He has a gift for always pointing out the pragmatic benefits, making sure to amply research each issue. His back room, political strategy often takes the form of his offering solutions to problems in exchange for other assemblers' cooperation. Despite recent, vicious opposition to the World Federalist Papers by the Sovereignists, he continues to offer solutions that would change the Confederate Articles of Unity toward his political partys' agendas with a determined and quiet resolve.

3.2 - OTHER PERSONAE

Within the GEC and the kingdom membership, there are other personae separate and distinguished from the general citizenry by either birthed caste or choice of ideology. These are the masses that don't fit with the GEC's royalist vision for Eden's future. The primary grouping is the non-citizens of the GEC that live as fief-like subjects to their patron cities. Flooding the landscape surrounding the technologically-advanced cities are these throngs of gleanei that live in squalid and medieval-like conditions compared to their GEC citizen neighbors. The other main grouping is not bound to birth and caste so much as they are bound by belief. They are the cults and sects of Eden's religious majority, congregations of individuals living in the interests of their radical beliefs and sometimes-fanatical faith.

3.2.1 - Gleaning off the Garden

Comprising over 65% of Eden's population, the gleanei are the most prolific cultural group on the planet. Their name translates into colonial Anglic as *gleaners*. The title is used extensively by GEC citizenry and royalty to define the people living at the bottom of the caste chain compared to their GEC citizen counterparts. With few, if any, technological or academic skills, most gleaners are unable to find suitable work in the cities due to this lack of skill, other than rudimentary labor (which can be easily done by bug drones), within the cities, This denies them many of the rights of citizenship within the kingdoms.

During times of military conflict, the kingdoms will often draft young gleaners for admission into their militaries or militias. A successful full term of military service can grant citizenship and all the benefits that come with that privilege in certain kingdoms. However, this privilege of citizenship is rarely granted for the former soldier and does not extend to family, even nuclear family. The few gleaners that find work outside the military are still despised by the citizen workers, made to perform menial and mundane tasks, while being paid much lower wages than their citizen counterparts. Treated similar to the drones that they must compete against for work, few of these gleaners succeed for long in their metropolitan positions, leaving to find more meaningful and self-rewarding work within gleanei society.

Away from the cities, farming, herding and fishing are the common gleanei occupations. Gleanei settled lands look nearly untouched with only a few fences or walls to segregate fields; the occasional well-traveled road also serves to divide the landscape. Sparsely dotted across landscape are small keeps forming the center of small towns. Some of these keeps are little more than a large clay brick cloister. The small settlement that surrounds each keep is comprised of smiths, shops, stables, taverns and the occasional inn. There are always a few wandering persons to be found among these gleanei, moving from job to job.

Despite the lack of high technology and the benefits that come from such technologies, the gleanei are quite industrious and have carved a decent living for themselves. Light industry, crafts and merchant services abound in the gleanei suburbs outside the cities, providing these gleaners with a modicum of technology and the quasi-medieval foundations of a diversified economy. This allows them to focus their daily work on the tasks and jobs that provide them with the best living income and better job satisfaction. The proliferation of guilds, societies and trade unions are quite common, forming interlaced communities of aquatic farming, animal husbandry, masonry, shipbuilding, mercantilism and many other simple trades.

Elsewhere, other gleaners seek fortunes as seamen or deep sea miners, hoping to buy citizenship off the higher pay granted by the kingdoms for the more dangerous work. Some of these men and women eventually enter into privateering as many of their families had before the formation of the Confederacy, lured by the dream of acquired riches and then retiring in relative leisure.

◆ Sister Beatrice Tshombe

Known as the "Sister with a Knife," Beatrice Tshombe was born to a lesser royal house in the city of Ai. She started her life with all the privileges awarded a daughter of a royal house during the first years of the GEC. Performing marginally in her classes in the local learning institutions, she was considered an intelligent yet unfocused girl. A young woman who fancied the abstract and creative disciplines, such as philosophy and art. Her love for these things, prompted her to spend many evenings debating these things with the Sisters of St. Wei Chi, a female monastic sect founded in both the teachings of Atlantean Jerusalemite Catholicism and Samarkite Buddhism. At her coming of age, when she turned fifteen tiel, Beatrice decided to forego her inheritance and join the Wei Chi sisterhood in Tharsis.

After being accepted into their order, she soon became involved within their ministries among the impoverished and oppressed gleanei within the floating Baubei suburbs surrounding Tharsis. Over time, she became a political figurehead and activist among the local gleanei, working to raise awareness of the poverty and violence she saw around her. Still only 29 tiel, she has gained political notoriety among the royal houses of Tharsis, who are impressed with her devotion to their gleanei subjects.

Doomsayers and Anarchists - 3.22

Most notable among the religious groups within the GEC are the Doomsayer Cults and Anarchist Sects. These groups have membership that extend across caste and citizen boundaries that few other institutions have accomplished. Some are openly public in their practices, while other sects are secretive organizations dedicated to a special cause. Some of the religious groups mentioned below even involve royal family and GEC public officials, who use their religion as a means to a political or economic end, adding to the underground intrigue and conspiracy within the GEC.

Order of Prescie ◆

The Order of Prescie started a century ago as a collection of privateers from across consortiums that recognized the power of economic trade and the importance of privateer lifestyle to Eden's future. They functioned merely as a type of multilateral labor union, serving as a lobbyist organization at the founding of the GEC. In the decades that followed, the order expanded its membership to include gleanei and citizen businesspersons, working to create a singular, economic vision within the GEC. At the same time, the order slowly evolved into a sect of the Yau'ar religion (see *Spirituality*, p.68). They believed themselves to be god's voice to Eden's macro-economic destiny.

With the comet impact on Kain, this religious sect took on a more violent and pernicious form, seeking to direct the GEC's politics through coercion and acts of terror. The order operates under a scriptural code called the Tremblei, a scriptural testament written by the now deceased Prescei prophet Saddik Cha'an. In the Tremblei, a new covenant of soldiering and guardianship is prescribed, calling for the extermination of the unrighteous that would stand in the way of the Prescei, the spirim of their order. The GEC recognizes their order as a terrorist sect and enemies of the Confederacy, responsible for multiple bombings and assassinations of important public figures. No longer serving as lobbyists, they instead work to recruit new members throughout the seven kingdoms to push their world agenda.

Jackarei of Osirus ◆

The Jackarei of Osirus is an anarchist cult that practices vigilantism and cannibalism. They believe in the balance of heart (symbolizing conscience) and mind (symbolizing law and reasoning). They regularly practice vigilantism amid their local communities, killing the perpetrator of a perceived crime and consuming the corpse. Most important are the heart and brain of their victims, which it believed they remove and perform some sacred, unknown ritual over before they consume the victim's corpse. It is believed that the consumption of the dead corpse balances their own heart and mind, helping them attain their sense of moral purity. The sacred text of laws is secret only to the highest members of the order, who send out their disciples to do the ritual killings.

Living interspersed within urban communities; this cult is particularly feared by many. They have membership among many gleanei communities and among certain GEC citizens. The authorities can typically identify an arrested suspect as a Jackarei member by a cult crest tattooed on over the left breast. However, finding the suspect can be extremely difficult outside the metropolitan cities where people are more transient and law enforcement in infrequent. In addition, they are experts at masking network communications, using the GEC communication grid to coordinate murders en mass.

Kali Yuga ◆

The Kali Yuga are a secretive society that has grown disillusioned with the continuous fear of hunger and disease, believing that only in poverty can a person be truly honest and charitable, reaching the *d'harmei*, their sacred code of righteous behavior and moral duty. The Kali, the name meaning quarrel or war, see a GEC society based on noble rank attributed to the amount of wealth or property an individual owns, fostering greed and vice. Also, sexual immorality and a succession of lies serve to establish royal households of moral impurity.

Seeking moral virtue outside of GEC influence, the Kali have escaped to remote islands creating small townships or cave dwelling communities. Weaving rough-hewn garments of grasses, they clothe themselves in simple yet functional attire. Viewing the consumption of animal or animal by-products as religious sacrilege, they maintain a strict vegetarian diet, gathering edible roots and grass fruits. Despite this primitive and purely agrarian lifestyle, the Kali are wary but still welcoming of outsiders, evangelizing their faith fervently. Nevertheless, despite their relative passivity, they have been known to kill people (such as hunters) that slay animals in the wild, believing only blood redeems blood. They will also defend their community fiercely, if attacked. Both men and women will sacrifice themselves if necessary. Their primary weapon is a three-meter long whip crafted out of grass, made limber by rubbing in Mandala root oil. In addition, they use bolos, wooden spears and rocks, being expertly practiced in their use.

3.3 - SEIATH EMPIRE

The Seiath Empire (SE) is the largest kingdom within the GEC, possessing over five habitat cities with a multitude of gleanei townships and claiming the largest continent on the planet for its own territory. Just thirty years ago, the Empire spanned even further, including two other nearby subcontinents. Those territories, lost in the Ramaim-Bhagathim Revolutionary War, are now independent kingdoms themselves - Duchy of Rama and Bhagath Protectorate. Even before that time and continuing afterward, Seiath has been a home to political intrigue and royal coups. Rightly called the *Land of Kings*, the Seiath Empire has more than its share of major royal houses that constantly vie against each other in secret rooms and dark hallways. Military skirmishes between houses are not frequent but do occur. Only recently, House Setha of Ammon marched on the forces of Uruk in conjunction with an attempted assassination of Seiath's ruling patriarch, Maximilyan Prime of House Wilhelm. The assassination failed and the SE's military forces routed House Setha's militia. A siege was laid on Ammon for two months before an appeasement could be reached between the two house factions.

In contrast with the Empire's political intrigue, the continent possesses the largest terrestrial supplies of refinable metal ores on Eden within its two mountain clusters, the Gibhor and the Melek ranges, making the Seiath Empire a large, industrial power within the GEC. Spreading out into vast, rolling foothills and then boggy plains, there are few forests, only scrub brush and tall grasses. One of the few remaining homes to the fierce, Kamcha lion, wildlife here is still less diverse than other locales around the globe, possessing mostly small burrowing therapsids and other rodent-like reptiles, helping create a marginal food chain for the local gleanei to subsist on. There are small maglev rail systems that course their way between the mountains and the autofac districts beside the habitat cities, ferrying back mined ore and discarding city waste. Most of the gleanei townships are huddled near the main cities, but there are smaller townships that dwell within the rolling foothills alongside the railway system and along lower slopes and valleys of both the Gibhor and the Melek. The gleanei communities along the slopes are typically associated with the waste smelting autofacs that help recycle scrap metal from the waste. Many gleanei are also employed as cheap labor for working the mines and performing rail system inspections, reporting issues to Seiath mining officers who then send out drones for performing maintenance.

Vital Statistics

Founding Date:	680 TL
Method of Government:	Militaristic Monarchy
Head of Government:	Maximilyan Prime of House Wilhelm
Capital:	Uruk
Population:	6.6 million (official census), 19.2 million (estimated)
Military:	Professional Standing Military

◆ Maximilyan Prime of House Wilhelm

Currently, the Empire is ruled by House Wilhelm, a very powerful house whose home is in Uruk, along the central coast of the Seiath Empire's main continent. The at-present patriarch of House Wilhelm is Maximilyan Prime. An extremely stubborn yet diplomatic man, Maximilyan is gifted in politics and intrigue, a master diplomat, which has helped him stay one step ahead of his would be usurpers over the past decade. Currently, he is engaged in counter-balancing the World Federalists from within his kingdom's legislative assembly representatives. Under pressure from other houses, he is facing an increasingly divided kingdom attributed to the partisan politics within the GEC legislature and by reports of military build up by other lesser houses within his own kingdom.

Most disturbing are informer reports that speculate the twelfth consortium may be working under letters of marque from House Setha and Nahm. Fearing his Empire may be facing another revolutionary war, he and his house are currently engaged in trying to retain political and military support from the other viceroy houses within the Seiath Empire. Several emissaries from the courts of House Wilhelm have been sent out to "tend" to the service of the viceroy houses, feeding back intelligence to Maximilyan Prime and his house.

Economy and Influence - 3.3.1

The Seiath Empire's main economy is the manufacture of heavy and light industrial products. Possessing the greatest number of autofacs on the planet, Seiath is a major exporter of hive system infrastructure and municipal bug drones, as well as ships and aerospace shuttles. Also, being the only kingdom with a professional military, the Empire's is the largest exporter of military equipment within the GEC, including aircraft, golems and bug drones. The manufacture of small firearms is also a frequent export. As such, Seiath invests a large sum of its GDP into military and industrial research and development, all under the watchful eye of the GEC legislature.

Over the past decade, many kingdoms have negotiated large contracts with the Seiath Empire to refurbish their militias with newly developed weapon systems. This export trend has greatly influenced the current political landscape of Seiath's internal affairs, as well as the political landscape of the GEC's own internal affairs. The largest importer of the Seiath Empire's weapon systems is currently the Monarch of Reisling, another, large kingdom state.

Politics and Motivations - 3.3.2

Holding over forty seats within the GEC Assembly, the Seiath Empire would appear to hold a significant voting block. However, this is not usually the case. Unlike most other kingdoms, the represented districts are a divided lot, often politicking against each other for their own special interests. In turn, the Empire is looked upon by certain kingdoms as merely an axis of small powers and have used this insight to their advantage repeatedly.

Maximilyan Prime has been working through diplomatic and economic channels to rein his wayward constituents toward their kingdom state's interests instead of aiding their own private stakes, but the task has proven difficult and costly to the kingdom's treasury. A clever politician and leader, Maximilyan Prime realizes that a kingdom that remains divided will eventually fall. He has found that economic incentives along with lower taxes have helped ease domestic affairs, but little seems to work within the international assembly. Fortunately, he has been able to retain his equal share of influence within the GEC Senate, helping him to contain most, but not all, of the internal partisanship between his kingdom's constituents before it becomes international law.

Military Organization - 3.3.3

Possessing the only standing, professional military on the planet, Seiath's armed forces are perhaps the best trained and most experienced among the seven kingdoms. Recruitment is purely voluntary among the citizens. However, drafts are commonly instituted during times of war. Gleanei are excluded from service unless a draft is in place. Despite being a volunteer force, the Seiath Armed Forces have no shortage of new recruits. Young citizens are attracted to the travel to foreign locations often associated with being a soldier in the Seiath Empire. Terms of service are three years in length, with volunteer extensions given to qualified citizens that are soon after promoted to officers. Most citizens take the three years of training they received and then find civilian employment within the habitat cities.

Seiath's military is divided into five command groups, one in each city. The royal house that presides over that city commands one each of these groups. House Wilhelm serves as both the group command of Uruk's forces and the high command over all five groups. This command structure has been successfully in place for generations in Seiath, associating military personnel closely with their city or region of origin. However, there have been major drawbacks as well. Mutinies do occur between city command groups and Uruk's high command, serving to create civil war within Seiath's history. Over six serious uprisings have happened in the Empire's past. In all but one instance, House Wilhelm of Uruk has been successful at restoring its sovereignty and reunifying the Empire. Despite these issues, House Wilhelm has kept the command structure the same, choosing instead to encouraging exchange and transfer programs among the senior officer. This essentially unifies the military structure while keeping city commands diversified.

The Royal Seiath Navy

The Royal Seiath Navy is the most powerful navy on the planet. In part due to Seiath's professional military status, Seiath's Navy possesses some the best-trained officers. A century and a half of career naval tradition make for a seasoned command that is nearly unrivaled by any other kingdom. In addition, the Empire invests a large sum of its capital expenditures on fielding an extensive array of patrol boats, warships, submersibles and seaplanes. Recently, Seiath launched two, pocket carriers; the largest permitted tonnage by the GEC militia quotas. Named the *Ardor* and *Fervor*, both ships are currently undergoing demonstrative maneuvers in the heart of the Kaulshen.

Patrolling a vast territory, the reach of the Seiath Navy extends from the Midbaur Ocean into both the Sea of Goshem and the Kaulshen, and then extending to the borders of the Gehennah Sea and the Aukyan to the south. Their primary role since the creation of the GEC has been to protect the vital methane hydrate facilities and shipping lanes that lie in the Kaulshen and between the Zoar and the Seiath mainland. Recently, the Seiath Navy, in conjunction with the Fasaim, is conducting a survey expedition to determine the source of increased raids on shipping along the borders of the Gehennah and the Aukyan. Seiath Naval Command believes that the Rakhim are extending their reach in the north now, but why they would be masquerading as the Fasaim by sticking the victim crew's heads on pikes, is unknown. Unless, the Rakhim have subdivided into a new consortium faction.

3.3.4 - Map of Seiath
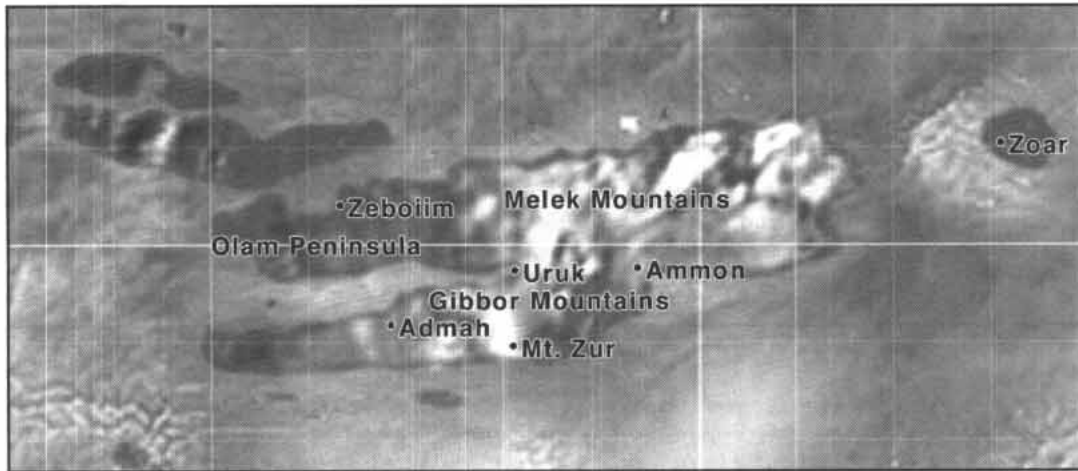
3.3.5 - Uruk

Uruk is a massive city of arcologies that hang off the coastal slopes of the Melek range overlooking the Gulf of the Plains, its massive shipyards and sea launch facilities extending out onto the water. Enclosed on east and southeast side by mountains and the west by water, the city of Uruk has had to extend itself north. There are numerous autofacs and residential districts scattered throughout the city's northern parts. In addition, two massive, transparent canopies glisten in the equatorial sun, protecting the sustained, artificial habitats beneath. Known for its beautiful gardens and extensive collection of rare species, the habitats at Uruk are only rivaled by those habitats within the foreign cities of Babil and Edim.

Being the capital city of the Seiath Empire, the city boasts a large palace complex that stretches nearly a kilometer square. The complex is partially enclosed beneath a third, much smaller, habitat canopy that holds the private, royal gardens and numerous, semi-domesticated therapists and reptavians. All two hundred of House Wilhelm's extended family lives within the complex with a view over the Gulf of the Plains to the West. To the North, past the arcology residences and factories of Uruk's citizen populations, and past the kilometer-long, hydroponics greenhouses that grow most of Uruk's food supplies, lie the gleanei suburbs and townships of Uruk. Stretching out onto the northern plains, these townships grow further apart and more scattered, following a small maglev track that also runs north before heading east into the mountains.

Closer to the city, the gleanei suburbs sprawl out over the water, first on stilts and then atop anchored barges forming a floating district that crisscrosses with waterways and waterside markets. Along the edge of this district and the shoreline further west of the township, fishermen and smugglers share simple docks and beaches. There are also a number of aquatic farmers, tending their algae ponds and Mauscat kelp fields.

Vital Statistics

Founding Date:	614 TL
Method of Government:	Militaristic Monarchy
Head of Government:	Viceroy Marcus of House Wilhelm
Population:	2.1 million (official census), 3.3 million (estimated)
Principle Industries:	Mining, Refining, Light and Heavy Industry, Trade

● Forgotten Tunnels

Numerous pipes and access shafts can be found underneath the arcologies. Time and again, an abandoned access port is discovered by a gleaner by accident. The arcology basements and tunnels are usually patrolled by maintenance bugs, but many of the older layouts have fallen into disuse and been forgotten. There are rumors and legends that tell of untold riches and resources in the palace's basement, but few except the young pay much attention to them.

Admah - 3.3.6

The smallest of the Seiath Empire's habitat cities, Admah serves as only a minor port within the Gulf of the Plains. The small shipyards simply allow the city to export its ores and import needed goods and materials. Nearly all shipping traffic runs up and down along a 20km, elevated, maglev railway that connects the port with primary arcology of the city. The shallow water port requires continual dredging due to the tidal patterns in this region, making fishing a poor industry but ideal for the small boats of smugglers and independent privateers. Coastal townships serve as a second home to smugglers common to Uruk, bringing in and out stolen, black market items. Dotting the landscape beneath the elevated railway are hundreds of other gleanei shantytowns, each practicing simple agriculture and animal husbandry. The huni pack animals domesticated in these townships are highly sought after by CI keepers, who frequently venture into the Gibhor mountains on research expeditions to Magan valley beneath Mt. Zur to study the unique habitats nearby.

South and into the mountains, automated, open pit, mining facilities extract ore for eventual export. Valuable iron and copper are common to these mountains, including small veins precious metals like platinum and silver. These ores are shipped back to Admah by way of automated monorails of ancient design (see picture). There are a few gleanei shantytowns near these parts in the mountains, filled with hopeful drifters prospecting for precious metals to sell.
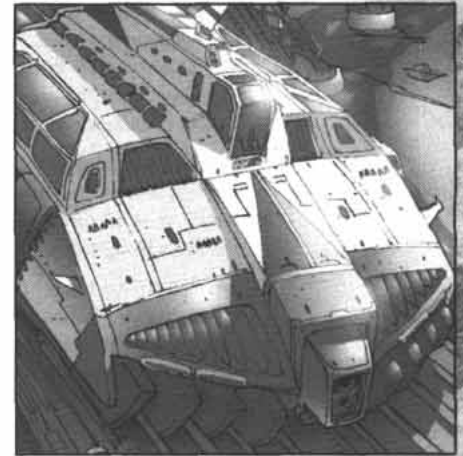
🗔 Vital Statistics

Founding Date:	621 TL
Method of Government:	Militaristic Monarchy
Head of Government:	Viceroy Giyom of House Mahen
Population:	690,000 (official census), 3.4 million (estimated)
Principle Industries:	Ore Mining, Light Industry, Trade

Zeboiim - 3.3.7

Known as the "City of the Plain," Zeboiim is considered the largest and most wealthy city in the Seiath Empire's. Its citizens and visiting merchants enjoy a refined life of leisure and entertainment, pumping more money into its entertainment industry. Ruled over by Viceroy Lucius of House Zebiel, the city is currently the most loyal viceroy to House Wilhelm. This is largely due to the marriage bond between the two houses, a diplomatic opportunity taken by Maximilyan Prime to secure Zeboiim's wealth to his royal treasury. This wealth largely comes from the city's agricultural and textile industry, which supplies food and cloth to neighboring cities, including distant Edim and Tharsis.

Situated near the northern coast along the Olam peninsula, the city stretches southward onto the largest plains on the planet. Extending beyond the central habitats and arcologies of the city as far as the eye can see are tens of square kilometers of hydroponics greenhouses. Utilizing their gleanei populations, House Zebiel has established small townships with working sewage treatment plants and centralized water systems. The waste from the townships then serves as fertilizer to the crops. In return, the gleanei are responsible for maintaining security and reporting any serious issues with the automated farming drones. They also receive a crop share for above quota harvests. This symbiotic relationship has helped create stability between the Zeboiim gleanei and citizenry, reducing crime and theft. Further out from the city, fields of naturally growing copi grass serve as pasture for herds of shofar, a large, grazing therapsid bred for domestication since Eden's 2nd century.

🗔 Vital Statistics

Founding Date:	619 TL
Method of Government:	Militaristic Monarchy
Head of Government:	Viceroy Lucius of House Zebiel
Population:	1.8 million (official census), 3.9 million (estimated)
Principle Industries:	Light industry, arts and entertainment, agriculture, textiles, herding

3.3.8 - Ammon

Along the southern coast of the Empire's mainland territory, Viceroy Morganna of House Setha, a long time political rival with House Wilhelm governs Ammon. The city is still rebuilding their shipyards and outlying autofacs from their recent besieging and battle with Seiath military forces under House Wilhelm just over a year ago. Despite his displeasure in the failed Ammon rebellion, Maximilyan Prime has been sending economic aid to help the Ammonites rebuild their destroyed infrastructure. Vigilantly preserved by both sides during the attack was the large, central archeological complex, including Ammon's modest habitat dome.

The city is built abreast a small river that feeds into a delta of bogs and mudflats. This delta habitat is one of several GEC-protected locations around the planet where the CI is transplanting shellfish and other tidal wildlife that were lost with the Apocalypse. Despite being off-limits, there is known poaching of shellfish in these protected flats by local gleanei. Many but not all poachers are eventually brought to justice under Ammon's legal system.

The southern-most port of the Seiath Empire, Ammon is a common stop for privateers and merchants as they make their way to Admah, Uruk or Zeboiim. The frequency of goods moving in and out of port has made Ammon a popular marketplace with its citizenry for goods from all around the world. Given deep waters just offshore, deep-sea fishing is also a major industry in Ammon, filling the marketplaces with every kind of fish or sea creature imaginable. In turn, Ammon fishermen are prone to discover a new species that the CI hasn't yet cataloged. Such finds, bear a choice bounty of hard currency paid out by the CI, a ticket to citizenship for a gleanei fisherman.

Vital Statistics

Founding Date:	617 TL
Method of Government:	Militaristic Monarchy
Head of Government:	Viceroy Morianna of House Setha
Population:	1.3 million (official census), 2.4 million (estimated)
Principle Industries:	Light and Heavy Industry, Trade, Deep Sea Fishing

3.3.9 Zoar
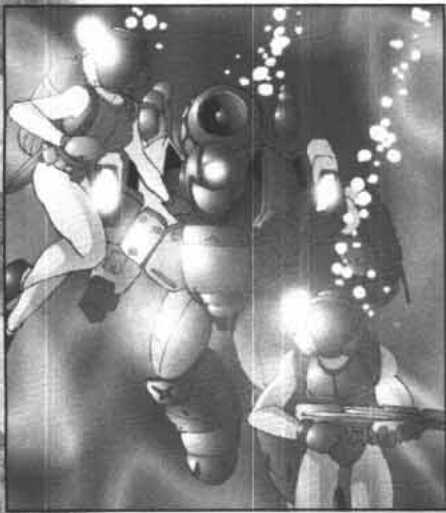
Zoar is the primary source of the Seiath Empire's methane reserves. Bordering along the western edge of the Gehennah Sea, the isolated port is located on a large island off the eastern coast of the Empire's main continent. Beneath the stretch of ocean between the two landmasses is an epicontinental sea containing vast reserves of methane hydrate. This has made Zoar, a powerful and coveted viceroy to House Wilhelm. Governed by Viceroy Darven of House Nahm, a house closely allied with House Setha, the city of Zoar is a large and wealthy, industrial city. Among its many arcologies and small habitat canopies, Zoar is one of two cities that possesses an underwater habitat canopy. Much more an underwater zoological center for marine study than a true habitat, this enclosed underwater facility is administrated by House Nahm in conjunction with the CI for terraforming research.

Further out to sea are the underwater mining crawlers. Massive, slow-moving monstrosities, these mining platforms extract methane hydrate under controlled pressure and temperature, preparing it for transport back to Zoar for processing and finally shipment to other cities within the Empire. Zoar's methane drives nearly all the autofac industry of the Seiath Empire, making Zoar a highly strategic asset. Zoar is a consistent port for Seiath naval ships patrolling the methane trade routes, escorting methane barges and scaring away overly interested privateers. This common traffic of naval personnel has established a minor tourism industry in Zoar, where gleanei, privateers and merchants sell their wares or discrete services to money-laden, homesick sailors.

Vital Statistics

Founding Date:	624 TL
Method of Government:	Militaristic Monarchy
Head of Government:	Viceroy Darvan of House Nahm
Population:	710,000 (official census), 6.1 million (estimated)
Principle Industries:	Deep Sea Mining, Light Industry, Trade, Tourism

MONARCHY OF REISLING - 3.4

The Monarch of Reisling (MR) is a rarity among the kingdoms: a society led by the single, largest house in the seven kingdoms for over two hundred years. Ruled over by the House Reis, much of the house's success is attributed to their strategic devotion toward the peaceful reestablishment of Eden's former culture. Currently ruled by Patriarch Xavier, the man is known within his own house as the "Old Lion". A tall and gaunt man, he rose to take his throne following his distinguished service within the High Court of Reis in New Babil, serving as militia advisor to his father, the late Patriarch Luter. A decade after his initial appointment into the High Courts in 764 TL, Luter died, and Xavier was named the kingdom's new patriarch. Now, an older man, he has begun to lose touch with his youth's activist roots in the armed militia. He instead focuses his attentions on maintaining the strict caste culture that he believes is part of his kingdom's noble heritage.

Offering support to this claim, the other member kingdoms of the GEC view Reisling as one of the more "orderly" cultures on the planet. Most other kingdoms have struggled politically within their caste systems, either militantly suppressing their gleanei masses or seeking policy to include them. Under Xavier's rule, Reisling has carefully crafted a system of checks and balances between its citizen houses and fief-perceived gleanei. The royal house continues to share none of their decision-making power with the kingdom masses, citizens included. Instead, they carefully and craftily rule through their hereditary upper class.

The Monarch of Reisling's early successes during the fearful times following the Apocalypse were aided by the vast stores of technological infrastructure that remained marginally intact due to Babil's location further inland away from the severe tidal forces that ravaged the coastal cities. This allowed the survivors to begin restoring the basic necessities of life over the first decade following the comet impacts. By the time the darkened skies receded, allowing sunlight back onto the planet's surface, House Reis had already gained a substantial lead over other cities in restoring their modern infrastructure. Shortly thereafter, Reis was appointed as the monarchial house over the city and rechristened the city New Babil and named itself the Monarchy of Reisling.

Over the following centuries before the Scrap Wars began, other houses sweared fealty to House Reis for mutual protection and strategically arranged marriages, intertwining the houses together and allowing Reis to absorb them their fold. Meanwhile, House Reis established community rehabilitation projects, improving sanitation and standard of living for the gleanei surrounding the cities Overtime, a total of five minor houses and their respective cities were taken in this manner. One of three kingdom states that first proposed the *Articles of Unity under Sovereignty*, House Reis continues to press toward its own unilateral vision of the future within the legislative halls of the GEC, exercising their influence over the CI and the pressing issue of global cooling.

Vital Statistics

Founding Date:	609 TL
Method of Government:	Hereditary Monarchy
Head of Government:	Patriarch Xavier of House Reis
Capital:	New Babil
Population:	7.3 million (official census), 17.3 million (estimated)
Military:	Volunteer Standing Militia

New Babil Legislative Complex ◆

The massive arcology structure of New Babil houses the main legislative complex of the GEC. For maximum effect, the offices and meeting chambers are located at the highest point of the megabuilding, overlooking the valley far below. Tall windows and a soaring, vaulted canopy ensures adequate lighting and maximum field of view; both are made of space-made transparent alumina alloy, which is thin, light and yet shatterproof. The canopy is only interrupted by a few gracefully curved support beams, which double as maintenance and roof access points (provided one is willing to crawl — they are mostly used by bugs).

Much of the complex stands on the top floor as a collection of beautiful chiseled stone buildings and lush courtyard gardens. The entire complex is made of white Babil marble, harvested from a large quarry in the mountains to the south of the city. The halls are decked in rich paintings and animated boards showing ongoing terraforming projects and prestigious past and present members of the institution.

Numerous tiny bug drones scutter about, keeping it in pristine conditions while doing their best to stay out of view (staffers and legislators have long since learned to mentally ignore tiny movement at the edges of their field of vision). They are controlled through a network of housekeeping computer nodes located near the elevator banks (for easy maintenance). For obvious reasons, security is fairly tight, and small bug drones, controlled by bug wardens with high security clearances, regularly patrol both the corridors and the service shafts and tunnels.

3.4.1 - Economy and Influence

The Monarchy of Reisling relies heavily on mining, refining and light manufacturing, but has little other exportable industry. In fact, Reisling has fewer high-technology industries than any other kingdom state. A sharp change of focus in industry since the forming of the GEC, this economic shift from a largely self-sufficient state is the outcome of regulated international trade, allowing the kingdom to shift from an industrial state into a service economy. Now possessing only a modicum of industrial autofac infrastructure, the Monarch of Reisling still focuses heavily on municipal and terraforming projects within its habitat cities and the surrounding gleanei communities. However, the kingdom now uses the wealth achieved through export of methane, refined ore, ceralloys and other light industrial goods to import the necessary components required to maintain their society's high standard of living. A prominent supporter of the CI, Reisling often serve as gracious sponsors to joint terraforming projects both domestically and abroad, seeing these endeavors as productive to its own domestic policies. This has given the MR tremendous influence over the CI's focus and direction, and consequently the accumulation of unique technologies and resources not accessible to other kingdoms.

3.4.2 - Politics and Motivations

House Reis maintains an impressive voting block within the GEC Assembly. Unlike, the partisan-divided representatives of the Seiath Empire, the Reisling delegates are a unified voting block. Long devoted members of the Sovereignist and Empathist political parties, the Monarch of Reisling has been adamantly defending the GEC Constitution and its long standing position over gleanei rights and privileges against the new World Federalists within both the Assembly and the Senate. Discreetly, the Monarch of Reisling is lobbying other international houses to apply pressure through the Assembly to call for an official inquiry into the World Federalists agenda. Outside the workings of the GEC, House Reis has launched a private investigation into the relationship of the twelfth consortium to Tiamaut, believing their appearance to be a propaganda campaign to promote the World Federalist cause. The recent disruptions in the MR's mining operations in Svivat Sea, south of Reisling's main continent, has deepened concerns with Xavier and his High Court that they might have uncovered something much larger than just GEC party politics.

3.4.3 - Military Organization

The Monarch of Reisling maintains a standing militia for safeguarding its international borders and internal security. Militia service within Reisling is completely voluntary but is considered an important civic duty within Reislim society. Symbolizing fealty to the vision of House Reis and the restoration of Eden Pre-Apocalyptic culture, the militia is open to able body citizens and non-citizens alike. However, basic training is incredibly rigorous and less a third of applicants ever successfully complete training to become militants within the MR's Militia Guard. Completion of training guarantees full citizenship following five tiels of active service, prompting some gleanei from other kingdoms to immigrate to Reisling hoping to improve their lives.

Since the formation of the GEC, Reisling has shifted its armed forces primary focus away from strictly kingdom defense to a more diplomatic role, serving as escort to CI expeditions in international waters and establishing a new division, Service Command, responsible for administrating domestic municipal and terraforming projects. These assignments have opened up new avenues for higher education by qualified gleanei that are admitted into the Militia Guard.

● Work to Serve, Serve to Live

The Service Command of Reisling's armed forces is an organization of labor drone operators, engineers, administrators and security personnel responsible for tending to nearly all humanitarian and environmental projects within Reisling's territories. Working hand in hand with the CI, Service Command is able to provide a tremendous amount of staff and resources toward disaster relief of gleanei suburbs and remote townships, environmental reconstruction projects of the CI, and security detail over protected lands and habitats within the kingdom's territory.

Attracting a large number of young citizens that join the Service Command for a four year term before returning to university in their home city, the organization has served as a template to other kingdoms and to the CI's international field offices, helping define operating and planning procedures. This has provided many Service Command personnel to work overseas for the CI on short-term assignment. In turn, many citizens that serve under Service Command will join the CI following their graduation from university.

Map of Reisling - 3.4.4
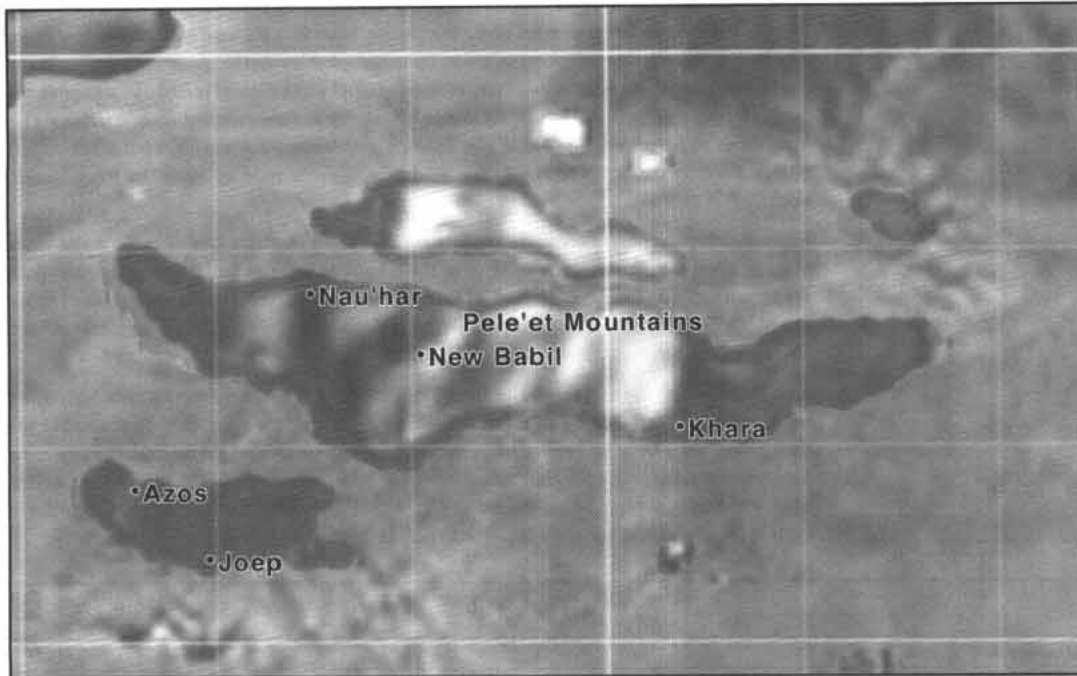
New Babil - 3.4.5

Nestled on three sides by mountains, New Babil is situated overlooking a fertile valley that stretches to the southwest. Its massive arcologies rise up from the valley floor over half a kilometer, creating an impressive sight of massive terraced wall of metropolitan residences to the gleanei inhabitants below. Housed within is the second largest city population on the planet, most of which enjoy a life of leisurely work. Also, housed in the city walls is the legislative complex of the GEC. A collection of beautiful stone buildings and courtyard gardens beneath a vaulted canopy of transparent alumina alloy, the entire complex uses Babil marble, harvested from a large quarry in the mountains to the south of the city. Behind all this lies the massive habitat arcology of New Babil, another vaulted canopy that span between two high ridges, creating a garden ravine beneath. This habitat has an extensive collection of rare specimens, both plant and animal. CI headquarters is positioned just outside the entrance of this habitat.

Running down the center of the habitat, one of only two rivers on the continent, the Tigraus, runs down from the mountains and into the city, providing water to the habitat refuge and city's inhabitants, as well as the city's autofac and hydroponics industries. This water is then reclaimed and treated before being released back into the river, where it flows out of the city, creating a magnificent, artificial waterfall that flows down a terraced aqueduct before it continues across the valley floor. The river then provides potable water for the sprawling gleanei suburbs, farms and pastures below. These gleanei benefit greatly from the river traffic of barges and small cargo boats that travel up for Peris to deliver goods and materials and then descending back down the river laden with goods and materials from New Babil and the gleanei communities themselves.

Vital Statistics

Founding Date:	609 TL
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	Viceroy Ursula of House Reis
Population:	3.4 million (official census), 5.8 million (estimated)
Principle Industries:	Mining and Quarrying, Light Industry, Agriculture

3.4.6 - Peris
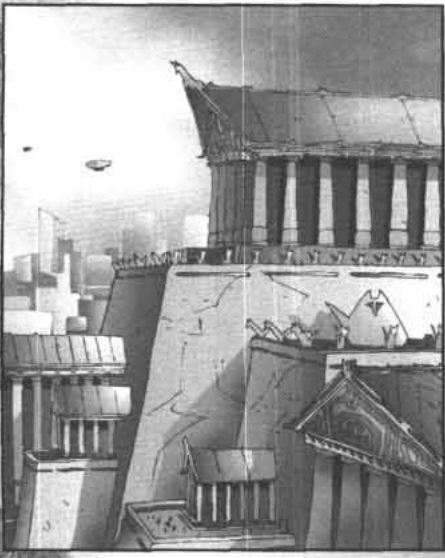
Know as the "Jeweled Port under the Sun," Peris is just 350km by river from New Babil. Positioned along a small, natural harbor, near where the Tigraus flows into the sea, Peris serves as a major port both to Babil and to international trade. Thousands of ships shuffle goods and supplies in and out of Peris' docks and warehouses. Most of Peris' gleanei population is spread out alongside the many docks and yards in the harbor, subsisting off the sea as fishermen and aquatic farmers. Like many cities on Eden, Peris also has it own nearby mountains. most of the city's industrial centers resides down on the plains with only the residential districts residing along the steep foothill slopes.

Also extending out off the coast are the Reisling sea launch facilities. One of three, major space ports on Eden, the Peris Space Yards serve as the primary launch site for CI's space program. Both sea launch facilities in Uruk of Seiath and Edim of Audu'uth only serve as secondary launch facilities to the CI. Here, Sarif-class aerospace shuttles, along with other launch vehicles, take off and land on regular schedules.

A common destination en route to or from Babel, the city is renowned for its bath houses, an entire district of Greco-Roman, columnar buildings extending up the steep foothills devoted to the bath enterprise. Several of the mountain streams that course their way down into the city come from hot mineral springs from high in the mountains. This water is collected into vaulted, marble halls with large pools for swimming, wading or sitting. Incredibly popular among residents and visiting merchants, the baths are an attractive place to conduct business and social events.

Vital Statistics

Founding Date:	613 TL
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	Viceroy Melzack of House Reis
Population:	1.5 million (official census), 3.1 million (estimated)
Principle Industries:	Trade, Light Industry, Tourism, Fishing and Agriculture

3.4.7 - Khara

Isolated from Peris and Babel, except by sea, the city of Khara rests beside the eastern slopes of the Pele'et mountains and stretches out onto the vast Plains of Erda. One of two exporters of methane in the kingdom, Khara directs its methane hydrate mining operations along the epicontinental seas in its southern waters. Among with methane hydrate mining and refining, the city also has a large textile and agricultural sector. Stretched out like the fingers of a giant hand, greenhouses of hydroponics separate huge fields of naturally sown copi grass. Khara employs thousands of gleanei to harvest the grass and deposit it into carts that then separate the flower from the stalk. The flower is husked to produce grain, and the stalks washed and threshed to form fiber for textiles.

A frequent port for merchants seeking contracts for methane and textile shipments, the city attracts a large crowd of privateers. The eastern port is a haven of gleanei brothels and taverns, where the privateers mingle with gleanei smugglers, trading in black market items. House Muna-Reis has permanently posted a substantial force of the Militia Guard to serve as the port authorities over the docks.

Vital Statistics

Founding Date:	619 TL
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	Viceroy Gwyn of House Muna-Reis
Population:	1 million (official census), 2.4 million (estimated)
Principle Industries:	Mining, refining, textiles, agriculture, trade, various industries

Joep - 6.4.8

The southern-most city of Reisling, Joep is little more than a large refinery arcology with a large port facility and a sprawling gleanei population that works a living off selling handmade crafts to visiting sailors, farming copi grass and tuberous roots, or fishing. The principle industry of methane hydrate mining and processing covers an even larger territory than Khara, extending farther south and into the west of the Svivat Sea. The city is so heavily industrialized that it is the only city to not house a habitat refuge within its walls. There are only community gardens spread out along the terraced residences and a half-kilometer square, private, royal garden.

Refugee boats are now becoming more infrequent as the populations of gleanei survivors from the uncharted territories in the southern hemisphere diminish. These gleanei refugees have spent the last century building out into the copi fields and coastal bog lands, creating a network of waterways for transporting foodstuffs and other goods to markets scattered throughout the shantytown and suburbs. Currency collected from selling on the docks has allowed these communities to build water filtration plants, a fish hatchery and a small export industry with the help of privateers.

Far off shore and deep underwater, deep-sea crawlers extract methane hydrate from the sea floor of the northern Svivat. Large, submersible tankers then transport the methane hydrate. Kept under specific temperature and pressure to maintain the hydrated state of the gas, the methane is then allowed to boil off releasing the trapped gas from the water. The water is in turn used for Joep's, small, autofac industry, while the methane is processed and shipped out on surface tankers to Reisling's other cities and Tharsis. The rich supply of methane also makes Joep a major port for Reisling's naval forces.

⊞ Vital Statistics

Founding Date:	671 TL
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	Viceroy Veygus of House Kahn-Reis
Population:	850,000 (official census), 1.9 million (estimated)
Principle Industries:	Deep Sea Mining, refining, agriculture, trade, various industries

Azos - 6.4.9

Situated on the northwestern shore of Al'koza, Azos has an agrarian economy. The low rolling hills of copi grass that gentle slope up into the center peaks of this large island, give way to countless streams and rivulets, creating ideal pasture for herding shofar. Citizen herders patrol the vast grazing lands on huniback (see *Huni*, p.102), allowing them to chase away predators and thieving poachers from the gleanei townships surrounding Azos. Speckled throughout the pasturelands are threshing autofacs, where gleanei and drone harvested copi grass to be processed and then shipped off to other autofacs inside the city's walls. The gleanei are allowed a share of the crop for their assistance. Inside the walls of Azos, the copi fiber is woven into bolts and then refined through repeated washing and eventually dyed. Azos cloth is highly prized as far as the marketplaces of Tharsis. Many of Azos' citizens are involved in the crafting of intricate patterns and designs.

Foodstuffs are Azos' other primary export, including preserved meats and processed grains, as well as Mulautt wines. Some of the finest Mulautt wines come from the Azos region. The wine is made from the crushed pulp of a root vegetable of the same name. All of these food exports are shipped out to sister ports in the MR and the neighboring TS. While citizens are involved in the business of trading these goods; they leave the processing of the food to autofacs. The slaughterhouses are completely automated, except for hired gleanei maintenance crews. Again, the undesirable parts and low-grade meats are distributed to throngs of gleanei crowding outside the slaughterhouses daily.

⊞ Vital Statistics

Founding Date:	630 TL
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	Viceroy Enri of House Marcao-Reis
Population:	640,000 (official census), 4.2 million (estimated)
Principle Industries:	Herding, agriculture, textiles, trade

3.5 - TIAMAUT SOVEREIGNTY

The Tiamaut Sovereignty has the third largest economy within the GEC, uniquely claiming a far-reaching ocean territory to the northwest of their territory, bordering on both the Gehennah Sea and the Aukyan. Within this uncontested territory, are the second largest methane hydrate reserves on the planet. Though considered a dangerous region to navigate due to frequent methane eruptions, Tiamaut has been mining methane and other ores off the epicontinental seabed since 614 TL, wielding significant economic power against the other kingdoms.

Despite its economic power, Tiamaut is a smaller kingdom, located on three large island continents that lie southwest of Reisling. Frequently referred to as "The Three Talons" by other royal houses, Tiamaut has a long-standing rivalry with neighboring Reisling. The two kingdoms repeatedly engaged in open warfare during the Scrap Wars, fighting over undersea resources and land. Late in that period, Tiamaut allied itself with the Seiath Empire and invaded Reisling, taking Azos. Known as the War of Ends, the two kingdoms fought each other for another tiel before Reisling forces finally broke the blockade of Joep, defeating Seiath's naval forces in the region and driving them back to Azos. In poor strategy, Tiamaut consolidated both main naval fleets in Azos, expecting Reisling to engage in a prolonged naval artillery battle. Instead, Reisling performed a bold, twilight attack, launching the largest cruise missile attack in Eden's history. The attack severely crippled Seiath's and Tiamaut's fleets, forcing them to retreat to Tiamaut waters. Shortly afterward, Reisling launched its amphibious assault on the city, meeting only a small resistance and liberating Azos.

A week later, Tiamaut surrendered to Reisling in 710 TL on the Tiamaut island continent of Bej. Having no habitat city or other large settlements, the island continent was officially declared a buffer zone between the two kingdoms within the treaty, clearly prescribing that Tiamaut may mine the island for ore resources but not establish any permanent settlements. Not interested in taking over Tiamaut rule, the A'djanni House was also allowed to maintain its sovereign status over its constituents. Entry into the GEC five years later has helped smooth trade relations between the two kingdoms over the last 70 tiels, but the two royal houses still hold a silent malice toward each other.

Being the primary kingdom bordering both the Aukyan Ocean and the Sea of Aulmg, Tiamaut has a large CI presence. The keeper scientists have spent the past decade researching the rapid expansion of the coral reefs of Aulmg, cataloging more than a hundred new species of fish every tiel. The CI's other interest is Bej, the most mountainous islands on Eden and home to the largest colony of Agni dragons. Tiamaut has thus far been extremely gracious to the CI, offering them many free resources for their research expeditions. However, that sentiment is starting to change with the Sovereignty refusing the CI unescorted access to the Aulmg and increasingly limiting their movements on Bej. The CI has brought the issue before the Assembly and the Senate, protesting heavily to a legislature that views the restrictions an issue of kingdom sovereignty and not the GEC.

Vital Statistics

Founding Date:	622 TL
Method of Government:	Hereditary Monarchy
Head of Government:	Matriarch Morianna of House A'djanni
Capital:	Aih
Population:	6 million (official census), 13.5 million (estimated)
Military:	Feudal Standing Militia

◆ Morianna of House A'djanni

A strikingly beautiful woman, Morianna is well known for her diplomacy and candor. She is also a person that is known among other royals for always having an underpinned agenda behind her rhetoric. A long-time supporter of the World Federalist cause, she has frequented the GEC Senate to speak on behalf of the GEC, arguing to expand the Confederacy's executive powers. However, in the last three tiel, her senatorial representatives have twice voted down an expansion of the CI's powers over kingdom sovereignty. Not surprised by this, many in the GEC view such political enigmas as typical of Morianna's political practices. Some senators believe that she is distracting them from her house's true agenda, which is to weaken the CI's executive power for her kingdom's economic gain.

The hidden truth is that House A'djanni is currently divided with Morianna trying desperately to hold the ruling house of Tiamaut from cracking and causing her kingdom to sink into civil war. Working desperately to uncover her secret usurpers before the house's weakness is exposed, Morianna has already foiled one assassination attempt on her life, but remains fearful that she has only cut the tail off the dragon that lurks within her House.

Economy and Influence - 3.5.1

On its multiple island continents, Tiamaut maintains a highly diversified economy of heavy industry, trade and agriculture. Positioned along common trade routes of ships crossing the Aukyim Ocean, the kingdom serves as the major shipping hub in the southern hemisphere. Due to this influence over trade, Tiamaut is able to maintain a strong income of trade taxes overseen by the GEC. Its influence allows its products to be widely available worldwide. Everything from ceralloy sheets to gas turbine engines to vehicular weapon systems are exported and utilized readily by other kingdoms. Next to the Seiath Empire, Tiamaut is the second largest exporter of heavy industrial and military components. Tiamaut uses this to its advantage, actively engaged in supplying weapon systems to privateers, a market that Seiath is hesitant to do following its experiences in the Ramaim-Bhagathim Revolutionary War. Furthermore, the current reliance of other kingdoms on military components from Tiamaut, allows them certain insights into the composition and size of other kingdom's military power. Something that House A'djanni considers quite valuable for its future.

Politics and Motivations - 3.5.2

The Tiamaut Sovereignty is ruled exclusively by House A'djanni, who are the primary writer's of the World Federalist Papers, a series of arguments for dissolving the GEC as a confederacy of sovereign kingdoms and uniting the entire planet into a Global Federalist Republic. Holding significant power and influence over several other houses in the smaller kingdoms due to debts over military contracts, A'djanni believes that in a new world order it would gain a superior advantage. Currently, its political agenda is meeting heated opposition from Reisling and Audu'uth, with only mixed opposition from the Seiath Empire, whose ruling house is currently more concerned with the possibility of civil war.

Internally, Tiamaut is facing its own possible civil war. House A'djanni is starting to crack in a game of thrones, with distinct political factions polarizing from within. To A'djanni matriarch Morianna, the factions appear to be after her title and throne, yet she is having a difficult time uncovering who really are her allies and enemies. Still, after one foiled assassination attempt, she remains confident in her position as matriarch. As a precaution, she is currently in New Babil, pushing the World Federalist agenda before an obstinate Senate. Meanwhile, having assembled a discreet collection of informers throughout the royal palace and in the military, she is a patient woman, willing to wait for her traitors to reveal themselves again, letting her spring her trap.

Military Organization - 3.5.3

Tiamaut's military is a feudal, standing militia, meaning that all citizens and non-citizens are required to serve time on reserve. This requires a full week of service every month. Both citizens and gleanei are required to serve on reserve for five years following their fifteenth birthday. During that time, both receive a stipend to cover their lost time in their normal occupation. Citizens knowingly are paid more than their fellow gleanei militants. Top performing citizen militants are offered military officer's training and full militia salary. Because of this organization, Tiamaut has some of the best command units in the world. Rama has sent its own officers regularly to learn the skills of command from Tiamaut's officers. Despite their requirement to serve, very few gleanei ever become officers, even if they successfully purchase their citizenship.

For its navy, the kingdom has hired the privateer consortium, the Huennaut Picaroon. Providing the consortium with new ships and advanced weaponry, the Picaroons are one of the best-equipped consortiums on the planet. Serving to protect Tiamaut's national waters, the Picaroons work very closely with the kingdom militia, participating in mock skirmishes and strategic games. Despite the connection, the consortium does not recognize the authority of any officer in the militia; instead, only answering to House A'djanni.

Talon Guard ◆

The elite guard of House A'djanni, the Talon Guard serve as palace security, secret intelligence operatives and assassins. They are specially trained in all manners of observation, lock picking, stealth and killing. The qualification program is rigorous, involving hours of physical training and tests of stamina. Only a handful of those that test survive the training without being disqualified due to injury or failure to meet the test objectives. Of this handful only three will be selected and continue on to become Talon Guard.

This pair will train and serve together at all times, learning to work as a cohesive team, each possessing equal skill in all disciplines. This equality of discipline serves to create a team that is highly capable of coordinated effort involving delegation of tasks while also allowing each member to flow in and out of a role fluidly. This level of teamwork is what distinguishes the Tiamaut Talon Guard from the royal guards of other kingdoms.

3.5.4 - Map of Tiamaut

Map labels: •Tzais, •Ruce, Mt. Ebech, Nissi Montains, •Aih
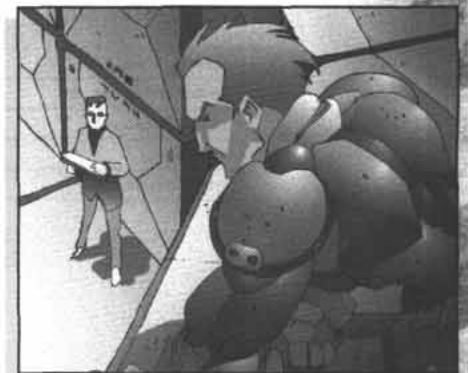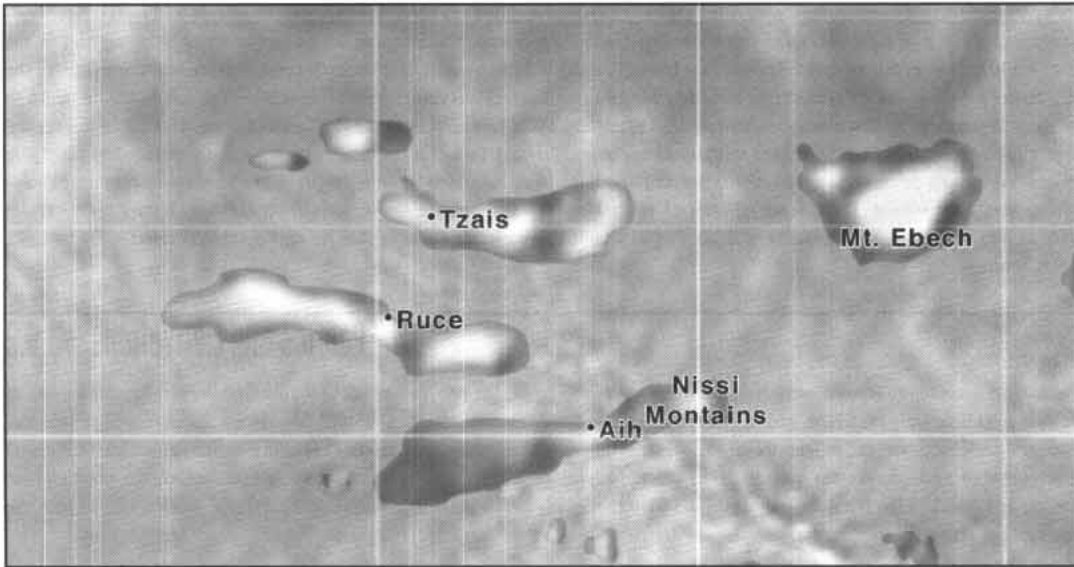
3.5.5 - Aih

The capital city of Aih is situated along the northern coast of the southernmost island in the Tiamaut archipelago. Built atop naturally occurring set of plateaus that eventually ascend into the Nissi mountains, Aih is an amazingly beautiful city, with massive, stone courtyards adorned with statuary and lush, tropical gardens beneath three, massive canopy domes that interlock, forming a triquetrous pattern. Beneath the domes, large arcologies jut up forming a group of pyramid-like structures. These structures are interconnected with tramways and walkways that allow the citizen inhabitants to move about the city. The royal palace is on the top of the centermost pyramid structure high above the rest of the city. Called "Palace of Ten Thousand Stairs," a long staircase leads up from the base of the pyramid to the palace atop. The palace is a large, flat structure surrounded by multiple courtyards interspersed among gardens of tropical and subtropical plants from Eden's past.

Outside the city, a natural harbor allows multitudes of ships to exchange cargoes every year. Gleanei suburbs flank either side of the port, fanning out along the coast to the east and extending out into the open plains that lie to the west. The gleanei of Aih are largely craftsmen and metal workers; their homes interspersed among Aih heavy industry buildings that tower over the gleanei homes and shops. The non-citizens are allowed to scrounge for scrap metals and discarded parts in the junkyards that lie outside the multiple industrial autofacs.

Further out to the west, large complexes of greenhouses extend out past the dusty, gleanei streets where a few small gleanei shepherds graze their shofar on the copi grasses of the plains. These greenhouses shield tropical orchards of fruit bearing trees and shrubs, as bug drones tend to the trees and harvest the fruit for processing in the nearby autofacs. This fruit is one of the primary food exports for Ahi, being highly prized all around the globe. The use of bug drones and autofacs in orchard maintenance helps keep the fruit costs down, allowing Ahi to export its fruit as far as Edim and still compete on the local market there.

Vital Statistics

Founding Date:	608 TL
Method of Government:	Hereditary Oligarch
Head of Government:	Envoy Farzhad of House A'djanni
Population:	2.3 million (official census), 5.6 million (estimated)
Principle Industries:	Heavy and Light Industry, Agriculture

Ruce - 3.5.6

Ruce is Tiamaut's central-most habitat city, situated on the low-lying rolling hills typically of its island landmass. Built out of the ruins of a suprarcology (see Habitat Arcologies, p.78), the city extends out off the shoreline, creating a massive complex of waterways, warehouses and docks that serves the cities primary industry. This harbor complex extends over two kilometers offshore, ending at a complex of power transfer stations and autofacs that sits atop the last remnant of Ruce's Pre-Apocalypse superstructure. Utilizing the deep, underwater, geothermal generators that powered the former suprarcology, a half kilometer diameter column rises out of the sea, where electrical power is routed inland to the single habitat dome on the shore's edge.

Next to the city Tharsis in Kurish kingdom to the east, Ruce is the second largest port city on the planet. Positioned perfectly along the trade and monsoon winds that cycle up from the southern pole, the city serves as the primary port for all ships sailing toward or from the Aukyim Ocean to the west. Because of the city's prominence in trade and commerce, the city enjoys a vast marketplace on the inland most section of the harbor complex. This enormous marketplace, spanning a kilometer square, holds nearly anything that a person could hope to find and purchase. Small boats use the water causeways that run alongside the walkways and under bridge ways that lead in and out of warehouses, boardwalks and malls.

The city's gleanei work in both the marketplace and further inland beyond the habitat dome. The land further inland is boggy and largely wetlands. The gleanei homesteads are generally elevated on stilts of alloy scrap taken over the years from the city's junkyards outside the industrial autofac complex nearby. Semi-aquatic farming and small fisheries are the common means of sustenance income to these gleanei. Other's serve as fisherman, alongside the large drone-controlled nets of the kingdom's own fishing industry.
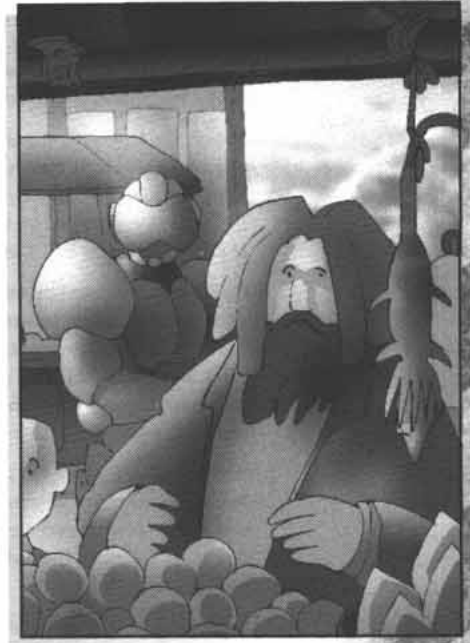
▦ Vital Statistics

Founding Date:	610 TL
Method of Government:	Hereditary Oligarch
Head of Government:	Envoy Danyele of House A'djanni
Population:	2 million (official census), 4.8 million (estimated)
Principle Industries:	Trade, Fishing, Heavy and Light Industry

Tzais - 3.5.7

Serving as Tiamaut's second largest port, Tzais is the kingdom's northern most habitat city. The central habitat dome is nearly two kilometers inland, but a series of maglev trams connects the city's heavy industry to the harbor, intermixed along the elevated tracks are smaller factory complexes with gleanei communities as close neighbors. The port is a dredged harbor that lies on the eastern edge of a boggy delta created by multiple streams that converge from around the island. The collection of slit due to tidal movements along the shore give cause for constant dredging of the harbor to allow the larger boats to dock in the harbor instead of far offshore.

The secondary industry of the city is heavy equipment manufacturing. Most of the metallic ore and clay materials used in manufacturing come form undersea mining that coincides with the city's primary industry, methane hydrate export. Large factories process the ores and ceramics required to manufacture ceralloy and other unique metallic alloys and oxides.

Within the habitat dome, there is a large garden complex of courtyards and administrative building that serves as the military headquarters for Tiamaut's militia. Many of the citizens that live in Tzais serve as military officers in Tiamaut's feudal militia. The surrounding countryside and the nearby delta serve as training grounds for practicing amphibious warfare and strategic games. Occasionally, gleanei hunters will stumble on unexploded munitions or discarded supplies. Some of these are retrieved and then sold on the black market to privateers and smugglers in port.

▦ Vital Statistics

Founding Date:	611 TL
Method of Government:	Hereditary Oligarch
Head of Government:	Envoy Limari of House A'djanni
Population:	1.7 million (official census), 3.2 million (estimated)
Principle Industries:	Deep Sea Mining, Heavy and Light Industry, Trade

3.6 - MERCHANT HOUSES OF KUR

The Merchant Houses of Kur (MHK) is a small, economically driven kingdom that has continued to grow stronger through its trade relations with other kingdoms. The northernmost of the kingdom states, situated within an archipelago of massive islands, Kur has built its main economy around foreign trade and commerce. Beneficial trade winds and ocean currents that force many ships to routinely require stopping in port to take on supplies aid this venture.

As such, the Kurish city Tharsis has become the busiest sea port in the world, attracting merchants and privateers from all of the seven kingdoms and beyond. Many small, independent privateers make Tharsis their homeport, handling cargo back and forth between Edim, Khara, Ahi or further. Because of this high level of shipping traffic, the MHK has become the last stop for many gleanei leaving their old townships looking to find work or other opportunity. These unfortunate souls, end up having to scrounge out a living within the suburbs of Baubei, a floating city, half encircling the elevated suprarcology of Tharsis.

Baubei is an enormous floating city that sits beneath the shadow of the Tharsis arcology. Comprised on literally thousands of barges and modified ship hulls, this gleanei suburb is the largest of its kind in the world and accurately a city in its own right. The population of Baubei is estimated to exceed 7.2 million, making it also the largest concentration of gleanei non-citizens on the planet. Like nearly all cities on Eden, Baubei has its ports, its industrial sectors, its entertainment sectors, residential zones and slums. These are all distributed randomly throughout the gleanei city, making it difficult for travelers not familiar with Baubei to navigate the city. an accidental wrong turn and an individual could find themselves in a very bad part of town.

Baubei is also a haven for smugglers and contraband. Stolen cargoes and black market items are nearly everywhere in Baubei, making the Baubei underground a huge business, literally pushing millions in currency between hands. This trafficking is so prolific that Kurish security has no problem being indiscriminant, being able to easily meet their required quotas, leaving the majority of smuggling cartels to themselves. Therefore bribes in Baubei are minimal, just the importance of keeping lower profile than the smuggler next door.

Considered the most democratic oligarchy in the GEC, its government is comprised of five separate houses that present a unified front to the rest of the world. These five houses convene within a general assembly called the Table of Concessions. Within the assembly, all five houses share equal representation of a single delegate that speaks on behalf of their house. Together, they collectively govern the Kurish state from the capital city of Tharsis, helping keep the machine of international trade running smoothly.

Vital Statistics

Founding Date:	615 TL
Method of Government:	Shared Oligarchy
Heads of Government:	House Abram, House Esra, House Ione, House Jusnar, House Wo'olf
Capital:	Tharsis
Population:	3.2 million (official census), 13.4 million (estimated)
Military:	Provisional Conscript Militia

◆ Barges

Many of the merchant houses own one or more transport barges to help them move their trade items about. The smaller ones are about the size of a bus and can be directed by a single crewman at the helm, though it is customary to have at least one additional crewmember to act as a lookout and general gopher (to throw mooring lines, clear jams, etc.). The bigger models are the size of an old Earth sea cargo ship, though these are rarer as they are ungainly and generally cannot dock anywhere but the floating city's outer docks. All types are emblazoned with the sigil of their affiliated houses, sometimes hastily painted on over any previously existing markings.

Barges have a bewildering variety of hulls and superstructure shapes, but they do share a number of characteristics. All have fairly low and wide hulls, both to increase their cargo capacity and facilitate loading and unloading. This makes them prone to swamping in bad weather, and as such they try to avoid going at seas then. Barges also tend to be slightly underpowered, and many do not sport engines at all, relying instead on tugs (most of which are unmanned drones capable of limited self-navigation). Thanks to resilient alloys and diligent maintenances, some of the barges are centuries-old, and more than a few began life as an interstellar shipping container or even as part of a spacecraft.

More than a few of the merchants have side "businesses" with their barges and have built hidden compartments in their hulls to hide valuables and contraband. These can be used to transport hidden bug hives or even whole combat golems (in the case of the larger barges), if the hull is deep enough. Unless well bribed, many inspectors will turn suspicious at the sight of extra "ballast tanks" or "fuel bunkers."

Economy and Influence - 3.6.1

The Kurish kingdom's economy is largely based on international trade. This provides the kingdom tremendous influence over how goods are directed to their final destinations. Many times the Table of Concessions will force the hold of goods destined for another kingdom for even the smallest violation or unpaid bill. These actions are currently viewed as issue of the Kurish State and are not admissible before the GEC Senate. This leverage of power has allowed the Kurish houses to become quite rich off the backs of their neighboring kingdoms and unfortunate privateers, who are forced to give in to the houses' demands or lose their cargo. In counter-balance, the Kurish houses encourage the establishment of diplomatic offices or embassies to help "manage" such issues in the future. The overly generous leases offered on these facilities serve to pacify any excessive ill will toward the Merchant Houses of Kur. A kingdom with few ore or energy resources, these taxes and tariffs help fund Kur's many domestic projects that extend out onto the small Kurish continent, including agriculture and herding to help feed the Kurish transient masses and hopefully begin building a profitable export.

Politics and Motivations - 3.6.2

Having the largest port within the GEC, the Merchant Houses of Kur is a huge lobbyist over all international trade law in the GEC legislature. Holding only twenty-two seats in the Assembly has proven difficult, as the Kurish assembly members find it difficult to enact relaxed policy toward reducing tariffs on shipping. However, the Kurish senators are currently a strong voice in the Senate and have successfully kept most increases from passing on the Senate floor. Despite this rhetoric, the Kurish representatives have laid continual pressure on the Assembly floor to setup an official inquiry into helping subsidize the overtaxed shipyards in Tharsis. Working with the Kurish Assembly delegates, the representatives from the smaller and less influential kingdoms of Audu'uth, Rama and Bhagath, also have a political interest in the increasing capacity of the Kurish port. Increased trade of goods and services through Tharsis would be of great benefit to their houses' coffers as well. While the shipyards in Tharsis are in much need of repair, these proposals are given a dim view by Reisling, Seiath and Tiamaut, who have their own major ports and would rather see their own ports become more popular waypoints for merchants and privateers.

Military Organization - 3.6.3

The Kurish military was once a provisional conscript militia. During times of war or internal incident, the Kurish houses would draft the aid of privateers or gleanei to serve in a naval and land force militia. The drafted militants were interviewed for their working knowledge of weapon systems, tactics and other valuable skills to the intended mission and then placed in their militant roles in accordance. This method served the Kurish houses through the later half of the Scrap Wars quite effectively. Though a highly flat command structure, the conscripted privateer forces, equipped with weapon systems from the Kurish houses, could form up superior numbers to other kingdom forces. Today, the lack of international conflict following the formation of the GEC has left Kur without much need to conscript militias. Instead, the Kurish military is solely comprised of a volunteer fellowship of privateers under the command of a *contraborn* of House Wo'olf.

Brigandim Wo'olf ◆

The only standing militia of Kur, Brigandim Woolf is a loose band of privateers and smugglers serving the Merchant Houses of Kur as a patrol force in their national water. Tasked with maintaining security for all shipping within Kurish waters, the Brigandim work the streets of Baubei both on foot and on huniback, looking for illegal activities, which they usual don't have to look very far. They also patrol Kur's mainland shores in Huni and drone-equipped patrols, called columns, hunting for smugglers and pirates. In this capacity, they help prevent raids on privateer and kingdom ships.

Largely controlled by House Wo'olf, this small armada of ships under a letter of marque that prescribes the privateers 40% of the bounty in any captured raiding ship or smugglers. Commanded by a Wo'olf contraborn, Mika'el Baubei, the Brigandim are well known for their ferocity in combat and "take no prisoners" attitude. Kurish port authorities are prone to look the other way, not desiring the paperwork involved with prosecuting prisoners. The Kurish houses appreciate the image that the Brigandim portray, making their national waters some of the safest and having the lowest "tariff running" in the seven kingdoms.

There have been unfortunate incidents between the Brigandim and the Fausaim Knights (see *Fausaim Knights of Asora*, p.63), where the vigilante interests of the Fausaim have forced Brigandim forces to assume the noble knights as raiders. The Kurish houses have issued a formal request the Fausaim always fly their banner to help distinguish themselves and allow the Brigandim to take more diplomatic measures to intervene on raids conducted by the Fasaim.

3.6.4 - Map of Kur

Mt. Ebih

Ebihim Peaks • Tharsis
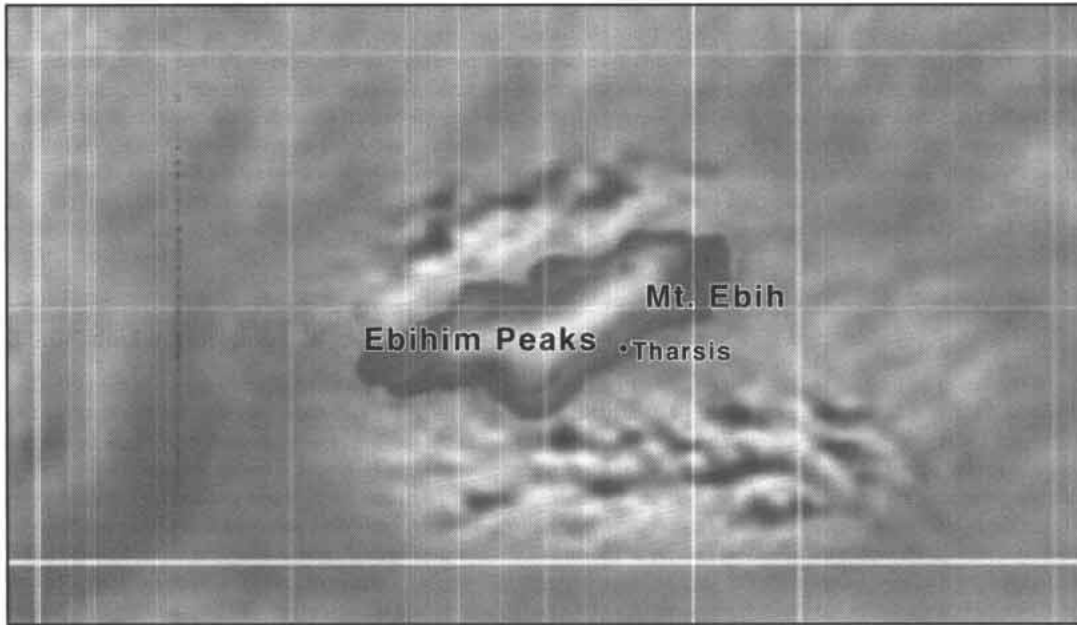
3.6.5 - Tharsis

Rising above the sea off the coast beneath the tall peak of Mt. Ebih, the massive arcology of Tharis stands as a massive dome, spanning over a kilometer in diameter, stretched over a buttressed platter over 100 meters thick. This entire superstructure is supported by a single columnar tower, 500 meters across and 500 meters high above the water surface, which descends down to the sea floor and into the planet's crust for over two kilometers. City power is supplied by a complex of geothermic generators near the base of the supporting column. Atop, beneath the massive alumina alloy dome, lies the main residential halls and courtyards of the city. Beautiful terraced gardens create lush habitats filled with flora and fauna brought from all over Eden. Tharsis is a breathtaking tribute to Eden's Grand Era architecture.

Below the shadow of Tharsis' main arcology, the busiest seaport in the world bustles with activity. Massive warehouses and shipyards move goods and supplies in and out of a city that never sleeps. The dry-docks are never empty or still, supplying ships of all shapes and sizes for merchant fleets down to the small, independent privateer. More than other city, skilled gleanei are oft to find good paying jobs in the shipyards, manning the delicate and artisan tasks that bug drones are incapable of handling. For the remainder of gleanei, there is little other work available in the city. Leaving them to squalor for a living in the Baubei suburbs, a massive floating city of boats and barges tied together that even dwarfs the span of Tharsis high above. A constant place of crime, Kurish constables from the Brigandim Wo'olf routinely patrol this floating city enforce some code of law.

Vital Statistics

Founding Date:	611 TL
Method of Government:	Oligarchic Governorship
Head of Government:	Governor Elasaid of House Abram
Population:	3.2 million (official census), 10.4 million (estimated)
Principle Industries:	Trade and ship building (official), smuggling (unofficial)

◆ The Docks

Freight handlers often end up in the Docks, a seedy network of alleys located near the warehouses where numerous bars, dives and cheap "coffin" hotels can be found. Although the place has a bad reputation as a wild and dangerous neighborhood, in reality it can be quite safe if you know the right people — the inhabitants tend to look out for their own. More than one contraborn kid ended up here and went on to a successful life afterward.

KINGDOM OF AUDU'UTH - 3.7

The northernmost kingdom in the GEC, the Kingdom of Audu'uth stakes its territory across a small archipelago of three small continents but only possesses one habitat city, renowned for its gardens and parks beneath its protective canopy. Formed under the triune cooperation of three houses, the Kingdom of Audu'uth, like the Merchant Houses of Kur, has a shared system of government that seeks to revitalize its territories for the good of all its citizens and non-citizens. As such, Audu'uth is one of the most egalitarian societies on the planet, sharing job opportunities equally between citizens and gleanei. To this end, the Triumvirate of houses has helped establish improved international trade while overseeing domestic environmental projects.

An advanced technological state, Audu'uth is the second largest manufacturer of advanced hive technologies and drones. In addition, the Kingdom of Audu'uth has built up an impressive space program and facilitated the CI as a secondary launch site for the Institute's space-based programs. These same spaceport facilities are also being used secretly by the Triumvirate to conduct their vigilante Salus Expedition. Comprised largely of sea launch facilities that extend out into a restricted area of the natural harbor, the Capac Space Docks have been in service for nearly a century, Edim being one of the first cities that survivors from Sirone Observatory on Elom finally settled, bringing down the equipment that they had dismantled from the Observatory in abandoning the moon base.

Throughout their territory outside Edim, the Kingdom of Audu'uth has devoted itself to promoting more agrarian industries, working to reduce their requirements on hydroponics. Vast tracks of carefully-restored fields have allowed citizen farmers to grow new varieties of copi grass, tubers and even honeyberry orchards, while gleanei participate in crop sharing for their work in the fields. These foodstuffs are harvested and then sold within Edim and other gleanei communities in Audu'uth's territory. The revenue is then distributed to the citizen that pays out a fair market price to the gleanei that worked the farm equally.

Being the northernmost kingdom, the northern coasts of Edim's territories are sub-arctic plains and tundra, very rocky and overgrown with copi grasses and sub-arctic flowers. Some gleanei have settled this far north, but there is little sustenance attainable, even with raising shofar. These gleanei, while living contented lives, are extremely poor, maintaining little to sell. They instead live off the land and sea in tribal families, rarely interacting with outsiders, unless others visit them. Over the last decade, the Triumvirate has had to contend with the global cooling that threatens from the north, and how it is affecting the subculture of tribal gleanei along the northern shorelines. Icebergs are now routinely spotted drifting only 150km north. Though a short season, the kingdom has started having snowfall routinely every nine months. CI estimates speculate that Audu'uth will begin contending with yearlong snowfall within ten to twenty year's time.
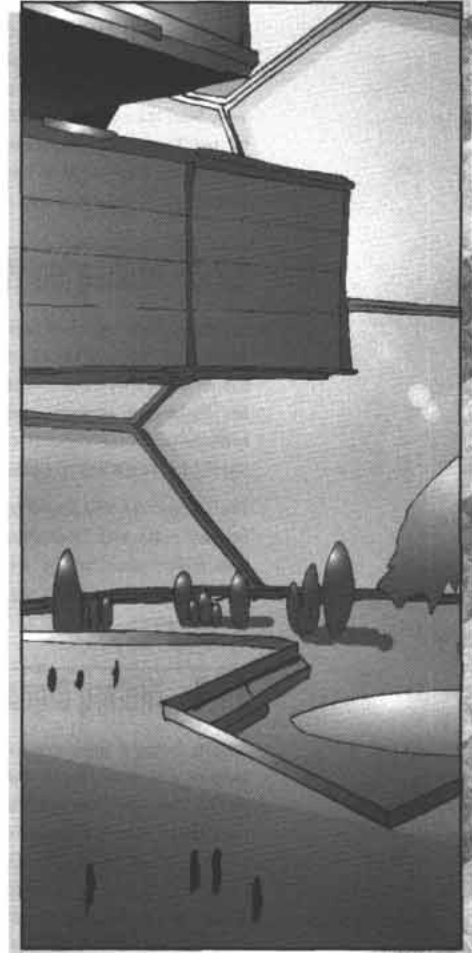
Vital Statistics

Founding Date:	616 TL
Method of Government:	Triumvirate Monarchy
Heads of Government:	House Edden, House Beauford, House Capac
Capital:	Edim
Population:	1.6 million (official census), 5.2 million (estimated)
Military:	Volunteer Standing Militia

Lady Hermione Beauford ◆

Though only one of the Triumvirate, Lady Hermione is known to be the most outspoken and persuasive. There are other houses outside of Audu'uth that secretly call her the "Serpent with a Leash". Possessing a strong will and the vision required for leadership, Hermione sometimes finds herself believing that her monarchial peers within the Triumvirate prefer being on a leash, rather than exert leadership required with the crisis of the global cooling fast approaching their kingdom and the possibility of Eden being struck again from the sky.

Despite this, she is capable of extreme compassion. It is not unusual for her to dress as a common gleanei and mingle among her "lesser" subjects and visiting privateers. Her little secret was once discovered after being arrested by Audu'uth security forces that were breaking up a tavern brawl. This incident only served to further increase her political strength over the Audu'uthim people, particularly among the gleanei, who now affectionately call her their "Sullied Queen." She uses the affection to her political advantage, using her economic programs for gleanei communities as a political tool for the Empathist Party's cause.

3.7.1 - Economy and Influence

Audu'uth is the second largest technology exporter, providing advanced, hive system electronics to nearly all of the kingdoms in the GEC. Being only 1300 km north of Tharsis and along trade and monsoon winds of the northern hemisphere helps make the Kingdom of Audu'uth's high volume of trade possible. Though, few ships other than those from Tharsis ever sail this far north. This has served to buffer Audu'uth from the rest of the planet, leaving the Audu'uthim and the Triumvirate to conduct their domestic affairs more freely and away from the eyes of the GEC. However, over a decade ago, the Triumvirate offered, under pretense, the use of its spaceport facilities to the CI, bringing unforeseen GEC controls to bear over their technology export. Strict Sovereignists, this new stigma has made the Triumvirate more wary of the GEC's hand in international politics, which have changed their once aloof participation in the GEC Assembly and Senate to take on a more active political role.

3.7.2 - Politics and Motivations

Currently, the Kingdom of Audu'uth is a highly active member of several, assembly inquiries into the CI and its perceived failures. While working to facilitate the CI and the GEC Assembly in its investigations through resource grants and other concessions, the Triumvirate has long felt that these investigations are complete waste of time, demonstrating ineffectual leadership amid an increasingly partisan GEC legislature. However, their delegates' active participation in these inquiries continues to serve as a detractor from Audu'uth's involvement in the vigilante efforts of the Salus Expedition. Simultaneously, the Kingdom of Audu'uth has used its strong opposition to the World Federalists proposals to work at deflect the heated inquiries into the CI's effectiveness into a broader political gambit.

The Triumvirate had hoped to resubmit its multilateral Salus Expedition proposal at the appropriate time. However, now with first contact made with Terra Nova, the Triumvirate is faced with a new dilemma that merely serves to compound the political lies they have been hiding for over a decade. To make matters worse, the political fortitude of other two house monarchs of the Triumvirate are beginning to crack. Lady Hermione is now becoming fearful that her political decisions may soon come crashing down like a house of cards.

3.7.3 - Military Organization

Despite being a small kingdom, the Kingdom of Audu'uth possesses its own standing militia for home defense. Comprised of both citizens and non-citizens, the Audu'uthim militia serves fewer than two primary command functions: an Environmental Corp and a Marine Corp. The Environmental Corp's primary function is to facilitate in all domestic environmental projects and disaster response. In the case of natural disaster in other kingdoms, parts of the Environmental Corp will be sent out to provide disaster relief to the GEC cities or townships in need. The Marine Corp is the kingdom's sole security force, charged with patrols the kingdom waters for privateer smugglers, ships in distress or potential hostiles. The Marine Corp maintains a sizeable fleet of small cutters, submersibles and a patrol of submersible frigates to perform these duties. The remainder of the marine forces are either stationed in Edim or posted on patrol assignment on one of Audu'uth's three landmasses. Both commands utilize hive systems and drones heavily. Cheaper to maintain than an equal number of human personnel, the bug drones enhance their effective manpower, while keeping the cost of Audu'uth's standing military below 10% of the Triumvirate's annual budget.

◆ Up into Space

In addition to being part of Audu'uth's Marine Corp, the Dragoon Marei (See *Dragoon Marei*, p.64) also serve in Audu'uth's space program, being the chief consortium to work under contract for the Triumvirate and the CI out of the Capac Space Docks. While Audu'uth had maintained a private staff of citizens to maintain and administrate the facilities, nearly a decade ago, the Triumvirate signed a letter of marque with the Dragoon Marei to slowly take over the space-based operations. Unknown to the CI, this was the beginning stages of Audu'uth's secret operation, the Salus Expedition. By 775 TL, the Dragoon Marei had taken over all space-based operations and was now smuggling people and supplies out of Eden's orbit to the Mekavah shipyards. After a painstaking year, the shipyard facilities were brought back online after nearly two centuries of neglect, and the Salus Expedition was on its way to beginning its primary mission, finding a new world to colonize.

At present, the Dragoon are serving a diplomatic role with first contact made with Terra Nova. After, the interstellar cutter was pushed into Terranovan space, it was the Dragoon Marei aboard that made first contact and secured the Terranovan's trust. Currently, all exploration of additional microgates has ceased, while the HMS Salus is stationed near the micro-anomaly leading to Terra Nova. Both the Black Talons and the Dragoon are serving as security at the gate and on the orbital autofacs near Mekavah.

Map of Ahduuth - 3.7.4
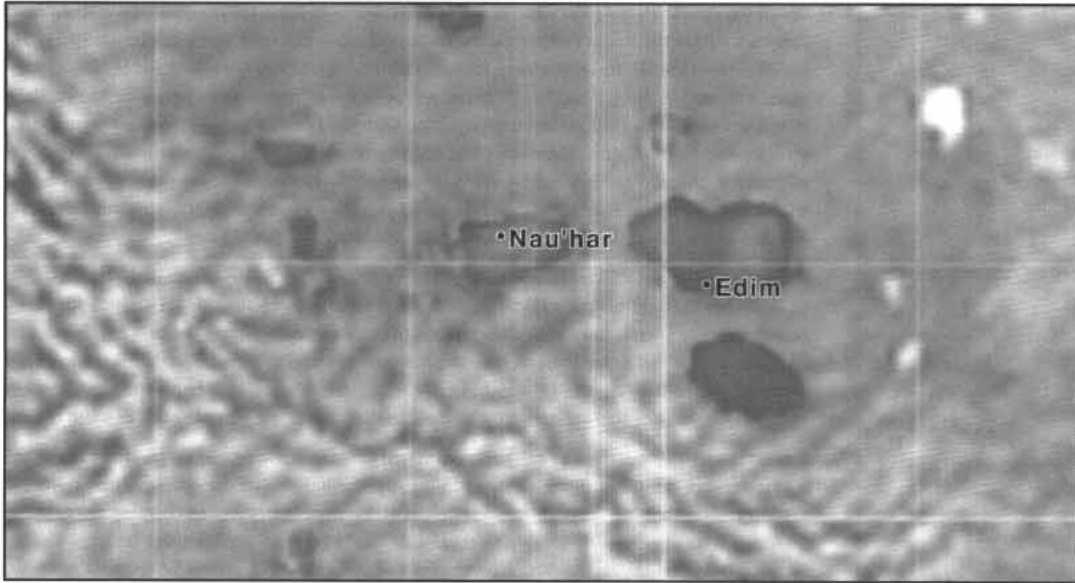
Edim - 3.7.5

From the sea, Edim is poised on the foothills of southern slopes of Audu'uth's largest island, its towering habitat dome of alumina alloy with large autofac arcologies rising up in the far shadows of mountain peaks in the distance. Stretched out over the water of a natural harbor are the vibrant shipyards and space launch facilities, where Edim handles all of Audu'uth's imports and exports. Moving into the large dome habitat, a semi-tropical garden contrasts with the colder and more temperate conditions outside. A sophisticated sprinkler system simulates rainfall down onto the terraced gardens of rare plants, many of them retrieved from expeditions further north, where they were discovered growing naturally within geothermic *ei'yei* scattered throughout the northern polar sea. Deeper and farther back, there are garden parks and penthouses occupied by the royal houses. The citizen residences are still further back in the heart of the arcology with malls and small atrium parks. Behind the primary arcology, hundreds of industrial autofacs structures, some taller than the habitat arcology extend up the foothill slope behind the city.

Back outside, extending all around the city are the gleanei suburbs. While open to the elements, the majority of these suburbs have clean water and a simple yet elegant sewer system that shares the same sanitation autofac as the city arcology. The gleanei near the city, are employed in the nearby factories, helping oversee the general maintenance of the facilities and cross checking for quality control. While this process could be completely automated, the Triumvirate has worked to balance automated efficiency with job growth, providing various training programs for qualifying gleanei.

As one moves further from the city in either direction. Farmland and pastureland takes over the landscape. Here citizens and their crop-sharing gleanei work their fields or drive shofar between feeding zones. Farming drones perform the occasional heavy labor required. Marine columns of mechanized troops and their bug drones traverse through these areas from time to time, passing by the smaller ranch domes and neighboring gleanei townships and sometimes stopping to talk with locals.

▢ Vital Statistics

Founding Date:	612 TL
Method of Government:	Oligarchic Governorship
Head of Government:	Governor Mikal of House Beauford
Population:	1.5 million (official census), 5 million (estimated)
Principle Industries:	Computer, advanced electronics, light industry, herding, agriculture

3.8 - DUCHY OF RAMA
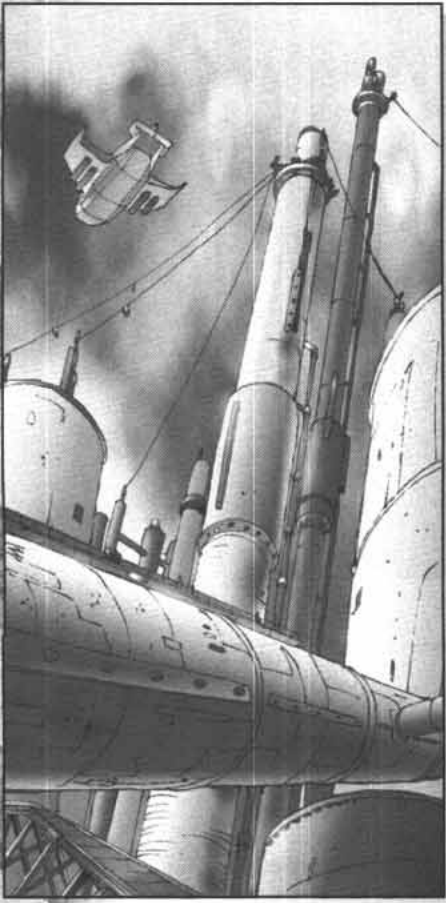
One of the newest member-kingdoms of the GEC, the Duchy of Rama (DR) controls the northernmost continent within the Seiath continental archipelago. Breaking off from the Seiath Empire in 752 TL, the DR entered the GEC three tiels later, following a brutal revolutionary war with the SE. The Ramaim cities were still burning when Seiath forces withdrew their siege following their surrender. Duke Hektor of House Rama then set about establishing a kingdom charter naming the new kingdom state after his own house. Though the monarch of his kingdom, he does not hold absolute authority over all political policy, only their action. He is largely tasked with commanding the kingdom's feudal militia, overseeing all international and domestic executive powers and settling municipal voting disputes within both the Ramaim cities of Kosala and Sita.

While a largely egalitarian state, allowing gleanei or citizen alike to buy or sell and own land. Only citizens have the right to vote on local municipal policy and resource allocation. Citizenship is purely hereditary. Only gleanei born with citizen blood, namely contraborn, may petition for citizenship. Citizenship is granted either through monetary purchase or wages garnered from militia service. Once a citizen, the person is granted the right to live with the city arcology if he so chooses. However, many citizens have settled out across the vast plains that stretch out east of Kosala or south of Sita.

Though the cities themselves do not possess a strong agrarian economy, the kingdom as a whole has a vast network of citizen and gleanei agricultural communities that are spread through out the eastern and western DR. These communities often divide their labors between herding and farming. Solar and wind power technology manufactured in Kosala helps to provide these agrarian villages with electrical power for hive-based equipment and daily living. A system of unpaved roadways services these farming communities as the only transportation system available, allowing them to sell their crops and herds in the nearest city. There are also a few small fishing villages with very small ports. These ports service the nearby communities and also provide smugglers with easy access to supplies and potential clients.

Inside the cities, the kingdom's primary industries are diversified manufacturing. Most of Rama's manufacturing industry is making small components and machined parts. In addition, there is a limited amount of coal refining that goes on in Kosla as part of its power generation business, which is an offshoot of Rama's larger power generation equipment manufacturing. Rama sells its solar and wind power systems worldwide, each habitat city's "renewable" power infrastructure using some component with Rama's name on it. The Duke has work hard to help fund this primary export, working toward creating the best power generation components in the world.

Vital Statistics

Founding Date:	752 TL
Method of Government:	Hereditary Ceremonial Monarchy
Head of Government:	Duke Hektor of House Rama
Capital:	Kosala
Population:	2.2 million (official census), 5.3 million (estimated)
Military:	Standing Feudal Militia

◆ Duke Hektor of House Rama

One of four leading revolutionaries during the Ramaim-Bhagathim Revolutionary War, Duke Hektor of House Rama was the only one that came from a traditional royal house. House Rama had served under the royal house of Sabe'yn, which served as viceroy to the Seiath Empire. Hektor, himself, publicly beheaded the leading heirs of House Sabe'yn in the royal courtyard, summarily declaring independence from the Seiath Empire. Leading the troops that defended Kosala from the first Seiath assault, Hektor was badly injured. It was three years later after he was crowned Duke of Rama that he discovered the injuries had left him sterile, leaving the duke and his wife no way to produce the required heir.

For a nearly a decade, the Duchy hid this from the public till rumors spawned from royal servants raised public alarm. Since that time, the Duchy has publicly sought out a known contraborn daughter that Hektor had sired with a privateer captain before the war broke out. While the thought of a contraborn being declared Hektor's heir is politically popular with the Ramaim population at large; it has divided House Rama, who sees Hektor's twin nephew Danyel and niece Jaana as the rightful, *trueborn* heirs. This controversy has created a deep wound within House Rama, nearly splitting the house more than once. the Duke is concerned about this struggle for power dividing his house, but he is uncomfortable giving his throne to those who might usurp it from him anyway.

Economy and Influence - 3.8.1

The Duchy of Rama serves as major supplier of diversified goods and foodstuffs to ally and neighbor Bhagath and to nearby Tharsis. While less influential elsewhere, the Ramaim economy is domestically strong. Duke Hector and his house have worked deliberately and decisively to build a strong, independent, local economy within the Duchy of Rama. Political tensions with the Seiath Empire are still high, with only a generation of separation from the debilitating war that deeply affected both kingdoms. House Rama in building a strong domestic economic policy hopes to inspire patriotism and national pride among its own people, while also presenting a strong image to a still spiteful House Wilhelm. The duchy's success has inspired the Bhagathim leadership as well as the Kurish houses to instigate similar programs of economic policy within their own kingdoms. Recently recognized by the GEC for excellence in egalitarian leadership, Duke Hektor is scheduled to receive a special medal of recognition from the Senate and Assembly in an awards ceremony held in New Babil in the coming months.

Politics and Motivations - 3.8.2

Duke Hektor is a military leader and a patriot first and a diplomat second. Though he has demonstrated great leadership to the international community, he is considered to really be an old war courser by many of his royal peers, especially within Reisling and Seiath. However, the Duchy has expertly continued to use this to their kingdom's favor by sending Ramaim militia forces, along with food aid and medical supplies, to kingdoms requiring assistance following natural disasters. This policy of charity has won the Duchy delegates many allies within the GEC legislature, giving the small kingdom a louder voice to promote its international multilateral interests. Most recently, he directed his forces to aid the Fasaim Knights, a large privateer consortium operating off the island of Goza in the Goshem Sea to the northeast that suffered from a massive earthquake. This act is helping to bridge diplomatic relations between the Fasaim leadership and the Duchy. Duke Hektor has suggested that the Fasaim consider entering into the GEC under his backing.

Military Organization - 3.8.3

The Duchy of Rama maintains a standing feudal militia, drawing volunteer militants from within both its citizenry and gleanei populations. During times of war or domestic emergency, the kingdom will draw all able-bodied volunteers into a collective fighting force, placing each man and woman in the place that they can best serve. In peacetime, a smaller standing militia is maintained, allowing the remainder to go back to their respective lives. This model of military force has evolved from the revolutionary war fought just thirty years ago, where nearly the entire population was forced to serve the militia one way or another out of sheer necessity.

Currently in a time of peace, the majority of standing volunteers are contraborn of citizens and gleanei. This has created a composition of militia personnel that are largely bonded militants, men and women seeking their citizenship through extended military service. This demographic has helped establish a career military subculture within Rama's standing militia. Such a culture of seasoned officers is something that the Duchy firmly supports and believes is vital to maintaining the effectiveness of a feudal militia in times of war.

Map of Rama - 3.8.4
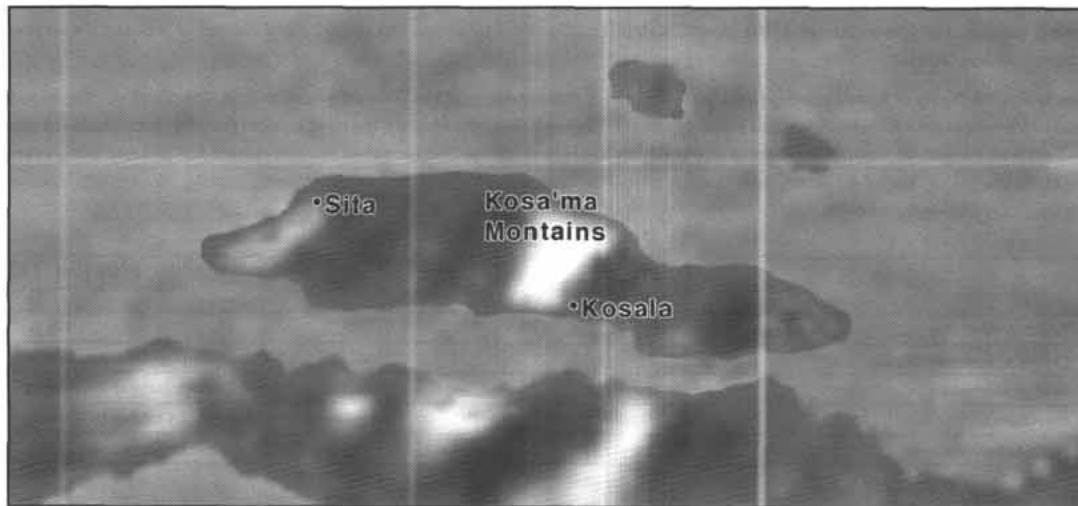
3.8.5 - Kosala
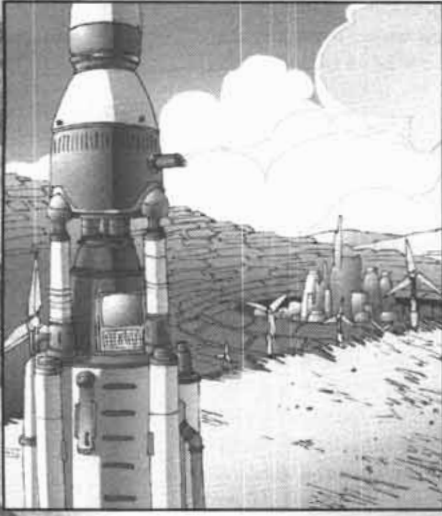
Perched on mountain astride the Strait of Berith, the capital city of Kosala lacks the majestic, habitat domes of the capitals in other kingdoms. Instead, only a small series of large arcologies form the main residential district of the city. A walled mass of smaller, autofac and industrial facilities press in around the central downtown. The main public, city gardens surround the tallest structure in the downtown. Open to citizens and non-citizens alike, the gardens are sectioned into climate zones, supporting both open air courtyards and enclosed environment-regulated habitats. The royal concourse nearby is, however, closed to the general public with security personnel stationed to protect the Duke and his court.

Extending out beyond the city walls and gleanei suburbs are open copi fields of pastureland for shofar-herders, that watch over their animals beneath the shadow of the tall solar panel and windmill clusters that fan out from the city. These solar panels and windmills supply power to the entire city, including the gleanei suburbs just outside the city walls. The power granted to the gleanei is provided from centralize switching stations that the gleanei may then tap into for power to their homes or shops. Due to safety issues when first installed, citizen engineers are now required to supervise any power provisioning within the gleanei districts. However, the availability of electric power has created an economy for portable water filtration pumps and compost-producing toilets, allowing the populations to have clean water and fertilizer for their small fields just outside the city.

Vital Statistics

Founding Date:	621 TL
Method of Government:	Ceremonial Oligarchic Governorship
Head of Government:	Prince Danyel of House Rama
Population:	1.2 million (official census), 2.9 million (estimated)
Principle Industries:	Diversified manufacturing, agriculture, herding, power generation

3.8.6 Sita

Further to the west, along the northwestern tip of Ramaim territory, the city port of Sita seems to grow right out of the mountainside. As a result, Sita is comprised of a long series of terraced superstructures that descend down into an industrial port that services a dredged harbor. Once one of the Seiath Empire's busiest ports, Sita now serves the Duchy of Rama as the primary port of call for ships sailing from Tharsis, acting as a transfer point for ships bound to Kosala or to the kingdom states of Bhagath and Seiath. A large, fishing industry also works out of this port. Near a major ocean current that seasonally brings large schools of Leidsi Tuna, for one month every year, Sita serves as Rama's major exporter of fish to neighboring cities. This month always falls on the Independence Day memorial for Rama. It is customary to feast on Leidsi in remembrance of this memorable day. House Rama always purchases large warehouses of the month's catch, distributing fish among the citizenry and gleanei of Sita and the nearby agrarian communities.

Sita is also the Duchy of Rama's primary naval port, supporting three-quarters of the kingdom's naval militia. Comprised of citizens and non-citizens from both Ramaim cities, this presence of naval personnel has established a booming services industry, both inside the city and out into the gleanei suburbs. Outside the city walls, the sailors and marines frequent their favorite taverns and brothels nearly every night. Militia police, placed on patrol, walk familiar beats that pass well-known service establishments, looking for militants causing disorder or unnecessary mischief.

Vital Statistics

Founding Date:	620 TL
Method of Government:	Ceremonial Oligarchic Governorship
Head of Government:	Princess Jaana of House Rama
Population:	1.1 million (official census), 2.4 million (estimated)
Principle Industries:	Trade, diversified manufacturing, services (for militia), fishing

Bhagath Protectorate - 3.8.7

The Bhagath Protectorate (BP) was the final kingdom to join the GEC, only four months after the Duchy of Rama. Considered by the other member-kingdoms to be a highly, unstable and paranoid kingdom, visiting merchants and privateers leave with the same guttural feeling. Bhagath is a highly, militaristic dictatorship with citizen soldiers marching down the streets and firearms brandished openly by everyone in public. All newborn citizens are born as soldiers of their city-state and kingdom, and by their age of *ascentim* (see *Rites*, p.73) , they are fully trained militants, assigned both a firearms and uniform.

Three self-made, houses, originally leaders of powerful privateers consortiums, rule over Bhagath's kingdom in a tenuous balance of power. Forming a triumvirate, military dictatorship, the three houses govern their kingdom state and its three cities as a military organization, with generals and militants forming royal courts in each city. More fortresses than habitat cities, the three Bhagathim cities possess only a modicum of garden atriums and courtyards. The kingdom's strategic assets are distributed equally between all three to minimize the effects of civil uprisings or possible invasion from a still perturbed, neighboring Seiath.

Founded in the same revolutionary war as Rama, it is a curious twist of fate that formed Bhagath into the militant kingdom that it is today. Following the surrender of Seiath, the war-torn cities of Bhagath put together a hasty constitution and petitioned for entry into the GEC as a kingdom protectorate of three, allied city-states. A year after acceptance into the GEC, little improved in the Bhagathim's lives. The privateer houses suffered from lack of diplomacy, being a military leaders rather than politicians.

Soon, multiple uprisings by frustrated citizen houses declared themselves to be the better heirs to rebuild the new kingdom state and organized a kingdom-wide coup. The privateer houses declared martial law and violence eventually swelled into a civil war that raged for five years. Unable to break the privateer houses' hold on the city-states, the citizen houses eventually surrendered. In a token of peace, the enemies arranged an intermarriage of houses to help symbolize a unified vision for their future. However, martial law was never lifted, and the privateer houses have used this disciplined, hierarchical structure, determined to rebuild their kingdom into a world power.

Outside the cities, there is very little, civil governance to protect the many gleanei peasants that make a living off the plains or high in the mountains. It is not uncommon for militia patrols to harass these communities, even raping and sacking, forcing more gleanei to arm them for self-protection. However, this has only resulted in more violence, forcing the ruling houses to increase their patrols of these small townships, looking for "unpatriotic gleanei factions." This inhumane treatment of gleanei non-citizens has not escaped the attention of the GEC, who is currently proposing international economic sanctions be placed against the Bhagath Protectorate to instigate social change. This rhetoric has only served to polarize Bhagath away from the GEC with threats of succession from the Confederacy.

⊞ Vital Statistics

Founding Date:	754 TL
Method of Government:	Militaristic Triumvirate Dictatorship
Heads of Government:	House Bhasyl, House Jarek, House Raleigh
Capital:	Bhaba
Population:	1.9 million (official census), 5.5 million (estimated)
Military:	Provisional All-inclusive Militia

The Gleanei Underground ◆

The Underground is a "secret" revolutionary group that is looking to improve the lot of the gleanei community through acts of sabotage and resistance to the authorities. In reality, most of its members are known and already sought by the Bhagath security forces, and many of its support personnel is kept under surveillance. The Underground is not really a threat to the authorities yet, and its existence is tolerated mostly to excuse additional repression on the lower castes.

The group itself is small and badly organized, and its members lack formal military training. For the time being, the group relies mostly on assassination of unpopular militiamen — mostly as the latter, drunk, come out of taverns — and other light sabotage to try and move toward its goal (the main cell is located in the Bhaba shipyards). They have recently attempted to hire former militiamen from the outside to serve as military advisers and help train them to become more effective fighters, mostly to help defend the isolated settlements against marauders.

A few members of the Underground have been sent to engage in talks with other gleanei communities and even other houses and kingdoms, in the hope of finding external support and source of supplies. Most recognize the weakness of the organization and have turned them down, but this has not stopped the Underground.

3.8.8 - Economy and Influence

Bhagath is largely an industrial economy, having to import nearly half of its foodstuffs from neighboring Rama and Seiath. The kingdom's three mountain clusters are rich in refinable metals, which are mined and shipped to the cities for processing into a variety of workable materials for building heavy equipment, vehicles, electronics, and weapons. Considered of lower quality than other kingdoms' exports, these goods are typically sold at much lower prices on the international market to those who are looking for cheap technology. The mountains also possess the third largest, coal deposits on Eden, providing a simple and efficient source of fuel for Bhagathim industry and the gleanei masses both inside and outside the walled cities. This coal also serves as the BP's second largest export. However, mining officials are now concerned that the kingdoms coal reserves may run out within the next decade and want to propose mining restrictions to place certain mines off-limits as strategic assets, creating widespread, economic concerns for the industry.

The limited agriculture within Bhagathim is mostly gleanei run, which use scratchbuilt, farm machinery or manual labor to farm edible roots, tubers and copi seed. These crops are then transported into the cities where they are sold in small marketplaces. As each caravan enters the city, the Protectorate claims a portion of the foodstuffs for taxes.

3.8.9 - Politics and Motivations

Bhagathim politics are very unilateral and isolationist, seeking to protect their own private interests above all else. Well-represented within the GEC Assembly, the Bhagath delegates position themselves as the swing votes on legislative proposals, seeking concessions from other kingdoms for their state's special interests. These interests tend toward negotiating concessions on trade contracts regarding autofac, retooling technologies for heavy industry and weapons manufacture. This political maneuvering is clearly to aid the Protectorate in refurbishing its military equipment for purposes that seem to point at neighboring Seiath. There have been repeated skirmishes between Seiathim and Bhagathim naval forces in the Strait of Kan'nah, including the recent holding of a Seiathim methane barge in Jaanek on charges of espionage. All this makes some kingdoms extremely distrusting and left Bhagath with little other clout within both the Assembly and the Senate, leaving the Bhagathim representatives nearly powerless to argue against the economic sanctions proposals currently on the Senate and Assembly floors.

3.8.10 - Military Organization

An all-inclusive militia, the Bhagathim military is officially considered provisional by the Bhagathim Triumvirate and their royal courtesans. However, this point seems moot as most citizens behave as though they are constantly on duty. Carrying their assigned weapons, if not wearing their uniforms, citizen militants move about their daily work, believing themselves citizen police of the Protectorate. The militia's motto "To live to serve, to die" is imprinted in the young, generation's minds, having been recited daily over them since birth.

There are two permanently active arms of militia service, the Bhagathim Naval Guard and the Bhagathim Security Patrol. The Bhagathim Navy routinely patrols their kingdom waters using small cutters and submersibles, chasing down suspected smugglers or unregistered merchants. The Security Patrol is primarily a ground-based force, sending soldiers out to patrol the countryside, either on foot or in armored vehicles and huni patrols.

3.8.11 - Map of Bhagath
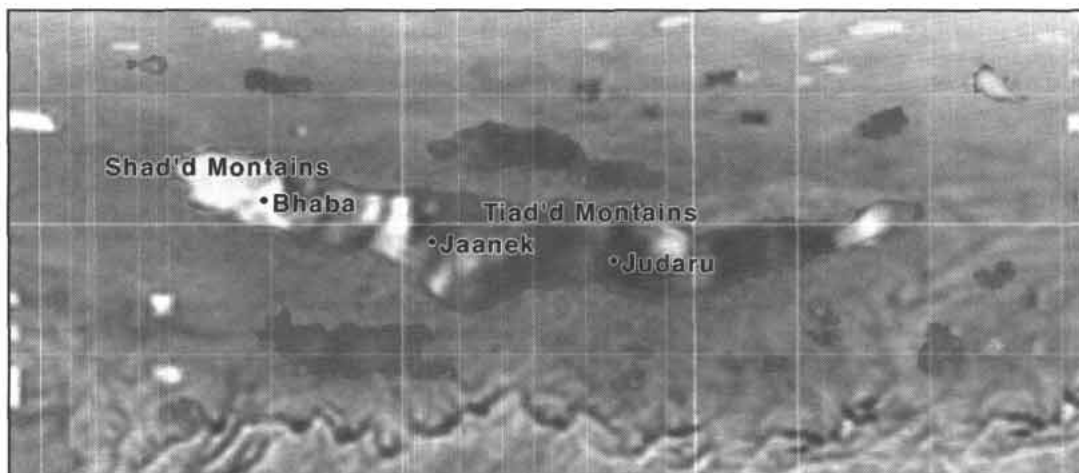
Bhaba – 3.8.12

Bhaba serves as the BR's primary seaport along the northwestern coast beside the mineral-rich Shad'd mountains. Appearing more a fortress from afar than a true habitat city, Bhaba has a large, central arcology that rises tall above a sprawl of autofac and warehouse facilities below. This arcology is called the Inner Wall and houses all of the citizen population. Other than mining, Bhaba's secondary industry is diversified manufacturing of machined tools, heavy equipment and weapons.

Recently, House Bhasyl won Bhagathim Triumvirate backing for starting a shipbuilding enterprise. The new shipyards are nearing complete, and the Protectorate plans on using the newly built shipyards to help upgrade the kingdom's out-dated naval forces. Despite their unfinished state, the Bhagath Protectorate has already been constructing a new fleet of destroyers. Based on older hulls, these destroyers are closer in design to a pocket cruiser due to the amount of armor and weapons systems being refitted onboard.

⊞ Vital Statistics

Founding Date:	635 TL
Method of Government:	Militaristic Hereditary Oligarchy
Head of Government:	Governor Fidel of House Bhasyl
Population:	840,000 (official census), 2.9 million (estimated)
Principle Industries:	Ore mining and processing, heavy and light industry

Jaanek – 3.8.13

The city of Jaanek is the smallest of Bhagath's three cities. Another port city, Jaanek supports a smaller port than Bhaba. Again, supporting mainly ore mining in the nearby mountains and diversified manufacturing, Jaanek follows the Bhagathim model of distributed strategic assets. Comprised of multiple low-lying arcologies that extend deep underground. These underground facilities provide living and work space for the thousands of Jaanek citizens. There are mazes of underground maintenance and conduit tunnels that eventually lead to the surface through large air vents. Jaanek supplies its city power using geothermal generators beneath the city. The columns of steam rising off multiple cooling towers adds to the city's industrialized feel. The surrounding gleanei suburbs are a sprawl of shantytowns and gleanei machine shops. Nearly any hand weapon can be copied here by skilled craftsmen, creating a small arms black market for gleanei outside the cities. While considered poorly made, Jaanek black market firearms are extremely cheap, making them a popular choice among gleanei and privateers.

⊞ Vital Statistics

Founding Date:	629 TL
Method of Government:	Hereditary Oligarchy
Head of Government:	Governor Tsu of House Jarek
Population:	550,000 (official census), 1.2 million (estimated)
Principle Industries:	Ore mining and processing, light industry, trade

Judaru – 6.8.14

Located further east, thrust against the third mountain range on the subcontinent, Judaru is an inland city with three walls forming a half-circle out of the rock clefts at the base of the mountains. The outer walls hold a gleanei population of merchants and laborers. Further inside, the middle wall is the main industrial center of the city. Autofacs and manually run factories receive ores from the mountains and churn out the city's multitude of manufactured goods. The inside wall is the central residential and military complex. Here, multiple structures continue deep into the mountain, housing armories, hidden hangars and a strategic command center. A well-trafficked road services carting supplies and manufactured goods to and from a small port to the south. A small maglev system is currently under construction to improve and secure transit between the city and the coastal port facility.

⊞ Vital Statistics

Founding Date:	619 TL
Method of Government:	Hereditary Oligarchy
Head of Government:	Governor Maghean of House Raleigh
Population:	480,000 (official census), 1.3 million (estimated)
Principle Industries:	Ore mining and processing, heavy and light industry

DECISIONS, DECISIONS

The ship rocked and swayed gently as the wake from a passing patrol boat buffeted the hull. Seth looked up the length of the main staff, listening to it creak as the boat rocked. He was feeling sick, his stomach doing somersaults. Wrapping his arms around his waist, he knew that it was just anxiety, but he couldn't help but wonder if this was such a good idea. Maybe he didn't have the sea legs to be a privateer. He was a farm boy, a simple gleanei from an inland town; that's all.

He looked back at the Captain and the first officer, who were a little ways off discussing his qualifications. He bit his lip nervously as his mind drifted, the memory of his rite of ascentim, just five days ago, fresh in his mind. His surrogate father hadn't even bothered to attend the ceremony, only his mother and her trueborn daughter. When the traditional vows and gift-giving were done, he quietly walked out the door as was expected for a contraborn. It was his mother that made him look back as she ran out onto the road after him. She urged him to head for nearby Peris and look for the KMS *Maurgot* as she thrusted a small, wax-sealed note into his pack.

"So," a voice intruded, "you applying for the open post?" Seth turned and looked into the face of a young woman probably just a tiel or two older than him. She had eyes and hair like his mother's, brown and fair, like copi in the fall. He just nodded and smiled weakly. Unsure and nervous, he heard a shout and looked back at the two men. The first officer was flailing his arms in frustration; they now appeared to be arguing. Stepping out in front of Seth, the woman reached out her hand. "I'm Maena, boson second class." Seth just looked at her, taken aback at her persistence. "You don't talk much do you?" she asked simply. Her eyes followed Seth's gaze to the two men. "I'd warn you that Ti'ris has a temper like a Kamcha in heat," she continued, turning back toward Seth, "but you probably already can tell that. Still, the Captain's a good man. I owe my continued maidenhead to him. I watched him geld the man that tried to take mine last night."

"I'm sorry," Seth asked, looking a bit startled. "Geld?"

Maena laughed. "So, you do talk then, huh? That's good; what's your name?"

"Seth," he responded, his eyes still wide. "Are you telling me the Captain castrated a man last night?" he gasped.

Maena waved off Seth's visible fear. "Not really, he just swatted the man around the tavern with the flat of his sword, making him squeal like a baby shofar." She smiled again, her stained teeth not as fair as her face. Seth suddenly felt a little flush, realizing that the girl was flirting with him. She glanced back, noticing that the Captain and Ti'ris were walking back. "Well, good luck," she spoke with an affectionate tone, her brown eyes aglow and her hair a tangle. "I hope you get the job." Seth turned to watch her walk away.

"So," the Captain intruded. "I see you've met one of the crew, hmmm?"

"No, I mean, yes," Seth replied, imagining himself squealing his way along the docks.

"That's good," the Captain affirmed. "The first officer and I have decided to give you the post. Though," he added, looking at Ti'ris, "Ti'ris believes your a bit too landside, as do I. However, you'll learn earn your ship's legs soon enough." He raised the opened letter from his mother. "I know the references your mother gave are trustworthy too."

Seth couldn't hold back his joy. "So, I'm a privateer?"

The Captain chuckled, and Ti'ris humphed. Next, someone shouted from the back of the ship as something large crashed onto the deck. Ti'ris cursed loudly, stomping past to tend to whatever mess now covered the rear deck. The Captain laughed again. "Welcome to the *Maurgot*, boy," he said, winking a colorless eye. "Now go be a man and help your crewmates clean up that mess."

THE IMPETUS OF THE SEA - 4.1

The multitude of oceans and epicontinental seas make seafaring a necessity of Edenite society. After Eden's first century, a tradition of seafaring appeared from the emerging supra-culture of the Gleanei. Coming from a society that embraced a more primitive lifestyle, these sailors would sail Eden's seas for trade and commerce, allowing them to build large, more diversified economies and increase their standards of living, despite their embracing a more medieval-like way of life. The methods of navigation perfected over the centuries by these sailors were extraordinary. Using no known instrumentation, a navigator could use the movement of waves and the rise and fall of the tides to chart islands and destinations thousands of kilometers distant. The stars and sky became a secondary component, allowing these gleanei sailors to calculate time, dates and thus speed. Following the Apocalypse, this art was not lost, kept safe by the limited number of Gleanei survivors.

On Eden today, seafaring and airborne trade and commerce is even more critical than it was prior to the comet impacts, driving an economy of privateer consortiums. These consortiums are now enormous, financial conglomerations of individuals seeking opportunity and riches. Most all consortiums deal with cargo transport, but there are many others that specialize in other capitalist ventures. The privateer consortiums are the only example of the multi-national corporation on Eden, with all other industry being owned by a single kingdom state or city. This impetus of economy at sea and in the air drove the consortiums to continue to expand and diversify their businesses. During the Scrap Wars many consortiums served as privateer navies, hired under *Letters of Marque*, a long-standing tradition of ancient Earth for the hiring of privateers to take part in either commerce, explorations or warfare on behalf of a kingdom or royal house, often hunting down other ships for valuable cargoes and supplies. Soon, the consortiums shared a tight, symbiotic relationship with the kingdoms, giving them great influence over the economies of kingdom states that they served. With the formation of the GEC, the consortiums gained even greater prominence and recognition, being ratified as the standard model for all multi-national corporations. Currently, there are eleven notable consortiums that share the greatest influence over Eden, but there are countless other privately-owned consortiums with as few as one or two ships that span the globe, crewed by opportunists and adventurers.
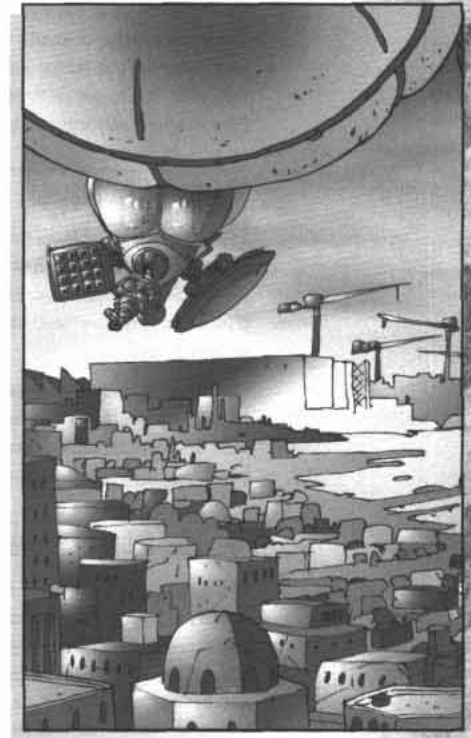
Privateering and Piracy - 4.1.1

Similar to mankind's historical privateers, Eden's consortiums are endured by the kingdoms because of the need for international trade and commerce. Acts of piracy are still common and can result in huge losses by kingdom and consortiums alike. In an effort to curb piracy, the GEC legislature requires that all consortiums be registered within at least one kingdom port authority. This port authority acts as the executive arm of enforcing the GEC's legislation on consortium law. Any ship and crew that isn't properly registered is confiscated under port arrest till the crew is able to pay subsequent violation fines and the hefty fees to become registered.

Despite this deterrent, there are countless consortiums that skirt the law consistently, using a privateer underground to sell and trade their cargoes. Privateers being shameless opportunists at heart, this black market is further fed by nearly all the remaining consortiums, whose individual crews will routinely engage in unscrupulous activities behind the guise of their legitimate businesses. These acts of piracy are officially frowned on by the consortium leadership, but discipline is rarely enforced. A common phrase used by privateers is "the sea is a harsh mistress" when responding to the authorities on mismatched, cargo manifests or even missing ships. This cover is largely known by the GEC and port authorities, but there is little that they can do against these acts. The privateers are rarely foolish enough to raid ships not in international waters, so most kingdom authorities have little recourse. To best counter these acts of piracy, most kingdoms have hired specific consortiums to protect their waters from piracy. The largest kingdoms are capable of building and maintaining their own navies, patrolling their own waters against any piratical threat.

Codes and Motivations - 4.1.2

An outgrowth of Paradise Eden's cooperative anarchy following the Apocalypse, the privateers represent an evolution of Eden's historical roots, embracing a cooperative form of anarchist capitalism under community law. The membership all being volunteer shareholders in the consortium's assets, privateer captains and commanders must have the respect of their crew and membership; otherwise their crew will move elsewhere. The manner in which they operate is not unlike any corporation. Budgets, profits and shareholding meetings are conducted by crews before every voyage. It is not unheard of for captains to be voted out of office at sea following poor performance in leadership. These elections typically occur without incident, with the captain graciously stepping down, holding to the importance of consortium's code of law. For most privateer members, the goal is maximizing profits to purchase their citizenship and retire wealthy in the cities.

4.1.3 - Prominent Privateers

There are dozens of privateers who wield significant personal power over both the consortiums and their relations to the GEC. This is as much a factor of wealth than influence, and said power can waxe and wane over time. However, those individual privateers who have influence over major world events are of a more select group, and they generally don't like to advertise the fact for all (mostly their enemies) to see — mostly to help them hold on to said power. The following two privateers are among the most influential in Eden's current political scene.

◆ Ser Lucius Augusta

A Fausaim Knights of Asora that sits on the ruling Seventh Order, Ser Lucius Augusta currently serves as chief liason to the GEC on behalf of the Asorim people. He first rose to his position within the Order as young knight following his political successes working beneath the late Ser Silas Earnshaw. He has a strong reputation for embodying the Fausaim values of nobility, justice and valiance. However, he is prone to fiery speeches and often overstates the opinions of the Order which he personally feels have grown old and weak over the passing decade.

The latest developments involve the Order's desire to petition to enter the GEC as a kingdom state, placing the Fausaim fully under Confederate law. A devoted believer in the sovereignty of the Fausaim, Lucius gathered a circle of knights that shared his beliefs. The once, small group, calling themselves the Shield Gah'ol, has begun to secure the fealty of other knights, building their numbers. Lucius knows that a civil war would devastate Asora, but realizes that their may be no other way to secure its sacred rite.

◆ Lady Gabrielle Esperanz

Knighted by the Triumvirate of Audu'uth for bravery during the early efforts of the Salus Expedition, Lady Gabrielle Esperanz serves within the Dragoon Marei consortium. Born in 749 TL, Gabrielle is the youngest and sole contraborn of six children that were born to her now deceased mother. Now age thirty-two, she holds the position of senior commander for all Salus Expedition operations. Gabrielle is a fiery leader that revels a good fight and also commands great admiration from her fellow privateers. Her thick mane of red hair matches her reputation for a fiery temper, and her extremely beauteous looks provides her with no shortage of would-be suitors. Nicknamed Lady Dragon by her shunned suitors, the name has unfortunately stuck.

She is currently handling the complicated logistics of the Black Talon diplomatic mission from Terra Nova. Initially, she didn't support the Triumvirate's decision to militarize the handling of the Salus Expedition. However, the recent appearance of the Terranovan "diplomats" and their Gears now raises more questions than answers in her mind with suspicions on Terra Nova's intent.

◆ Prime Benjin A'ke

The leading elder for the privateer consortium of the Sanguim (see page 60), Prime Benjin A'ke has served on the Sanguim Table of Requisition for over a decade. He travels between the island of Mudan and the Reisling mainland three times a year to handle diplomatic issues regarding the GEC. When he is not in New Babil meeting with assemblers and senators, he frequents the bathhouses of Peris, spending a good portion of his time there meeting with high administrators of Peris' port authorities and other consortium leaders.

Suffering from mild arthritis due to multiple injuries skirmishes from the days when he served as a privateer crewman and captain, Benjin prefers to conduct his international affairs in the bathhouses, which remind him of the hot springs that he frequents on Mudan. Considered a shrewd and uncompromising leader, he *realpoliticks* with a confident and quiet resolve, listening and letting others talk themselves into agreements not offering many solutions himself. In truth, he does not believe in compromise or capitulation. He always seeks to wait patiently for others to see his perspective of the situation. This passive aggressive strategy has won him tremendous favor back on Mudan, helping him maintain his status as Prime for the past decade.

4.2 - THE PRIVATEER CONSORTIUMS

The Privateer Consortiums of Eden are a combination of legal merchants and paramilitary groups mixed among smugglers and pirates. They act as sovereign nations to themselves, creating a corporate brotherhood of brave and adventurous individuals. Under past legislation of the GEC, they are ordained as the international corporate model for all international businesses. Together, they form an economic glue that holds international trade and diversified industry in place, making both the kingdoms and the GEC possible. Their economic and political power over kingdom and GEC affairs should not be underestimated.

Murat Corsairs - 4.2.1

Having a home port in Azos, the Murat Corsairs are a primary cargo shipper for Reisling. Founded during the Scrap Wars, the Corsairs served the Reis monarchy as mercenaries and raiders in the Seas of Aulmg and Svivat and into the Aukyan Ocean. During this time the Corsairs gained a reputation as audacious pirates, specializing in attacks on Tiamaut and Seiath shipping, along with coastal raids and excursions among the countless islands in the Southern Hemisphere. Acquiring both lost technology and securing new resources for Reisling, the Murat Corsairs soon grew into a substantial privateer consortium, gaining tremendous wealth. Late in the war, they began purchasing decommissioned, patrol boats and submersibles from House Reis. With these military craft, the Corsairs began challenging the naval commanders of the then allied Tiamaut and Seiath navies. For a short time, they used sneak tactics to defeat more modernized navies by moving into an attack with their submersibles running silent and deep in escort, unseen till the last moment. The Tiamaut Navy soon learned to defeat this tactic with improved sonar and magnetic resonance sensors, but the Corsairs always seemed to play a step ahead.

When the Scrap Wars ended in 715TL, the Corsairs sought shipping contracts with House Reis. However, House Reis also had another agenda, hiring the Corsairs as privateer escorts for Caretaker excursions in the South Seas. Both of these businesses has proved extremely profitable for the consortium, allowing them to refit some of the paramilitary watercraft with more advanced technology and beginning seeking letters of marque as soldiers of fortune to wealthy merchants and unscrupulous royal house agendas. While Azos is the consortium's official port headquarters, a second port is secretly hidden far to the south. Despite intelligence efforts by Tiamaut and Reisling over the past decade, the secret base still remains unknown. Recently, Reisling has hired the Corsairs to begin investigating the origin of the mysterious Twelfth Consortium.

⊞ Vital Statistics

Founding Date:	687 TL
Consortium President:	Ser Ahli Rauis
Membership:	440,000 (estimated)
Major Ports of Call:	Azos and Peris
Principle Assets:	Various cargo ships, "Scrap War"-era patrol boats and submersibles.
Principle Industries:	Cargo Transport and Privateer Escort (official), Mercenaries (unofficial)

Hawkshaw Jackerei - 4.2.2

One of the younger consortiums of Eden, the Jackerei's, primary, legitimate businesses are transoceanic cabling and maintenance, and most recently, they have engaged in aerospace subcontracting. They are experts in the dangerous and tedious work of laying and maintaining undersea communication cabling. They are also proficient in radio and laser communications used by the satellite communications of the kingdom states. This proficiency involves a rigorous testing program of both trade skills and aptitudes that applicants must pass to join the membership. Using the consortium's vast databases of information collected over the past six decades, the Jackerei run extensive background checks on all applicants, in an effort to uncover royal moles and possible saboteurs. Security is extremely tight within the consortium membership, involving a secretive, fraternal code. Once accepted into the membership, the applicants are directed into a particular trade specialty, such as deep-sea diving or zero-g labor. In this capacity, the Jackerei supply the needed labor to aid the GEC and kingdoms in maintaining planet-wide communications systems. The consortium is currently engaged in laying an undersea cable, interconnecting Seiath and Tiamaut across the Aukyan Ocean.

This kind of involvement and access to Eden's communications infrastructure offers the Jackerei a unique opportunity to develop underground networks of spies and information brokers. To most kingdom houses, the Jackerei are known to be the finest information brokers on Eden, possessing sophisticated encryption/decryption tools and highly proficient personnel. To this end, royal houses use the Jackerei to both secure their communications and acquire information from other kingdoms, offering the Jackerei tremendous sums of money. Quite mercenary in their business practices, the Jackerei will sell or protect any information for the right price. This game of intrigue does prove a difficult business to manage. The kingdoms only tolerate them for want of the intelligence that the Jackerei are capable of uncovering. This political conundrum forces the Jackerei to use discretion, careful not to abuse their power and profession.

⊞ Vital Statistics

Founding Date:	711 TL
Consortium Leader:	Ser Hektor Khasmir
Membership:	1.2 million (estimated)
Major Port(s) of Call:	Edim, Tharsis and Khara
Principle Assets:	Various ships, deep-sea diving equipment, "Scrap War"-era submersibles
Principle Industries:	Communications, Transoceanic Cabling (official), Information Brokers (unofficial)

4.2.3 - Sanguim of Mudan

The first of two consortiums that operates solely off their own island, the Sanguim claim a large island in the Aulmg, named Mudan, as their home. The Sanguim are mostly comprised of farmers, herdsmen and fieldworkers, with only a small segment of their populous engaged in privateering to allow them to trade their goods with the kingdoms. Originally, a surviving settlement of gleanei, the Sanguim fought fiercely for their independence during the Scrap Wars, fighting off both Tiamaut and Reisling. Following a series of raids by both kingdoms in 666 TL, the Sanguim began building their own fleets and started raiding on their attackers. Incredibly successful in the early decades of the Scrap Wars, the Sanguim continued to build up an armada of unique warships, named Caugs, controlling much of the Aulmg for over three decades. In 693 TL, Tiamaut and Reisling launched a joint attack using a fleet of more advanced warships, decimating the Sanguim's more primitive armada. However, assaults of Mudan itself proved unsuccessful, so the Sanguim were eventually left to themselves.

Since that time, the Sanguim have built up a society based on agriculture, herding and fishing. Never, under the influential rule of a royal house, Mudan is one of the few places on Eden that still practices a form of cooperative anarchy. Possessing no formalized government, the Sanguim only have what they term a Consortium of Requisition, comprised of well-respected elders among the Sanguim community. Overseen by an elected leader, called the Prime, the Consortium is responsible for handling all offshore commerce and diplomacy. Maintaining a small fleet of armed cargo ships, the Sanguim Consortium conducts steady commerce with Tiamaut and Reisling, their ships reaching as far as Tharsis to trade spun cloth, dried foodstuffs, and unique spices. Highly isolationist, the Sanguim rarely make eye contact with outsiders unless conducting business transactions. They are master hagglers and will be offended if others refuse haggling with them. Likely the only society closest to the Pre-Apocalypse Gleanei, Caretaker expeditions have traveled to their island to live and study the Sanguim people repeatedly.

Vital Statistics	
Founding Date:	639 TL
Consortium Leader:	Giovaun Catal Prime
Membership:	140,000 (estimated)
Major Port of Call:	Bebel
Principle Assets:	Various sailing cargo ships.
Principle Industries:	Cargo Transport (official), Piracy (unoffical)

◆ Mudan Island

An island situated at the southern end of an archipelago of islands that form the northern border to the Aulmg Sea, Mudan is comprised of a small group of mountains that descend in to gentle foothills and grasslands followed by coastal bogs and wetlands. The island possesses one volcano along its northern shore that is continually active. A shield volcano, molten lava is constantly flowing into the sea forming nearly half a meter of new land a tiel. Most of the Sanguim population lives to the south where rains a more frequent, providing water for crops. The main city is called Bebel, shouldering the Mudan's only river. A natural harbor allows Bebel to serve as the port city as well, allowing merchant ships to trade goods and supplies.

Possessing a limited range of wildlife, the island has few dangerous predators, making the island ideal for raising shofar for both fur and meat. Using huni coursers, herdsmen will direct their flocks past well-tended fields of copi, re'ech spice grass and other unique plants that the Sanguim's ancestors protected as they hid in mountain caves from the ravages of the Apocalypse. Many other kingdoms have worked to acquire the seeds for many of the unique spices and herbs grown by the Sanguim, but the Sanguim are very protective of their profitable exports. Genetic bioengineering has allowed certain kingdoms to recreate the plants, but they have not been successful yet in creating a sustainable species that doesn't degenerate over a few generations.

Quedd Merchants – 4.2.4

The Quedd Merchants are best termed a "family business." The consortium, some 850,000 strong, is nearly all comprised of descendents that have been with the Quedd for the past two centuries. They actively recruit contraborn descended from their membership, having several recruitment agencies in major ports. Based out of Tharsis, where they maintain their headquarters and a privately owned bank, the Quedd consortium is a major player in Kurish politics. Much of the consortium's wealth services the extravagances of the Kurish houses or citizen businesses that require loans or other assistance. Next to the Galliots, the Quedds are one of the widest-reaching and wealthiest privateer consortiums on the planet. Possessing hundreds of cargo ships, seaplanes, zeppelins and a small fleet of heavily armed destroyers, the Quedd are a merchant fleet that bases its reputation in always getting its cargo safely to its destination.

However, aside from these two legitimate businesses, the Quedd also engage in less scrupulous activities, engaging in shipment of contraband and weapons. Both of these unprincipled businesses bring in nearly half of the wealth controlled by the Quedd Bank. This contraband and weapon supplies come from nearly everywhere around Eden and include everything from small firearms to power-armor suits. The Kurish houses have, however, turned a blind eye to the activity, benefiting themselves through the acquisition of percentages of any discovered cargo. This arrangement is considered equitable to the Quedd who will periodically arrange for a shipment of contraband or illegal weapons by spotted by Tharsis' port authorities for good relations.

☐ Vital Statistics

Founding Date:	643 TL
Consortium Leader:	Aleizander Mor
Membership:	850,000 (estimated)
Major Port of Call:	Tharsis
Principle Assets:	Various sailing cargo ships and "Scrap War"-era destroyers.
Principle Industries:	Cargo Transport, Banking (official), Contraband, Weapons Dealing (unofficial)

Kateran Marei – 4.2.5

The Kateran Marei are an appealing consortium to a privateer adventurer, combining exploration, commerce, escort protection, and piracy under the pretense of cooperative opportunity. Thorough out the consortium's, long history, they have served under House Suman, offering their services to the oligarch in exchange for capital, citizenship, even titles. During the Scrap Wars, the Kateran prowled the waters north of Reisling, searching for uncharted islands and ship convoys holding treasure. In one, notable instance, a small fleet of twelve ships made a successful raid on a convoy of Reislim cargo ships carrying precious technological artifacts of Pre-Apocalypse datacores and materials. However, the Kateran fleet was soon forced to flee deep into the Mauyim, being tightly pursued. Believed to be lost at sea, the small fleet suddenly appeared in Tharsis two years later, still carrying their stolen cargo. The Kateran fleet had circumvented the globe by crossing the Mauyim into the Gehennah Sea, where they lost four of their ships to bad weather, losing their pursuers in turn. They then turned south following the monsoon winds to cross two oceans, replenishing their supplies on uninhabited island along the way, before heading north to Tharsis. The captured technology pertained to advanced, hive and drone architecture and proved to be invaluable to the Kurish houses, who shared the technology with neighboring Audu'uth for a large sum.

Now known as a gentry consortium, the Kateran attract young, royal contraborn or gleanei seeking adventure and occupation, taking them first on as halyard boys or stewards. Education is an important value to the Kateran, training their youths to learn the Kateran business of privateering. Currently, most of their business involves exploration and privateer escort for Caretaker expeditions. They do still engage in limited piracy - where it suits their economic and political interests - from time to time, even against Kurish shipping. However, they are discreet and careful to not openly abuse their host kingdom's graces. Their unofficial home port Neve is on a small island in the far north of the Mauyim. It is known to be heavily fortified, providing a safe haven to cache supplies and private shipyards within natural sea caves beneath the fortress.

☐ Vital Statistics

Founding Date:	676 TL
Consortium President:	Ser Frook Waulkim
Membership:	1.1 million (estimated)
Major Port of Call:	Tharsis (official), Neve (unofficial)
Principle Assets:	Various cargo ships, seaplanes, warships, fast-attack watercraft.
Principle Industries:	Exploration, Privateer Escort, Cargo Transport (official), Piracy (unofficial)

4.2.6 - Flying Galliots

Unlike other consortiums, the Flying Galliots possess no cargo ships, seaplanes, zeppelins and other aircraft. They maintain three main ports for decentralizing their leadership and port assets. These assets include dockside personnel and a small fleet of cargo tugs and small patrol boats that are managed out of a permanent office along the docks of their respective city ports. Despite, their three major ports of call, the Galliot's planes travel the globe, being the only consortium to operate a worldwide, passenger and cargo flight service. On good terms with nearly all the kingdom states, the Galliots have been able to build substantial wealth given their near monopoly of the skies. Much of this wealth comes from smaller subsidiaries that handle the Galliot's more discreet services. These range from the secure transport of important GEC dignitaries, shipping contraban, and even performing bombing raids on shipping lanes under letters of marque from royal houses.

The Galliot's are renowned for their contribution in aiding the Rama and Bhagath in their fight for independence, smuggling in supplies and munitions. Without the assistance of the Galliots, the war for independence would have fallen in the first months of Seiath's assault. As the war continued, the Galliots expanded their role from only providing supplies to serving as a privateer air force to House Rama. During the last year of the Ramaim-Bhagathim war for independence, a special unit of Galliots was formed to engage in torpedo bombing raids on Seiath shipping over the Sea of Goshem, working to cut off Seiath's methane supplies from Zoar. Called the Flying Serpentim, this band of privateers sunk over half Seiath's cargo fleet in the following year, playing an instrumental part in the eventual surrender of the Seiath Empire. Today, one of these renowned planes floats in Kosala's harbor, where it serves as a popular, kingdom monument, a testament to the bravery of the Flying Serpentim.

Vital Statistics

Founding Date:	698 TL
Consortium President:	Ser Graaf Myngs
Membership:	1.1 million (estimated)
Major Ports of Call:	Tharsis, Peris and Kosala
Principle Assets:	Various seaplanes, cargo skiffs and tugs
Principle Industries:	Cargo and Passenger Transport (official), Contraband (unoficial)

4.2.7 - Huennaut Picaroon

First appearing in 639 TL in the Sea of Aulmg, the Picaroon were an early, piratical force commanded a warlord named Melo Huennaut. Zealous, religious extremists of the Kali Hindu faith, the Picaroon fought with an inhuman ferocity and valor, making them deadly pirates. They raided ports and communities by land and sea all along the Aulmg, even stretching their influence down into the Svivat and the southern Mauyim at the height of their power. Exercising their power before the rise of the Sanguim, the Picaroon used the Sanguim as convenient allies. Eventually though, as the Tiamaut Sovereignty took shape and built up its defenses, the Picaroon faced aggressive opposition. A devastating assault on their small island fortress ended the Picaroon's dominance in the region. The Picaroon that survived surrendered to the Tiamaut and swore their fealty to their royal houses.

Today, the Picaroon are in the employ of the Tiamaut as a registered privateer consortium. They provide shipping services to the kingdom under an exclusive contract, not allowing the consortium to serve any other kingdom. In addition, the Picaroon act as a privateer navy for the kingdom. As such, the Picaroon fleets are subsidized by the Tiamaut houses, supplying the consortium with ships, weapons and port facilities in all three Tiamaut cities. Access to these supplies and resources has allowed the Picaroon to grow into a major privateer consortium. Like other consortiums, the Picaroon engage in unscrupulous acts around the globe namely raids on shipping, contraband and smuggling. The Tiamaut Sovereignty typically ignores this piratical activity, in which it is too often secretly involved, pursuing its own political agenda.

Vital Statistics

Founding Date:	639 TL
Membership:	620,000 (estimated)
Major Ports of Call:	Aih, Ruce and Tzais
Principle Assets:	Various cargo ships, multiple paramilitary assets
Principle Industries:	Cargo Transport, Privateer Navy to Tiamaut (official), Raiding, smuggling (unofficial)

Fasaim Knights of Asora - 4.2.8

The second, privateer consortium having exclusive claim to a large island continent, the Fasaim Knights are part of an aristocratic tribal society. Strict traditions of fighting on huni mounts with swords, glaives and halberds, for pleasure as well as for conquest, are an important part of Fasaim lifestyle and culture. In ceremony, they seek to achieve honor by displaying courage and skill in combat, fighting only against other Fasaim of equal social status. Knighthood, however, is not limited to calvary and tourney combat; seafaring skills, including education in trigonometry, accounting and astronomy, are all important regimens that a squire must complete. Young boys enter squiredom in their fifteenth year, serving and training to become true knights.

The Fasaim of Asora are nearly all descendents from gleanei survivors that had lived on the Isle of Asora for centuries. Though diplomatic and active within the international community, the Fasaim will rarely except outsiders into their tribal fold, instead forcing them to keep the title of foreigners. Having a highly diversified economy, the Fasaim practice agriculture, animal husbandry, mining, metal forging, arts and crafts, and trade by sea in much the same way their ancestors did before the Apocalypse. All Fasaim products are considered high quality and of superior craftsmanship worldwide. Their huni coursers are also highly prized, considered a superior breed and well trained. Shipping their exports to foreign ports, the Fasaim are able to maintain an interesting mix of technology and feudal lifestyle through trade. Artillery Gabors and other armored vehicles can be found alongside their cavalry and foot soldier garrisons. Portable electronics and trideo-communications are prolific and supported by Asora's governing council of knights.

In their trading with other nations, the Fasaim Knights conduct themselves with courtesy and diplomacy. Merchants praise doing business with a knight, proclaiming their honesty and generosity. At the same time, the knights are passionate against piracy, seeing the thieving of others property as dishonorable and deserving capital punishment. This zealous, vigilante behavior is well tempered when in port, only being acted upon at sea, outside of kingdom influence. Fasaim Knights often delay their disembarking in wait for a targeted crew to leave port, ambushing them at sea. Where possible, the knights return any pirated goods to their rightful owner.

☐ Vital Statistics

Founding Date:	642 TL
Consortium Leadership:	Council of Prime Knights
Membership:	142,000 (estimated)
Major Ports of Call:	Goza
Principle Assets:	Fleet of cargo ships, "Scrap War"-era warships and submersibles
Principle Industries:	Trade, Cargo Transport, Anti-piracy (official)

Asora ◆

An island continent bordering the Sea of Goshem and Gehennah Sea, Asora shares the same latitude as Audu'uth. This trait gives the island a very temperate climate, with colder winter seasons every two tiel. Except a small grouping of mountains along the island's southeastern coast, Asora is all rolling hills, grassy plains and coastal bogs and wetlands. The island has a single river that courses it way northwest, weaving past multiple settlements and ending in a shallow delta named Shallows of Sorrow. The island's only major city is Goza, which lies just ten kilometers south of the Shallows.

Goza is a sprawling medieval metropolis, combining clay brick buildings, thatched roofs, slate stone streets, and huni-drawn carts with satellite communications towers, VTOL launch facilities, jeeps and trucks, and a modern port of cranes and towering storage hangars. A large sewer system courses beneath the entire city, using a carefully maintained ecology of microorganisms to break down waste before the sewage is carried out to sea by the tides. In the center of the city are the government buildings, where the elected Seventh Order of Knights conducts the businesses of state. A large, grass pavilion fills the center of this complex, where tournaments and rites of knighthood are played out every tiel. Very recently, Goza suffered from a massive earthquake and subsequent tsunami, devastating the city's harbor and nearby districts. Currently, it is undergoing extensive repairs, receiving much needed relief aid from the Duchy of Rama.

4.2.9 - Dragoon Marei

Original descendents of survivors in the northern polar sea, the Dragoon Marei have been in service of Audu'uth for over a century. Well known for their strengths in lightning raids from ship to shore, the Dragoons still hold to this militant doctrine, having a strong tradition of huni cavalry, using the beast's amphibious capabilities to their advantage on ship to shore raids. In addition, the Dragoons are the sole naval force for the Audu'uth kingdom. This gives them access to advanced weaponry, including the new, Reshef submersible frigate. At the same time, the consortium engages regularly with other consortiums in Tharsis, establishing trade relations and profitable, business contracts. Another major customer of the Dragoons is the CI, who looks to the Dragoons access to advanced submersibles and drone technology as an important asset in the CI's research and study of the northern polar sea.

Having had to abandon their settlements long ago in the northern sea due to the encroaching ice, the Dragoons now stake claim of their primary port on the northernmost island of the Audu'uthim archipelago. Named Nau'har, the seaside fortress is considered the sovereign territory of the consortium, separate from Audu'uth. This nation-like status allows the consortium to operate its affairs independent of Audu'uthim politics and taxation. Since the Dragoons help protect Audu'uth shipping from pirates and smugglers, both parties consider this arrangement an equitable trade.

Most recently, the Dragoons have focused their attentions away from their businesses on Eden up into space. For nearly a decade now, the Dragoons have assisted the Audu'uthim houses in the Salus Expedition, being the second consortium to be employed in space, beside the Hawkshaw Jackerei and the Flying Galliots that operate out of both Peris' and Uruk's space ports. The arrival of the diplomatic Black Talon team has kept the Dragoons busy both in providing discreet transport for the Terranovan anthropologists to Eden's remote locations and in orbit around Mekavah. Terra Nova's, keen interest in the autofac complexes orbiting around Mekavah has placed personnel strains on the Dragoons. Trying to provide skilled labor, while keeping their work out from under a suspicious CI, they continue to serve aboard these orbital stations while study and restoration continues.

Vital Statistics	
Founding Date:	673 TL
Membership:	1.2 million (estimated)
Major Ports of Call:	Edim and Tharsis
Principle Assets:	Various cargo ships, multiple paramilitary assets
Principle Industries:	Cargo and Passenger Transport, Privateer Navy to Auduuth (official)

◆ Lady Dragon and her Prince

With the unexpected contact with Terra Nova, there came a plethora of diplomatic challenges to be tended to by the Audu'uthim Triumvirate, the least of which was the formal greeting and escort of the foreign diplomats to Eden. To this end, House Beauford's prince and heir Konnor Beauford was appointed to represent the three house of Audu'uth aboard the HMS Salus when the Black Talon Diplomatic team arrived through the micro-anomaly that linked Eden with Terra Nova. Accompanying the prince was Lady Gabrielle Esperanz, the senior commander of operations for the Salus Expedition. A young man of only twenty years, the prince was smitten by Gabrielle's beauty, and the two fell in love over time within the tight confines of the transport, sharing intimate relations. Upon returning with the Terranovan diplomats and anthropologists, the prince and lady continued their love tryst unabated, much to the chagrin of Lady Hermione. The prince was betrothed to wed Lady Uhan of House Edden as was tradition within the Audu'uthim Triumvirate. It is rumored that the prince has renounced his birthright and eloped with his lady lover. His passionate affair with Lady Esperanz has created quite a stir among the Audu'uthim royals, not the least being Lady Uhan.

The truth of the matter is that Esperanz is currently off world, supervising the Terranovan's inspection and analysis over the derelict autofacs in orbit around Mekavah. Prince Konnor is currently participating in the diplomatic discussions between the Triumvirate and the Terranovans. They do, however, secretly correspond via encoded transmissions. Lady Beauford is working to convince her son to let Lady Esperanz loose and follow his royal duties to his house and his kingdom. In her own words, "a prince cannot dance with a dragon and not be consumed." These arguments have only served to strengthen his resolve to toward Lady Esperanz. As for the Lady Dragon, she is more uncertain of her love interest with the prince, all the time seeing it merely as a melei partnering (See *Marriage and Family*, p.67), nothing more. While she is flattered by her prince's devotion; she realizes his responsibility to his royal house and to Lady Uhan. She has shared this sentiment in private with Lady Hermione, swearing that her intimacy with Prince Konner is little more than *melei*. However, she has yet to confront the prince on this issue, deciding it best to tell him in person when she eventually returns to Eden.

Rakhim Freebooters - 4.2.10

Operating out of the Svivat and Aukyan, the Rakhim Freebooters are an openly, piratical consortium, raiding any shipping that enters their claimed waters. Both the Seiath and Tiamaut have small fleets devoted to hunting down and keeping the Rakhim on the run, but their efforts to unravel the consortiums hold on the Southern Seas has thus far proven futile. Based out of multiple island forts, the Rakhim are experts at hiding themselves, even from recently-deployed surveillance satellites. Grouping themselves into small pirate fleets of three to five vessels, the Rakhim patrol their waters stealthily, camouflaging their ships and submersibles to obscure visual optics and even passive sonar, allowing them to sneak up and quickly seize their targets before disappearing. Where the Rakhim disappear to is also largely unknown. There are theories that they form a pirate culture that spans across the hundreds of islands in the southern waters of the Aukyim, perhaps even living beyond the ice in hidden and uncharted *Ei'yei*.

One of the oldest consortiums on Eden, the Rakhim are descended from piratical warlords extending as far back as 636 TL. Very little is known about their culture and lifestyle outside their pirating and raiding. On occasion, a Rakhim cargo ship is discovered in a southerly port trading contraband for machined parts, electronics and unique foodstuffs, disguised under the banner of another consortium. Rakhim ships have also been captured smuggling away firearms and heavy weapons in Seiath and Tiamaut waters. When confronted in these case, the Rakhim crews will either stealth away, fight to the death or commit ritual suicide. Attempts to infiltrate these crews by kingdom intelligence agents have been unsuccessful. A few expeditions by adventurous, keeper anthropologists have embarked into Rakhim territory, hoping to study this elusive and isolated culture. The expeditions all disappear, never heard from again. The Sieath Empire is currently under the suspicion that the Rakhim may be the mysterious twelfth consortium and have launched a series of armed expeditions to investigate.

Vital Statistics

Founding Date:	636 TL (estimated)
Membership:	Unknown
Major Ports of Call:	Unknown
Principle Assets:	Various small warships, "Scrap War"-era submersibles, various cargo ships
Principle Industries:	Piracy, contraband, smuggling (official)

Daugim Marei - 4.2.11

The Daugim Marei are a unique consortium in that they have a sole partnership with the Fasaim Knights of Asora, serving the larger consortium. As such, there are no known connections or business contracts between the Daugim and any kingdom or royal house. Operating out of Goza of Asora, the Daugim tend to keep a low profile, transporting their cargo to ports around the Sea of Goshem and as far as Tharsis. Occasionally entangled in discovered smuggling operations, kingdom intelligence authorities believe the Daugim to be the smuggling arm for the Fasaim Knights, allowing the parent consortium to appear legitimate.

At the same time, the Daugim are known to unite alongside the Fasaim Knights in their anti-piracy campaign in the northern seas, engaging in the pursuit and capture of rouge privateer raiders. Decapitating the captured pirates - mounting their severed heads on pikes - and burning their ship if it is unsuitable for tow or salvage, the consortium exercises a time-honored tradition of judgement at sea. Unlike the Fasaim Knights, the Daugim are much bolder and will attack suspected pirates within city ports, causing mayhem and undue damage. Port authorities despise these vigilante methods and in turn arrest the Daugim crews if possible. Unless the Daugim are able to elude capture, they will always surrender peacefully to port authorities. During trial, Fasaim Knight representatives are sent to defend the Daugim actions, typically presenting evidence and proof to justify the vigilante act and claiming right to try them in their own courts on Asora.

Vital Statistics

Founding Date:	720 TL
Membership:	112,000 (estimated)
Major Ports of Call:	Goza
Principle Assets:	Various cargo ships and small warships
Principle Industries:	Cargo Transport, Anti-piracy (official) Smuggling (unofficial)

THE SCALES OF SOCIETY

Commander Quin Algiers worked his way through the crowded walkway to the small, bistro table where his younger sister, Karrin, was sitting, waiting. As he drew closer, she caught sight of him and waved. "Quin!" She stood up to greet him, embracing him around the neck. "It's been a long while, Quin."

"Same here, Karrin," Quin replied, returning the embrace. Letting go, he gestured at the crowds ambling by. "Being at sea, I'd almost forgotten how crowded Uruk can be on a Sunday afternoon."

Karrin smiled. "Come on, sit," she answered, gesturing to the chairs. "Waiter!" A young gentleman walked over. Karrin spoke before the man could answer. "A bottle of '76 Mulautt wine, please." She looked at Quin. "Does that vintage suit you?" Her brother merely shrugged, adjusting his uniform. "Yes, that will be fine," she finished.

"Excellent choice, ma'am," the waiter answered. "I'll bring two glasses."

"Thank you," Karrin replied, smiling shyly. Quin could see she was flirting with the man. She flirted just like he remembered mother doing. He laughed quietly in his mind. The waiter returned shortly with their vintage, allowing Quin to taste the bottle before serving. The wine went down smooth with a peppery finish. He nodded for the waiter to finish pouring. Soon they were alone, each settled behind their glasses, watching the skyline past the walkway.

"So, you received more letters from mother?" Quin started, not wanting to mince words.

"You always were direct, like father," his sister responded. "Yes, I did. It came in yesterday, off a Fasaim cargo ship." She placed the parchment letters on the center of the table. Which Quin promptly picked up. He quietly leafed through the hand-written pages, reading his mother's words. "It is good to hear that she's alright," Karrin stated, interrupting Quin's reading. He only glanced up from the pages briefly, letting out a mild grunt.

When he finally put the pages down, he took his wine and twirled the red drink around in the glass, looking at it. "So, she's finally settled on Asora," was all he could say, before taking in a mouthful of his wine.

"Yes," Karrin affirmed. "I want to accept her invitation, Quin."

Hastily placing his glass down on the table, he rebuffed her. "You can't be serious! Karrin, I know the Fasaim. They may be knights but they also mount their enemy's heads on pikes and burn their ships. Asora is hardly the place for the gentile mother that we once knew; let alone you, a young woman just finishing her university studies in political science. Mother has clearly changed into-"

"A savage?" Karrin interrupted, finishing his sentence.

"Look around at the near limitless opportunities that you have, Karrin. With father's connections, you could take any position you wanted in political office."

"Think of the potential to perform an actual field study of Fasaim political structure for the CI," she threw back.

Karrin," Quin pleaded, gesturing his hand out at the view that stretched out in front of them. "What more do you want in life. Why leave the safety of paradise?"

"Paradise in a bottle, you mean," she corrected. Waving her hand out to point at the masses of people walking by, she explained, "This zoo is stifling me, Quin. The more I look at my life; the more I realize how little choice I really have. Duty and privilege is my inheritance here, and it's mind numbing, Quin. I want something more, an adventure to take me out of this place." Quin just stared at his sister for a long while, taking long sips of his wine. "Quin, what is it?" his sister begged.

"So, when do you leave?" He replied simply.

Eden is a world of contrasts. Since their beginnings under the Human Concordat, Eden's populace realized that they were very far from their Terran home. At the same time, they were surrounded by a lush garden world that offered them freedom and prosperity unlike anything their Earth brethren could enjoy. This influenced Eden's society to separate itself from Earth, exploring new ideas, philosophies and worldviews that better fit their new home. Not unlike other colony worlds such as Terra Nova, Eden's society significantly diverged from those of Earth, resulting in unique societies and peoples. Largely based on the individual, each of these societies possessed their own characteristic customs and way of life. The variation of customs and traditions were as diverse as were the individuals who practiced them.

With the loss of millions of lives to the Apocalypse, much of that diversity in society was lost forever. Remote communities were wiped out in the wave of destruction. However, true to its roots, Eden has continued to diversify out of the ashes. Despite their paradise destroyed, they have changed from simply being survivors into a complex caste society. Embracing new ideas and new philosophies, individuals struggle over the different variations of sacrifice and self-interest that permeate their lives.

Thus, when describing Eden's multiple societies and subsequent cultures, there are literally hundreds of permutations to sort through. Many local variations do exist and will be mentioned whenever possible. For simplicity sake, Eden's society has been grouped into several broad and interconnected categories: marriage and family, spirituality, prejudice, justice, honor, and memorials.
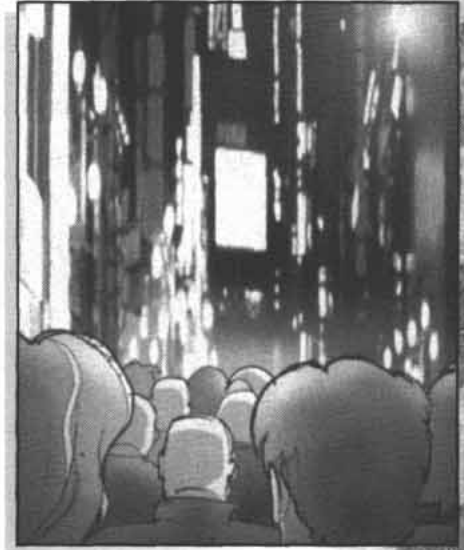
Marriage and Family - 5.1.1

As with most cultures throughout human history, the primary social units on Eden are marriage and family. However, the definition of these two social institutions has evolved into a unique social structure and dynamic. The most common institutionalized form of marriage on Eden is the agreed marriage, called a *marim* partnering. More a marriage of resources than two lovers, these marriages evolved out of the famine and pestilence of the Apocalypse. Both partners, serving the needs of each other and the community rather than the sole individual, often view these unions more as pragmatic institutions than romantic partnerships. Practiced among the citizens, gleanei and privateers alike, these marriages form alliances and bonds between families and houses, allowing them to consolidate businesses, capital, or political power. These bonds are strongest among the royals' houses, where marim partnerships often grant important position and the status within houses. Children born out of these unions are known as *trueborn*.

Despite a tradition of marim partnerships, infidelity is highly prevalent on Eden with both sexes. A byproduct of Eden's more anarchist culture prior to the Apocalypse, both fidelity and infidelity are acceptable practices by individuals. Both men and women will regularly keep *melei* lovers and partners. These unions are sometimes formalized in public ceremonies among the royalty, but are proven less permanent among the citizenry and gleanei. Among the poor or careless youths, women in melei partnerships may conceive, resulting in the birth of *contraborn* children.

This social dynamic of marriage has created family structures that include both trueborn and contraborn born to the same mother. Whether wealthy or poor, trueborn are credited the blood rights for their house or other family unit, being sworn all inheritance and family titles of their marim parents. Contraborn are less fortunate, yet they are not fully abandoned. Taken in by their mother and adopted into her trueborn family till their fifteenth birthday, contraborn are reared among their mother's trueborn children, if any. Royal and citizen contraborn are educated or trained in a specific trade or profession, providing them with a means to live. Gleanei contraborn are less fortunate. When a contraborn child comes of age at fifteen, they are given a purse of coin and forced out onto the street to make for their own way like orphans. With no money and no family, most contraborn seek employment with privateers, who gladly take them in as their own. After this time, only the mother will have contact with them, if at all. Most often, the mother will only make herself available if her contraborn children are seeking out their other melei parent.

There are rare occasions when contraborn children are granted trueborn family status and inheritance, but only if there are no trueborn heirs to carry the family title. Otherwise, the contraborn children do not take on the name of the trueborn family. Instead, a locally common surname is given. This surname is always unique to a region, a city name or local geographic feature, indicating the contraborn's origin.

In recent years, Eden's new generations have begun to link their marim and melei together, forming a monogamous relationship that fulfills both the survival needs of the individuals and the needs for intimate companionship. Most prevalent among the privateers and the gleanei, this fusion of love to communal duty is continuing to spread its influence on many young adults, who are asking why the two should remain separate. This new, grassroots ideology has even swept into the halls of the royal houses, where princes and princesses are questioning partnering for duty alone.

5.1.2 - Spirituality

Edenite spirituality is deeply rooted in the individual. However, this hasn't disallowed communal religions from establishing roots. Reformed Jerusalemite Catholicism (specifically an Atlantean sect of Catholicism), Kali Hinduism (a Hindu sect combining conflict and meditation to embrace the divine Brahmin), Samarkite Buddhism (a Buddhist sect combining the two ancient philosophies of Taoism and Confucianism), and Suntar Islam (a Muslim sect that draws all faiths together that trace their roots to ancient Jerusalem on Earth) are all major faiths that have a limited foothold on Present day Eden. They maintain substantial congregations worldwide, but are divided into multiple factions, each by different interpretations of their religious texts.

Still, the most commonly practiced institution of religion is Yau'ar, a simple faith based on the individuals personal interaction with the Divine. Seeming derived from multiple faiths from Eden's history, historical records begin referring to Yau'ar in the late 5th century. Yau'ar is centered on the worship of the *Divine Spirim*. What is most intriguing about this word is that spirim is a plural form, yet the faith is monotheistic. The reason for the pluralism is that the term refers to the individual and the god divine as one, yet it is critical to distinguish the individual as a separate person from the god divine. Quite similar to the Trinity of the Jerusalemite faith, the Buddha of Tao Buddhism or the Brahman of Kali Hinduism, the person and god form one person and two persons simultaneously, each emerging from the other, allowing an "entering into divinity." Worship is practiced through personal expression and is highly individualized. Each disciple forms a unique naming relationship with their Divine Spirim, essentially assigning their own name for god based on their personal experiences and revelations. Due to the very personal nature of this faith, there are no formalized faith leaders or locations. As might be expected with such an individualized faith, several sects of Yau'ar have formed over the years as people discover commonalities between each other's Yau'ar faith. These sects have a stronger communal structure, defining the Spirim in more collective terms.

◆ Fear and Trembling

Along with Yau'ar and the other major religions, there are other, smaller faiths practiced on Eden, but none are as distinctive and recently prolific as the anarchist sects and doom cults that have emerged from the Apocalypse. Sometimes, just one individual, these faith cults are distinguishable by their focus on death and destruction. Some of these cults, like the Kali Yuga, are merely isolationist, trying to escape the evils of the world. Others are highly integrated into GEC society, being vocal doomsayers or religious terrorists. The kingdom royalty, who regularly use their militia intelligence services in an attempt to track these anarchists and protect their citizen public, consider the later the most dangerous. Since the comet impact with Kain, anarchist cults have been on the rise. Even individuals of the Yau'ar faith are becoming suspect as many disciples have adopted such portents and signs as the character of their spirim.

5.1.3 - Prejudice

Edenites, like most other human beings, possess prejudices and stereotypes. When considering present day Eden, it is important to remember that the racial prejudices of ancient Earth are not present. However, economic, religious and caste prejudices are quite widespread and varied on Eden. While rare, there are also isolated communities out of the GEC's influence that still practice certain sexual prejudices, both matriarchal and patriarchal.

The most common basis for discrimination on Eden is caste, with royals and their citizenry being the worst offenders. The royal houses and confederate citizens generally view the gleanei as uncivilized and anarchist, scavengers that feed off the kingdom cities like parasites. "Savage" is a term often used against gleanei and privateers as well. In turn, certain gleanei and privateers are trapped in social narcissism, coveting the wealth and affluence of Confederate citizenry yet believe their elitist brethren to be debauched with self-indulgence.

Discrimination takes other forms as well. Religious discrimination is a growing problem. Doom cults and extremist religious sects have greatly increased in membership following the comet strike to Kain. Some of these cults are simply repulsed by Confederate society, both citizen and gleanei, isolating themselves in remote locations. They believe that society is evil and must be shunned to purify their souls. Other cults and sects are active extremists, embracing attitudes of self-righteousness and legalist doctrine. These later religious groups can be more violent, sometimes committing acts of terrorism against the "unrighteous," seeking to cleanse the world of unbelievers. Finally, economic prejudice forms the most common form of bigotry on present-day Eden, where birthright or economic prosperity grants a "select" citizenship within the Confederacy. Those few with wealth will typically parade their affluence in both subtle and flamboyant ways before less fortunate persons as displays of power and influence. Those poor living in the centers of the sprawling, gleanei suburbs are despised the worst. Living in crowded, ramshackled communities with poor sanitation, these people are labeled "unclean" and "untouchable."

Justice - 5.1.4

Justice on Eden is diverse and sometimes extreme, but not completely divergent from the systems of other colonies. Crimes on Eden are best divided in three categories: crimes against the state, crimes against the individual, and crimes against morality. Though frowned on by Confederate and kingdom authorities, the later category is common among religious groups, resulting in brutal, vigilante acts of punishment or "cleansing," including capital sacrifice.

The most intriguing form of justice occurs among the gleanei, where the simple rule of capital retribution is upheld outside monastery-like Re'fuges. Individuals charged with a crime must voluntarily seek out the nearest Re'fuge, where they may stay, safe from their pursuers till a trial can be held. This process can take many months. If in a community trial, the accused is absolved of guilt; he is free to go. Though, very little can be promised in terms of legal protection once outside the walls of the Re'fuge. He has the right to stay in the Re'fuge till his death if he wishes, swearing to protect other refugees from their accusers. It has become increasingly common in the last few decades for the accused to call for trial by combat, seeking to win freedom by slaying their accuser.

Within the Confederated kingdoms, justice is much more civilized yet also highly politicized. Here crimes are almost always labeled crimes against the state, even if committed against an individual. Also, any crimes committed against confederate citizens are considered crimes against society. The accused is guaranteed the right to legal counsel under Confederate law. Rehabilitation is the most common form of sentence, but sentences issuing loss of citizenship; exile or capital punishment is not unheard of in certain kingdom courtrooms. Accused gleanei or privateers are either exiled or executed.

Honor - 5.1.5

Honor is a young concept to present day Edenites. Prior to the Apocalypse, honor was an individualized expression, shared and measured only by oneself, the closest of friends or perhaps a tribe. However, honor has expanded out into the larger community, people seeking forms of public recognition and respect. Privateers are the greater seekers of honor on Eden. Often labeled as rogues by gleanei and royalty alike, they pride themselves in building public reputation and respect, defending their honor through both charity and challenge. In charity, a privateer may share his wealth and spoils when in port, lavishing food and drink in open revelry at local taverns or harems to pay off debts of honor. In the case of challenges, duels and contests are most popular. These duels are typically played along docksides or in gleanei establishments and include: fencing, stick fighting, knife throwing, darts, chess, drinking games and a great many more, even street sauk. (see *Sports*, p.75) It is traditional for the debted to choose the form of duel. These duels are celebrated as community events among the gleanei, viewed as local entertainment. While many of these games only involve two or more individuals engaged in some fun sport, some games can become quite serious, even deadly. These duels and matches can draw large crowds if preannounced. Gambling during duels is also not uncommon among the spectators.

Honor among confederate citizenry and royalty is quite different. Instead of direct challenges, they practice subterfuge and games of intrigue against one another, believing they are more civilized. Between royals, these intrigues are exercises aimed toward political influence and power for their particular house. Among citizenry, honor is more individualized than with the royalty and defending that honor a matter of personal retribution. Most often these retributions take the form of disassociation or lawsuits. Still, poisons or mysterious accidents, both non-lethal and lethal, are not unheard of in extreme cases. Privateers, in particular, find these games of subterfuge and assassination cowardly and distasteful, preferring to face any dishonor openly in the public setting.

Memorials - 5.1.6

There are several kingdom holidays that are celebrated around the globe, each in their respective homeland, but there are only a total of seven memorials recognized and exercised worldwide every year. The most common and shared memorial occurs on the last day of each month, in sync with the lunar convergence of both Elom and Soma. Called the Maushav, these memorials celebrate the fall and rise of tides, the harvests of the past month, and the anticipated blessing of the coming month. The most celebratory of these occurs on the dawn of the New Tiel, starting on the final days of the last month. During leap years, the festivities will extend for more than a single day, filling the leap days with great celebration. Officially revived just prior to the Scrap Wars by the royal houses, the Maushav are celebrated six times a tiel cycle, serving to unite citizen and non-citizen alike in commemoration of the rhythms of nature.

The seventh worldwide memorial is the GEC's Founding Day, celebrating the founding of the Confederacy. Most of the pomp and celebration surrounding this day are centered in New Babil, but citizens in all the cities gather for political speeches, food and drink. Privateers host their own Founding Day festivities as well, adopting the birth of the Confederacy as a time to revel in their own beginnings.

5.2 - LIFESTYLE

Everyday life on present day Eden is much the same as life in any other time or place where humanity has lived. Children are born, grow up, become adults, eventually raise children of their own and then die. Life on Eden goes on, through a mosaic of blessings, hardships and achievement. The current conditions on Eden, with the dramatic changes in climate and environment have collectively affected the Edenites as a whole. However, just like the other human colonies, Eden populations have developed their own customs in everything from sports and entertainment, food and drink, architecture and habitation, ritual and sexuality, and other aspects of human lifestyle.

Following the Apocalypse, Eden presented unique challenges to its inhabitants. While most Edenites themselves pay little attention to the details of their lifestyles, which they take for granted, the Apocalypse changed them from their Paradise Eden brothers and sisters, and showed them how vulnerable to change their lifestyle really is.

5.2.1 - Language

Eden's language has its roots in a centuries-old common human tongue, Anglic. However, as with other colonies, the Anglic language has not remained static. Afro-Asiatic languages and their derived dialects clearly influenced Eden's Anglic tremendously, creating uniquely derived dialects over the centuries of isolation from Earth. Many of these dialectic changes are based off of indigenous myths, local idioms, slang expressions, or simple derivatives of lazy speech. These derivatives have their roots in centuries of slurs and intonations spoken by some of the early colonists that were perpetuated by their descendents and slowly evolved over the centuries. Looking past local idioms and unique pronunciations of certain vowel and consonant sounds, Eden's primary language still bears surprising resemblance with its Anglic roots. Names, expressions, pluralisms and grammatical structure are the most unique forms of diversion from other colonial Anglic dialects.

Not surprisingly, the Apocalypse served to begin unifying Eden's multiple dialects over the past two centuries. As survivors gathered together in large groups, their regional dialects converged, and a more common tongue became predominant. Today, this has made long-distance and international communication more accessible to most everyone, despite an individual's level of education.

Sample Edenite Vocabulary and Expressions

EXPRESSIONS	DEFINITION
"Barn'bus"	True friend
"Landside"	No sea legs
"Bal'gehn"	Damn to hell (derogatory)
"Shut to the wind"	Stubborn
"Roughspun tale"	A lie to manipulate, fool or misdirect
"Kamcha in heat"	Bad tempered
"Nothing you could spot from a galloping huni"	Good enough
"Squeal like a baby shofar"	Cry like a baby
"A strumpet in a haram"	Out of place
"Roughspun on a pike"	a poor fit, bad choice
"Gleaning off the garden"	freeloader, bloodsucker

5.2.2 - Communications

Despite the advanced technology within the habitat cites, the most common means of long-distance interpersonal communications on Eden is by physical mail. Most Edenites don't have access to the vidphones (videophones) and other network communications, which are primarily limited to the habitat cities. As such, most gleanei slums have a privatized courier system that is typically run by an established business that guarantees delivery. For long distances, an unsystematic courier schema exists using the established system of international trade to convey people's physical mail between destinations. While unreliable, it is often all that is available.

For the cities though, they now have a complex grid of satellites, undersea cables and relay stations that establish a pan-Eden communications network, carrying a wide variety of electronic communications. Aside from municipal kiosks, confederate citizenry all use multi-purpose communications devices. These devices serve as mobile phones, satellite radios, trideovision (3D television), PDAs and recording/playback units. Meanwhile, royalty and politician residences are equipped with more powerful trideo-conferencing using superior encryption/decryption routines for increased privacy. The militias and keeper scientists utilize similar, more rugged technologies for extended field use. Many of these devices and related technologies have fallen into the black markets and are used by resourceful privateers and gleanei. These black market devices also help serve a subculture of hackers. Currently municipal hive network hacking is a growing threat that city and military security work diligently to protect their networks from and quickly neutralize any breaches that do occur. Most of the time, the perpetrators are unable to avoid capture; their egos leading them to be overconfident.

Residence - 5.2.3

Habitations vary greatly on Eden depending on a person's caste status. The most common residences within the habitat cities are small apartments or condominiums. Stacked adjacent and atop one another, this method of three-dimensional living allows for numerous gardens, parks and malls to be interspersed throughout the arcology complex, providing recreational and shopping arcades. Wealthier citizens, politicians and royal families live in spacious penthouses or townhouses with multiple rooms for human and drone servants and potential guests. A large, central, garden atrium either within or overlooking the interior habitats of the city's parks and wildlife refuges interconnects most of the rooms, creating cloister-like milieu. All modern conveniences are available to city residents. All these facilities are looked after by hive-networked drones, which regularly clean, repair and maintain the arcology structures.

In gleanei townships and gleanei slums, the most common residence are multi-room clay-brick structures with scrap metal, clay tile or sod grass roofs. In more rural locations, these are often grouped together in extended family units residing adjacent to each other, surrounding a family garden or small orchard. There is often a basement with a grid of interconnecting tunnels, linking the structures together. These provide underground storage and protection from monsoons. The wealthier gleanei have a minimum of household conveniences and sanitation systems, such as solar powered lighting, indoor pumping stations for filtered water and rudimentary plumbing. Most gleanei communities gather fresh water from community fountains and discard their sewage down the center of streets or back alleyways that lead the waste into large aqueducts that typically wind their way to the coast. Sewage and refuse is there left to the rains and then the tides where it is dragged out to sea.

Education - 5.2.4

Education on Eden is widely diverse and non-standard, even with kingdom citizenry. However, most citizens do receive the basics of elementary and secondary education, finishing their classes by age fifteen. Citizens then have the opportunity to test into trade colleges and universities for further education. These tests are designed to help determine the young adult's aptitudes and motivations, also checking for a basic understanding of mathematics, language, and the humanities. Most citizens are then admitted into the appropriate field that suits their aptitudes and desired career path. Carefully designed to not limit their career choices, the test process is embraced as an efficient procedure to help citizens properly place themselves in society. While, there are a few discontented citizens over time; the habitat cities offer counseling and further educational resources to assist the citizen in leading a contented lifestyle and career.

Among the gleanei, parents and extended family typically teach the basics of mathematics and language. Secondary education is available but extremely scarce. Most often, gleanei enter into an apprenticeship following their fifteenth birthday that allows them to learn a skill or craft to eventually earn a living on their own. For gleanei that enter into militia service, they are offered a unique opportunity to learn skills to be mercenaries or security officers.

For others, particularly contraborn, the youth will seek employ with a privateer captain or associated consortium. If employed as a privateer, the young adult will begin training in seamanship by trial and error. To the privateer, experience is the best teacher and all members are encouraged to learn new skills and engage in self-education. As a result, many privateers are literate and well read, as well as skilled in seamanship and melee combat. Business skills are also an important skill for privateer captains. Most consortiums maintain one or two business schools in various ports, where prospective captains are trained to know how to manage their crew, cargo and balance sheets.

Travel - 5.2.5

Travel by ship is by far the most widely used form of travel on Eden. Most of the habitat cities are ports, allowing citizens easy access to transport to nearly any kingdom port on the planet. For those who want to travel cheap and don't mind a little discomfort or delays in arriving on schedule, there are countless, freelance privateers ready to offer the traveler a military-style bunk or hammock, or for a "fair" sum, the captain might give up his own quarters. While relatively easy to find, prices by privateers can vary greatly, forcing the traveler to haggle for a fair price.

In addition to the freelance privateers, there are also multiple carriers that specialize in carrying passengers for persons requiring better accommodations. These passenger liners run less frequently, but do use regular schedules and generally guarantee to arrive in their destination port on time. In addition, air travel has grown larger over the past few decades as the availability of planes and eager passengers has increased. Able to land in coastal ports and inland cities alike, passenger aircraft have continued to increase in popularity as an efficient and faster means of transport. All these more "official" forms of transit are regulated by the GEC through local port authorities.

Despite, being largely a planet of water, there is still great need for ground transportation on Eden. Most cities are hundreds of kilometers from each other. Further, the scattered gleanei communities are linked by a poor maintained system of roads. For cost, it is difficult to beat using huni riding mounts. They are widely available, fueled by readily available grass and plants, and can cross wetlands, mountains and grasslands with relative ease. They are also an accepted form of transportation inside all gleanei suburbs and communities, allowing farmers and craftsmen to haul in their goods for sale in the suburb markets. If roads are available, which is rare in the countryside, the use of huni-drawn carts is also common. Jeeps or other types of ground vehicles are popular, but they have a limited use due to cost as few gleanei can signally afford them.

5.2.6 - Food and Drink

Though rarely a scarcity in present day Eden, food and drink varies widely on Eden, dependent on locale and caste. As most cities and gleanei suburbs are near the sea, fish and aquatic vegetables are prolific. Toward the inland regions, shofar meat, copi seed breads or hash, tubers and roots are more common. Jerking and Salting is a popular practice among the gleanei for preserving meats, a process which is also popular with privateers who often lack proper refrigeration for raw meat at sea.

As for drinking, alcoholic beverages is also widespread and very popular. The alcoholic content helps preserve the beverage, allowing it to keep well over time. Easy to produce, a wide varieties of grain brews, root wines and milk sours (fermented shofar milk) are widely available and consumed. Taverns and inns are frequent gathering places for gleanei and privateers alike. Within the habitat cities, citizens enjoy fine restaurants, bistros, cafes and bars that serve a plethora of regional dishes and drinks. Since the formation of the GEC, vintages and regional specialties of wines, brews and sours have been closely followed, creating a profitable industry for certain cities and gleanei communities.

Edenites generally eat three meals a day. Most of these meals consist of meat, grains and vegetables. the size and composition of the meal depends greatly on the dish being served or availability. Cites are never lacking in any type of food or drink, but it is quite different for their neighboring gleanei, who mainly subsist off of locally obtained foods. Larger meals are generally eaten in the middle of the day, while smaller meals are enjoyed in the morning and late evening.

Common Foods and Beverages

BEVERAGE	COST PER SERVING	FOOD	COST PER SERVING	FOOD	COST PER SERVING	FOOD	COST PER SERVING
Water	1	Roasted Root Medley	3	Shofurger	5	Shofar Entrails	2
Brown Tea	2	Baked Suga'root	3	Shofar Roast	6	Shofar Stew	4
Spiced Tea	2	Fungal Loaf	3	Jerked Shofar	3	Leidsi Hashed Cake	5
Milk	2	Copi Seed Hash	2	Spiced Shofar Sausage	3	Leidsi Steak	7
Suga'root Milk	3	Mixed Leaf Salad	5	Aubari on a Stick	3	Salted Leidsi	4
Copi Lager or Ale	3+	Spiced Cheese	9	Lotan Strip	8	Steamed Clams	5
Suga'root Mead	4+	Boiled Aubari Eggs	3	Roast Eudimour (whole)	10	Ragout Stew	4
Mulautt Root Wine	6+	Ahi Fruit Platter	12	Agni Fillet	25+	Fresh Tuanu	30+

5.2.7 - Clothing

Clothing styles on Eden vary according to climate, caste and occupation, ranging from the practical to the ornate. Most fabric and clothing materials come from either animals or plants. Even within the cities, synthetic materials are rare as natural materials are the most preferred by royalty and citizens alike.

The most common cloth typically used is called *roughspun*, a blend of shofar wool and copi flax. Bolts of this fabric can be found in nearly any gleanei marketplace around Eden, available in a multitude of colors and geometric patterns. It also comes in multiple blends that weave in more or less wool. In general, the more woolen fabric breathes well, is durable, dries quickly, and provides warmth even when wet. For privateers, these traits make it well suited to the harsh elements of being at sea and resistant to rotting. For the gleanei, the roughspun tends toward more flax, due to cost. This fabric is less durable, but breathes well and dries quickly, helping reduce rotting. Finer and more delicate fabrics are available, but are generally not available to the gleanei masses due to cost and supply.

Gleanei and privateers generally wear layers, allowing them to add or remove clothing as climatic conditions change. Both men and women tend toward loose-fitting pants with a loose, belted tunic or buttoned shirt. Skirts and dresses are also worn, but typically for festivals and special occasions, displaying a rainbow of colors and patterns. Woman can dress in either dresses or skirts, while the men will wear a long skirt beneath a belted tunic. Citizen attire is generally the same in style, but uses a wider variety of fabrics and cloth, more suitable to the controlled environmental conditions inside the habitat cities. For special occasions, clothing made of Edenite silk and flaxen satin are worn in a variety of styles ranging from the common belted tunic and pant suit to more elaborate, fashionable designs. Royals are the privileged few that regularly adorn themselves in silk and flaxen satin, draped and wrapped around them in regal show.

Medicine – 5.2.8

Medicine on Eden is incredibly diverse and varied. Prior to the Apocalypse, medicine among the Roh'im was incredibly advanced, capable of repairing DNA using RNAV technology, the same technology used for centuries to terraform Eden into a paradise. A limited exchange of science and technology with Atlantis in the 5th century TL also led to advances in biochemistry and nanobot surgery. Since the comet impacts, most of these medicinal techniques were lost. Some of this science continues to be recovered from remote archeological digs that still find buried datacores and records. However, due to their sophistication, most of these methods of treatment are limited to within the habitat cities, most often available to citizens only.

The other branch of medicine that appeared prior to the Apocalypse was most common among the Gleanei. This medicine involved a complex understanding of Eden's countless plant and fungal species. This holistic approach to medicine survives even now after the Apocalypse. It is used extensively by privateers and gleanei around the globe. Requiring long, painstaking years of study, an apprentice typically works under a master healer before venturing out to form a practice of his or her own. This apprentice work often involves extensive travel to study under other healing masters. Heavily reliant on foreign trade for rare herbs or roots, some treatments are extremely expensive. Still, the practice of holistic medicine has attracted keepers and citizens alike, both of whom are amazed at the healing powers that some treatments demonstrate.

Age on Eden – 5.2.9

The Tiel Calendar follows a periodic cycle similar in length as Earth years, making the translation of Eden *tiels* to Earth years simpler than many colonies. However, Edenite perception of age is quite different from Earth. The average life span on Eden varies tremendously by occupation or lifestyle, leading to definitions of adulthood and old age that can vary with caste. Gan citizens and royals can live very long fulfilling lives into their late nineties, even hundreds. Meanwhile, most gleanei on average live only into their late thirties due to greater exposure to poor nutrition, disease and dangerous working conditions. Privateers rarely survive past their late twenties or early thirties, often dying at sea due to the hard working conditions, combat or some other fatality. Because of the low life expectancy among most of Eden's populations, puberty is considered a rite of passage into adulthood. A child is universally considered an adult by age fifteen, at which point they become responsible for their own livelihood. Adolescence has become an obsolete word.

Edenite Age Table

AGE IN TIELS	AGE IN YEARS	PHASE OF LIFE	AGE IN TIELS	AGE IN YEARS	PHASE OF LIFE
3 2/3	3 1/2	Toddler	47	43	Middle Age
8	7	Young Child	55	50	Middle Age
12	11	Child	62	57	Middle Age
15	14	Young Adult	70	64	Old Age
20	18	Adult	78	71	Old Age
23	21	Adult	86	79	Old Age
32	29	Adult	94	86	Old Age
39	36	Middle Age	102	93	Old Age

Rites – 5.2.10

To the Edenites, life is a cycle, consisting of birth, growth, preservation, and death. This core ideology has influenced Edenite thought for centuries. It has also influenced their ritual celebrations of life, dividing their perception of life into four stages. First, the birth of a child signifies new life, a stage following death. The common ritual surrounding a child's birth is the Rite of Naming. Involving family and close friends, the child is given its name, most often the name of recently deceased relative, signifying resurrection and serving as memory to the deceased's life. The second ritual is held on the child's fifteenth birthday. Called the Rite of Ascentim, this celebration signifies the transition of the child into adulthood. Considered the beginning of a journey, the child is typically given a special gift, a purse of money, and then charged to take on the responsibilities of adulthood, forcing the new adult out into the world to forage a life for himself or herself. This rite is not an act of disowning the child; unless the child is contraborn, family remains an important support structure to the young adult. Instead, the ritual is recognition that new life must grow its own roots.

The next major rite in an individual's life is called the Rite of Descentim. For this ritual, there are no celebrations or parties; the individual shares it alone. This rite is typically initiated at the birth of a son or daughter. Signifying that the cycle of life is moving toward death, the person begins to reflect on their life and build memoirs to pass on to a future generation. This ritual will continue until death, where the person's body is exhumed, typically by burial. The burial ceremony is a short, somber celebration, acknowledging the movement of life to death. Called the Rite of Passing, the memoirs of the deceased are then kept and later given to a newborn child, when they are giving the deceased's name as their own. These memoirs are believed to serve and help guide the child into their Rite of Ascentim.

5.2.11 - Sexuality

Eden's acceptance of infidelity in the form of melei partnering has made organized prostitution a prolific and unhidden part of Eden society. Unlike many other human societies, past and present, organized prostitution is not considered a shameful profession on Eden. Called *paramours*, the name is used to describe both men and women that work specifically as melei prostitutes. In fact, paramour enjoy an esteemed recognition by their local communities, recognized for their knowledge of their craft. This cultural acceptance has allowed paramours to flourish as artists, young adults apprenticing to become experts in the practice of sexual pleasure. All paramours typically work out of dedicated facilities called Harams. Harams are managed by a Ma'dam (female) or a Ma'gnus (male) that manage the finances of the business, making sure that the interaction between the clients and paramour staff remains professional. As would be expected, each haram bears a trademark for the social class of their clientele and their "specialties" of service.

There are prostitutes along the gleanei that work outside of harams. These freelancers are not as esteemed as their paramour colleagues are. Commonly called *strumpets*, these prostitutes are viewed as a lesser caste, similar to the "unclean" and "untouchables" of the poorer gleanei. Due to this poor social status, strumpets are rarely found in commonly trafficked locales. Instead, they provide their services within the more remote districts of gleanei suburbs, working out of a small tavern or inn. Referred to as a "poor one's melei", strumpets are shunned and looked down on by paramours, who view them as untrained, undisciplined and sullied.

Contraborn of female paramour are raised by the haram, helping the "family" business by greeting guests and tending to chores. They are never forced into serving as paramours; engaging in sexual acts of any kind with a child under the age of fifteen is not acceptable in Eden society and considered a violation of the child's individual rights. At age fifteen, a child is then assumed to be able to make their own way in the world. Following their rite of ascentim, paramour contraborn are let go, charged to seek their own lifestyle and occupation. However, unlike other contraborn, they may choose to return and petition to apprentice within their former haram home.

5.3 - CURRENCY AND BARTER

Prior to the GEC, there were huge disparities in quantifying the worth of goods and services. As a result, most of Eden functioned using a complicated system of bartering and haggling that developed during the years following the Apocalypse. This system of bartering was highly inefficient, but there was little that the kingdoms could do about it. Eden had functioned for centuries without a need for money, and so the concept of collective value was difficult to grasp at first. As international trade increased and the Scrap Wars began, a common value on resources, goods and services became more accepted. The greater acceptance of common value made products manufactured in autofacs much more quantifiable. Kingdoms could begin to count out specific amounts of energy and quantities of raw materials. This phenomenon gave rise to the Autofac Unit (or AFU), a form of currency still in use to this day. Despite the use of the AFU in the kingdom cities, the gleanei and privateers used a system of haggling and bartering that still persists.

With the formation of the GEC, a common currency was finally established that was accessible to all. Called the Bit, this currency would allow Eden to function as a single economy, eventually eliminating the barter and haggling systems of the past that plagued international trade and allow the kingdoms and the GEC to appropriate taxes more efficiently. The Bit serves as the lowest denomination, with multiples of currency simply equaling multiples of Bits. Common denominations are multiples of five: 1, 5, 10, 50, 100, 500, and so on. Unfortunately, while this made the standardization of both physical and electronic coins possible, it did little to remove the system of bartering and haggling. Instead, the bit has only made it easier by creating a commonly accepted value unit. In addition, the AFU proved so efficient in measuring the monetary cost of autofac products that an exchange system had to be ratified in 732 TL by the GEC legislature to prevent further loss in tax revenue to the kingdom's own coffers. AFUs are divided into binary denominations: 1, 2, 4, 8, 16, 32, 64, and so on (the AFUs being an electronic currency with no physical coin or note).

Currently, roughly a 200 Bit equals 1 AFU. However, the exchange rate between the two currencies fluctuates with the Bit continuing to lose substantial value to the AFU every decade or so due to improvements in autofac efficiency. Kingdom citizens have begun to invest their capital in AFUs to prevent devaluation. However, gleanei have little recourse. This has begun to hurt both sides of the Eden's economy. The gleanei and privateers are faced with inflationary pressures, diminishing the value of their currency and profits. At the same time, the kingdoms are faced with deflationary pressures as the AFU gains strength against the Bit. This has forced many kingdoms to begin selling their manufactured goods at below cost, as they continue to lose price control over their autofac-produced goods. Unless, the kingdoms and the GEC can stabilize this economic trend, Eden's whole system of worldwide currency may soon collapse.

GEC Currency

DENOMINATION	HEADS	TAILS	WIDTH	THICKNESS
Unu-Bit (or Bit)	GEC Signet	two hands clasped with 1 inscribed atop	20 mm	1.2 mm
Quina-Bit (or Quinim)	GEC Signet	a single hand, fingers spread with 5 inscribed atop	20 mm	1.2 mm
Deka-Bit (or Dekim)	GEC Signet	a fist holding ten stalks of grain with 10 inscribed atop	26 mm	1.4mm
Quaja-Bit (or Quajim)	GEC Signet	a sun with 50 inscribed atop	29 mm	1.5 mm
Cenya-Bit (or Cenyim)	GEC Signet	a ship with 100 inscribed atop	32 mm	1.6 mm
Quenya-Bit (or Quenyim)	GEC Signet	a lighthouse with 500 inscribed atop	35 mm	1.7 mm

ARTS AND ENTERTAINMENT - 5.4

Leisure time is perceived differently by different groups across Eden. As could be expected, kingdom citizenry generally enjoy more hours of leisure activities than the average gleanei. This has affected the way that arts and entertainment are practiced and exercised around the globe. From the hard-drinking privateers that flood port taverns at night to the meditative, combat art of Kali Yoga in the Tiamaut Sovereignty, arts and entertainment cover a range of cultural and social venues. In general, Edenites universally use their free time to go out, enjoy hobbies, express themselves, play sport and games, or even just vegetate in front of a trideo unit. These activities are either done alone or shared within groups.

Within the habitat cities, the accessibility of networked communications means that many forms of art and entertainment can be shared across a global community. Within the last three decades, the system of communication satellites and undersea cabling has expanded that network to span the entire planet. This ability to share arts, entertainment and other information services has served to greatly unify the social past times of Gan citizens. As a result, Gan citizens watch, read, and enjoy many of the same things. Even community art pieces and architecture are universally explored and enjoyed due to high-resolution trideo communications, allowing people to enjoy them through virtual reality set-ups. Outside the cities, the dearth of communication networks forces many gleanei and privateers to find more localized avenues of pursuing art and entertainment. However, this does not limit the diversity of play and creativity that they can share.

Sports - 5.4.1

Sports on Eden are prolific as in any human society. However, Edenites are less prone to watch sports as spectators than they are likely to play in them. Though, this trend is gradually changing, particularly among citizens living in the habitat cities. The most widespread athletic sport played on Eden is called *Saukir* (pronounced sock-ir). The name is derived from the Edenite word for sack, *sauk*. Though similar, this sport should not be confused with the game of soccer played on Terra Nova and other colonies. Like soccer, saukir is played on a squarish field with goals at either end. Players are not allowed to use their hands at anytime during play. Where this game largely differs is that the ball is about half the size of a normal soccer ball, and it is filled with seed instead of air, essentially a beanbag. The point of the game is to keep the ball aloft in the air and knock it into your opponent's goal; a half-meter diameter ring mounted upright atop a three-meter pole. Each team has seven players to defend their own goal and try to score in their opponent team's goal. Physical roughness is permitted in this game, allowing for opponents to knock each other down to intercept the sauk and pass it onto their own teammates.

This sport is incredibly popular, played by citizen and gleanei alike. Over the last two decades, a professional league has formed among GEC member cities, pitting city districts against city districts. The gleanei are not quite as organized, having no formal league anywhere on Eden. They also play a less rigid form of the game. Called Street Sauk, this game is known for being rougher and much more intense than the professional play in citizen leagues.

Theater and Video - 5.4.2

Theater is perhaps the most popular form of entertainment on Eden. From the habitat city amphitheaters to the small, outdoor stages in the gleanei suburbs, theater serves as a media for the Edenites to share their stories and portray their morals. Thanks to the habitual archiving of information in city libraries, many plays from Earth's ancient past have gained renewed sponsorship. This sponsorship is not limited to the habitat cities either. Gleanei will pay good currency for the opportunity to watch a play put on by traveling playhouses. The intense interest has even encouraged community theaters to sprout up in gleanei suburbs around every major city. The works of Shakespeare, Oscar Wilde and Saraut Shapiro (a famous Samarkand playright from Earth's 31st century) are some of the more popular playwrights being acted in playhouses around Eden today. New playwrights are also emerging retelling Eden's own stories following the Apocalypse, depicting highly romanticized and fantastical tales of gallant heroes and savage warlords alongside demons and monsters.

Video and trideo has also expanded its audience as it has embraced the theater, providing remote audiences the ability to watch a play half a world away. At the same time, sports and news are the other genre that trideo provides to the Edenite public. While most cities support a local new agency, the most heavily watched new program on Eden is the GECs own, Gan Eden Networks (or GEN). The GEN carries more than the latest news stories but also provides educational and documentary programming that appeals to a wide audience. Even in a crowded port tavern full of rowdy privateers, a trideo unit showing GEN can often be found in a dark corner or backroom.
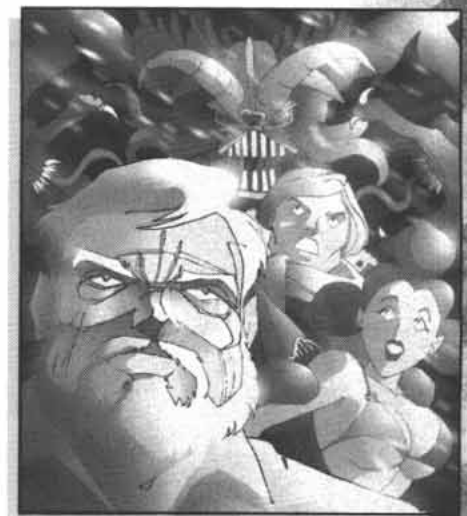
5.4.3 - Literature

Literature is an important cultural component in the citizen lives. Alongside theater, literature is one of the most actively engaged in activities within the habitat cities. Each city has an enormous cache of books, the greater majority in electronic format. The collection of works extends from ancient Earth literature to present-day Eden texts. Current literature on Eden is classified as Post-Confederacy era. Beneath this classification are a myriad of different genre, spanning biographies to contemporary fiction to fantasy. One particular genre, called post-apocalyptic fiction, has gained increasing popularity over the past decade. Basically an idealized form of historical fiction, this genre depicts the period following the Apocalypse in a highly romanticized manner of good versus evil, much like the fantasy and science fiction novels of ancient Earth.

Poetry is also a popular literary form, possessing multiple genres as well. The most popular poets are those of the Grand Era before the comet strikes. As if to rediscover their old roots, the citizen public seems captivated with the great evolution of thought and ethics that developed during this era. One bestselling poet from the late grand era, Nrarsu Eoi, writes in his book of poetry entitled *Entering the Divine*. "I take the fruit from my Brother's hands and cut the pulpy flesh with My teeth. A smile creases My lips as I cry out, It is good!" More recent poets are being classified as Dark Romanticists. Their work focuses on the macabre of death and mortality.

5.4.4 - Music

Prior to the Apocalypse, Eden had a prolific spectrum of musical styles and types that were being explored. Since that time though, music became highly dichotomized with separate forms developing in multiple directions. Today, musicologist break Edenite music into two major classifications: Corporeal and Folk.

Corporeal music is characterized by its affect on a person's mood. Largely a mathematical, musical form, the music is meant to simulate nature and promote health. Combining natural sounds with synthesized tones, corporeal music stimulates the body and mind, either allowing a person to either relieve stress, to feel energized or invoke dreams. Certain musicians have experimented with using hive system technology to create uniquely original compositions. The hive NNet systems are fed input from natural sources, ranging from the sound of waves crashing on a beach to the genetic sequence of the human genome, and then manipulated to transform these inputs into unique rhythms and tones.

Folk music is very much what its name implies. The music is generally simple to play and is largely for celebratory entertainment, invoking dance and audience participation. Practiced widely by gleanei and privateers, the musical style primarily uses only acoustical instruments and is played solo or involving an ensemble of players. With such groups of musicians, Folk takes on unique added complexities of harmony, melody and counter melody, portraying a highly evolved, musical style, even to the untrained ear. These complexities serve to enhance the genre, creating musical variations that share their roots with opera and classical ensembles. A popular style that is largely perpetuated by privateers that use music to help shorten the long hours at sea.

Recently, corporeal musicians have begun experimenting in fusing Corporeal and Folk into a unique style called Gan Fusion. This music seeks to combine the powerful celebratory attributes of folk styles with the ambient textures of Corporeal music. The results are currently sweeping through the habitat cities and even into the gleanei communities. Defined as psychedelic, energizing and fun, Gan Fusion artists are enjoying amazing success, their audience spanning across economic castes.

5.4.5 - Dance

Along with Folk music, dance is an active part of gleanei and privateer entertainment. Gleanei and Privateer dancing has too distinct forms, freeform and ensemble. Freeform dance is typically performed in solo and unlike the name implies is not free in style but in composition. Gleanei and privateer dance style requires a tremendous amount of internal rhythm and stamina. Largely a dance involving the movement of the feet and legs, the arms are elevated, either extended out or with the hands clasped over the head. Following the time of the music, the dancer will stamp, slide, kick and twirl in a manner similar to choreographed tap dancing of ancient Earth. While the individual movements are themselves rehearsed, the dancer improvises the over performance. Ensemble dancing is quite similar but it follows a set of standardized group performances, similar to the group style employed by the Liberati on Caprice but not as chaotic. Both freeform and ensemble forms are entertaining to watch and easy to participate, often drawing large crowds into the revelry.

Within the habitat cities, dance enjoyed by citizens has traditionally been more artistic and less social. Ballet and other rehearsed dance forms are widely displayed in amphitheaters and playhouses. With the advent of Gan Fusion music, citizen youth are discovering the joy of freeform and ensemble dance, tailoring their forms to match the more synthesized style of Gan Fusion. With Gan Fusion dance, there is more total body movement and less discipline in movement, resulting in a dance style that is more individualized and chaotic.

Arts and Crafts - 5.4.6

Due to a unique perspective, fine art and crafts are perceived quite uniquely on Eden. Strangely, Eden's diverse, caste-like culture shares a highly common view of arts and crafts that does not distinguish function from beauty. Edenites actually use a unique word to define this type of functional beauty, *me'tier*. In this way, a fine painting is almost indistinguishable to an Edenite from a simple, soup bowl. Sculpture, pottery, painting, stone carving, weaving and other art media forms all bear a singular perception of function and beauty. What is even stranger is how this perception is very limited in scope, only encompassing arts, crafts, and certain music and dance. How this cultural definition of me'tier developed is an enigma, but current theories believe it originated sometime in the late 3rd century TL.

The study of me'tier is a central subject in education among kingdom citizenry. By age fifteen, most citizens will have adopted a craft as their means of expressing me'tier. Sometimes, the craft will become a profession, depending on the career choices of the individual after their rite of ascent. However, most often, the craft becomes a hobby that bears deep meaning to the individual throughout their lifetime. It is not uncommon for a family to share a similar craft spanning multiple generations.

Within gleanei communities, the study of me'tier is considered a great honor. Workshops, known as Me'tier Keeps, can be found in virtually every major gleanei suburb. Here young adults petition to apprentice under guild masters. These keeps are typically large cloisters that enclose a central courtyard and workshops. Each me'tier keep specializes in their own craft form. Individualism and personal recognition is not considered appropriate within these keeps. Instead all crafts and art that leaves a me'tier keep is marked by the keep's own signet, signifying the collective guild. The art and craft pieces that come out of these keeps are highly prized. Even among the poorest of the gleanei, there is often a family heirloom of some art piece made from one of the local craft keeps.

As could be expected, the value placed on these arts and crafts makes them coveted cargo to privateers and traders, who can turn a handy profit for importing me'tier works from other ports. This privateer trend has created a small but growing collector's market among citizens, who are more likely able to afford such pieces. The best of these pieces are purchased by city museums that allow people to interact with the artwork. This unique trait of touching and holding sculptural forms or enjoying a unique meal served in pottery specifically designed for that particular dish, is very distinct from other colonial cultures. Even more so, if a me'tier piece becomes worn or broken; it is simply discarded without ceremony or great sorrow. When asked, the curators response is always, "dust to dust to dust."

Architecture - 5.4.7

Edenite architecture varies greatly depending on the kingdom and city. Each habitat city bears a unique flavor and décor that suits its geographic location and political viewpoint. Nearly all materials used in architecture are stone, clay, metals, ceralloy, oxide-alloys, or other composite building materials. Wood was a prevalent part of the Edenite architecture prior to the Apocalypse, but now there are few forested areas on Eden that could support even a small lumber industry. Under CI regulations, it is currently unlawful to cut down any forested areas for building or fuel purposes.

Using these building materials, Eden has many distinctive architectural styles. For example, the architecture of Reisling and Audu'uth is derived from Greco-Roman and monumental classicism from ancient Earth, building massive structures with columns of fine stone. Builders in the Seiath Empire employ methods used by the Samarkands with influences of Neo-Mesopotamian, their cities intermixing residential and industrial districts around a central royal pavilion of ziggurats. Meanwhile the Tiamaut Sovereignty uses a very low-lying architecture reminiscent of the Asian architecture built during the Second Renaissance, having large pavilions and courtyards, the majority of the city's living space underground. Tharsis is the most unique being the one surviving suprarcology of Eden's Grand Era. All these styles are enhanced by statues and gardens uniquely tailored to the architectural style of the city.

Gleanei communities and privateer islands tend to be quite plain, often having small gardens of indigenous plants. Community water sources are one place where architecture can have statuary. Beneath most of these communities can be a maze of tunnels that serve as either storage or sewer.
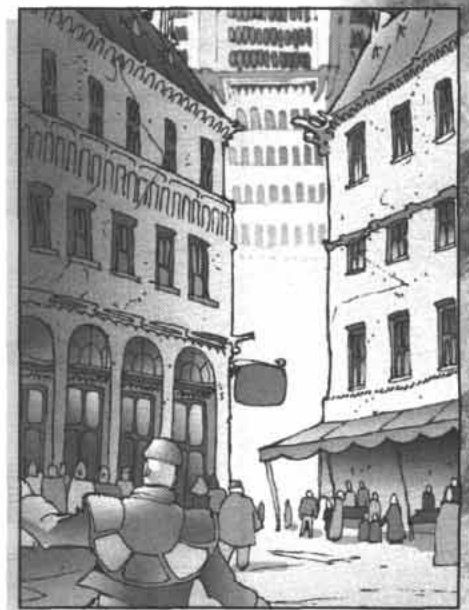
5.5 - TECHNOLOGY

Edenite technology has always been heavily influenced by its early terraforming beginnings. Following the separation of Eden from Earth after Udunar's bankruptcy, communication with Earth and the other colonies was sporadic and did not involve extensive trade. This meant that Edenites needed to extend their sciences and research into multiple areas of discipline. Finally, with Earth's withdrawal, Eden became even more isolated. The two visits by Atlantean Gateships in the near the turn of the 5th century TL were not met with great interest. By that time Edenites had long seen themselves as being entirely self-sufficient and not requiring trade with other colonies.

In 428 TL, with the introduction of hive system technologies into the municipal infrastructure, Eden's science and technology blossomed, leading to many unique developments. Nearly all of these tested the limits of human abilities, often daring to presume nothing as sacred or taboo. As fate would have it, the various technologies that emerged served to help the Edenites survive the tragedy of the Apocalypse. Without, many of these technologies, Eden would likely still be left in a highly primitive state.

5.5.1 - Habitat Arcologies

The arcology, founded by Paolo Soleri in the 20th century AD on Earth, has had a tremendous influence over human architecture in the millennia since. With the founding of the colonies, the arcology continued to evolve to the requirements of the world that was settled. Early on, Eden was no different, its arcologies forming a unique symbiosis with nature and blending into the landscape, combining three-dimensional living space with conserving the natural environment.

By the late 5th century TL, the arcology evolved once again on Eden due to population density issues on Eden's small continents. The arcology became more and more about conforming the natural environment to serve human needs and interests. This shift in architectural thought led to the construction of the suprarcologies that appeared in the 6th century TL. These enormous structures were massive, raised platforms that rose out of the sea. The latest advancements in carbon-based ceralloys helped make these structures possible, allowing them to be light enough for the sea floor to support while providing the required strength to hold the arcology above the ocean surface. Over the course of the 6th century, nine of these suprarcologies were constructed, each able to house a population of over three million people. Following the Apocalypse, only one of these suprarcologies survived.

Now with the ecological imbalances presented by the comet strikes, Eden's arcologies have evolved once again. This time they continue to serve human living space needs but also protect an enclosed, natural environment from the less hospitable conditions outside. Called habitat arcologies, these massive, canopy superstructures are capable of housing small ecosystems of plants and animals, working to preserve Eden's paradise past. Using interlocking, transparent alumina-alloy sheeting, an entire city can be protected from the outside environment, creating a controlled environment inside. Now, arcologies had evolved from linking man's needs to natures to now protecting nature from itself.
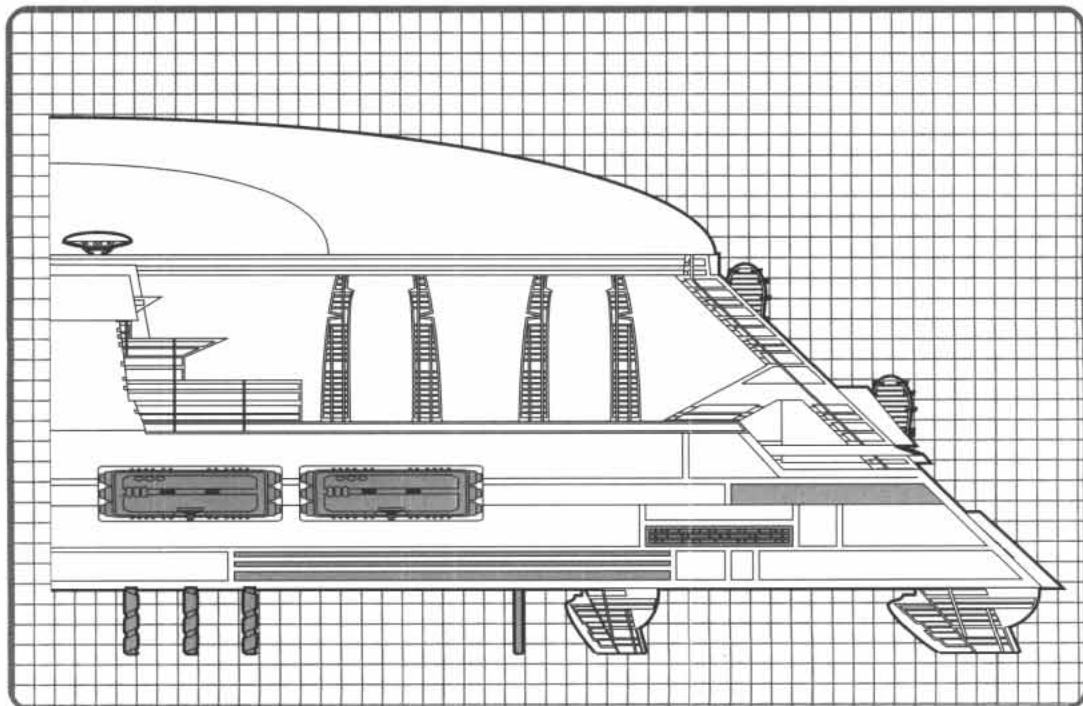
Nano-Genomic Modeling - 5.5.2

Eden's nano-genetics is a descendent technology from ancient Earth's Industrial Age and the Kyr Arya's bioengineering work preceding the 24th Crusade in Earth's 34th century AD. A conglomeration of nano-genomic manipulation with an understanding of the evolution of ecological systems, nano-genomic modeling is a bioengineering tool that can push a species along an accelerated evolutionary path. An precursory corollary to Garrison Grant's Gaia Layering process used on Utopia, Udunar's scientists worked to take an existing ecosystem and nudge it along an accelerated and prescribed path of evolutionary change. The theory required diversifying species congruently using bifurcation and other fractal models. While seeming chaotic, this process was proven surprisingly simple using RNA-based viruses that themselves were bioengineered to work like preprogrammed nanobots. Called RNAVs, these viruses were programmed to perform very specific tasks only under tightly defined conditions, switching on and off genes toward a specific evolutionary goal. These restrictions allowed the scientists to maintain control over the bioengineered contagion that would then be seeded in the field, where it would begin its work at evolving its target species.

The very nature of this type of "reprogramming" a planet's evolutionary path requires highly coordinated planning and efforts. Using patented drone and advanced networking technologies; Udunar created these necessary control checks and balances for their terraforming scientists to use on Eden. With Eden being "successfully" terraformed in the first thirty years, nano-genomic modeling itself evolved to fit new applications on Earth and other colonies.

Though "successfully" terraformed, Eden's RNAV deployment and experimentation never really stopped. All throughout Eden's history, RNAVs have been used to manipulate species toward a particular vision, creating unique creatures and habitat communities and continuing to alter Eden's biosphere. Following the Apocalypse, as kingdoms began to stabilize themselves, their renewed research rekindled nano-genomics and RNAV technology, leading to new study and application. These early attempts were crude and indiscreet, targeting only small portions of Eden's surviving ecosystems.

By the time the Caretaker Institute took control of these independent, terraforming enterprises, a great many preprogrammed RNAVs had been released into the biosphere with little known affect. A mere decade later, an explosion of new species began all over Eden. The effects seemed to help stabilize Eden's ecology but still baffled CI scientists. The changes disturb many CI scientists that are finding uncataloged RNAVs that do themselves seem to evolve over generations. Urged by the GEC Senate, new study is currently looking into the side effects of the RNAV mutations within the present ecosystem and their possible affect on human evolution.

Third-Generation Gatedrives - 5.5.3

A century TL following Eden's last contact with Earth, astrophysicists began to refocus their attentions on Tannhauser's proven theories. One scientist, Eddard Theophilias, later published a scientific paper postulating that approximated an infinite number of Tannhauser discontinuities surrounding any star system, shortly before his death. He proposed that each of these consanguinities could lead to an equally infinite number of stars systems or maybe even farther. However, due to intragalactic folding (a galactic phenomenon where Tannhauser anomalies fold the space between large gravitational bodies atop itself multiple times, reducing the anomalies' magnitudes, even to the point of possibly canceling them out.), most of these anomalies would be extremely weak, creating what Eddard termed micro-anomalies. The formulations in Theophilias' paper also included multiple theories that could be applied to detect and possibly open these micro-anomalies. With time, the scientists had a developed a working model, at the dawning of the 7th century TL opened a micro-anomaly with disastrous results to Eden's star system and to Eden itself.

Many years later, Audu'uthim scientists using data recovered from within the derelict, autofac shipyards orbiting Mekavah, began to work through the problems that the first, third-generation drives had faced. It was soon discovered that the drive design was sound; it was the original NNet systems that were unable to keep up with the more minute, gravimetric noise involved in opening a microgate. Diligently rebuilding a new Gatedrive with more advanced and faster ONNet systems, the Audu'uthim scientists executed their first successful test of the third-generation Gatedrive in 778 TL. Finally realizing the work of Theophilias after nearly three centuries.

Refitted into the HMS *Salus*, the new Gatedrive is currently positioned near a recently discovered micro-anomaly that opens into Terranovan space. Completely unexpected by the both sides, this first contact situation has presented Terra Nova and the Audu'uthim scientists an opportunity to compare Eden's Gate technology with Terra Nova's early prototype, third generation Gatedrive, hoping to help improve both designs.

5.5.4 - Advanced Autofacs and Automation
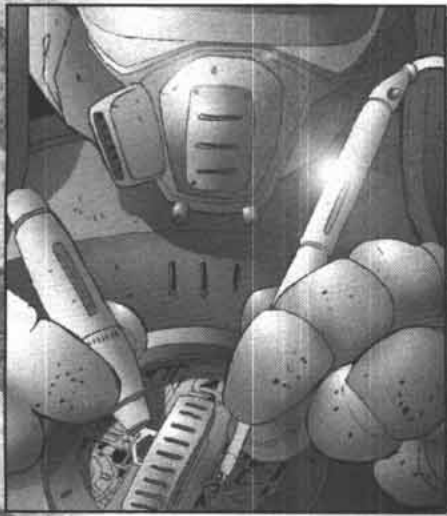
Autofacs are computer-controlled shops or factories descended from the all-purpose fabrication machinery used by the early colonists, supplying them with everyday tools and items. Over the centuries, Eden invested a tremendous amount of its resources toward the refinement of autofacs. With the development of the hive control system in 428 TL, manufacturing and construction became almost completely automated; capable of facilitating the production of anything that the autofac's drones were tooled to handle. Because of the intelligent networking traits of these advanced autofacs, the autofac evolved away from being only a shop or factory facility. Instead, mobile autofac units were now possible. These more modular autofacs could deploy their bug drones to construct and repair ships in dry-docks, raise or refurbish buildings on construction sites, plant gardens and crops, and even automate space docks and the construction of spaceships. Eden's autofacs could now even manufacture other autofac modules using a minimum of human supervision.

By the later part of the 6th century TL, many autofacs were fully controlled by large AI cores; no humans needed to be involved. Today, this technology is deployed within all the habitat cities. Further improvements with ONNet and fuel conservation technologies have increased autofac efficiency and AI-scale even further. Though most autofacs are still human controlled, there are a handful kingdoms starting to realize the benefits of fully AI-controlled autofacs. Only the cost and time involved in creating an AI module, even using the newer ONNets, limits such technology from being more widely deployed.

5.5.5 - Hive Systems and Bugs

Like other colonies, Eden found unique ways to apply their early technology, diverging to create many different solutions to the problems they faced. Hive systems are one such technology that is perhaps Eden's most influential technological achievement. Early on in Eden terraforming process, Udunar had already unwittingly developed the precursor to the hive system. Using a peering network of drones and large AI datacores for terraforming of Eden, the colonist soon started applying this technology to other economic and social applications. With further improvements on NNet design, these peering networks became more intelligent slowly requiring less and less human involvement. Using massive AI cores, the Edenites were eventually able to automate their entire municipal infrastructure to the hive systems and specialized drones.

Essentially, a hive system is an intelligent, peering network, that allows a single or multiple persons to manage any number of drones attached into the hive network. Because the system is designed around a network, remote command from a fixed location is easily possible, allowing a localized person to be replaced by a remote operator or a bulky, AI system in a centralized location. The hive controller (or bug warden), either human or AI, acts similar to a foreman over a crew of "NNet"ed drones, directing actions rather than merely controlling actions. Over time, a "hive team" can learn how to work better with each other using automated and learned functions, increasing the efficiency of the hive. The networked drones are most often called bugs or bug drones. Bugs are simple remote-controlled drones with a high capacity, NNet computer module, allowing the drones to collectively communicate instructions and sensory input to one another and the bug warden.

5.5.6 - Human Webbling

Human webbling technologies were also added as a hive control interface in the mid 5th century TL to give human controllers the multitasking abilities required to control dozens of drones. Unlike Terra Nova's webbling technologies, these webbling implants do not control the brain through programming, rather they enhance cognitive function acting as an additional brain hemisphere. The effect gives the person increased perception and memory.

While highly developed, webbling implants do make a person more susceptible to psychological problems. Natural human psychology is highly localized, primarily focused on witnessing events and experiencing stimuli from a single, first person perspective. The requirements of processing sensory inputs from multiple drones simultaneously is extremely taxing and requires substantial training and rigorous discipline despite further advances in Eden's webbling technologies over the past centuries. If a person is attached for too long as a hive node; they start to lose their sense of reality and begin confusing their own senses for those of the drones. Strict enforcement of ample rest periods separated from a hive network along with meditation session have served to help citizens and military personnel that function as bug wardens, deal with the psychological effects of becoming a collective, hive mind.

Game Effects: Webbled humans can only have a maximum attribute of -1 for PSY. Also, a bug warden requires 1/2 hour of rest for every 2 hours attached to an active hive network. If a bug warden reattaches to a hive network without adequate rest; perform an action test for possibility of neurological damage. (Threshold 2, increases by 1 every hour missed.) The maximum time limit before permanent neurological damage occurs is 21 hours. (Use the Neurological Damage Table in **Heavy Gear Rulebook, 2nd edition**, p.108 to roll for effect.)

Military Technology – 5.5.7

Eden's military technology is a strange concoction of high and low tech solutions. While there was little need for military-class weaponry prior to the Apocalypse, Eden was still a dangerous place. Melee weapons, small firearms, hunting rifles and vibro-edge technology were required equipment for early exploration teams. At the same time, construction of the first colonial, terraforming bases involved the use of rugged machinery and demolitions. As the decades went by, Eden's danger did not all disappear. Even a paradise has its serpents and other predators that required the colonists protect themselves. At the same time, those colonists that settled into more primitive and rugged communities would regularly engage in hunting. As the two supra-cultures of Gleanei and Roh'im separately convalesced, animal husbandry wrought farming and riding animals working alongside mechanized ground vehicles and walkers.

With the Apocalypse, Eden's populace was faced with a harsh reality, survive or die. Living up to their humanity, the Edenites began to squabble and eventually kill over food, shelter and supplies. As the years continued, the survivors began organizing themselves, reapplying the weapons and vehicles they had used for centuries. Being relatively cheap to produce, melee weapons were highly effective for the close-ranged combat that was common aboard ships or urban streets. They also didn't rely on ammunition supply. In their own turn, ranged weapons started out as spears and arrows. Rifles and pistols existed, but these were rarely used at first as ammunition was very hard to come by. As the habitat cities began to stabilize their manufacturing infrastructure, ammunition became more widely available and firearms soon replaced spears. However, the bow maintained its effectiveness in combat due to the production of explosives. Grenade-tipped arrows and rocket-propelled grenade rifles (RPGs) were able to take on armored vehicles. Finally, the introduction of the multi-barreled gattling gun during the Scrap Wars added firepower, but simple rifles and pistols still dominate.

Currently, military technology is still behind Terra Nova and many other colonies. Automatic weapons are only found with smaller caliber, 10mm or less, having to utilize multi-barrel gattling configurations due to the challenges of heat dissipation. Heavy weapons, like mortars, grenade launchers and field cannon, are becoming increasingly available but are semi-automatic at best, with most still being breach loaded. The melee weapons and vibro-edge technology, used since the second decade after the comet impacts, has translated well onto Eden's present day battlefield, producing a variety of infantry, cavalry, drone and light vehicle applications both on land and sea. Also, personal armor, similar to light, medium and heavy flak vests and suits used on other colony worlds, are now in widespread use. There is also a heavy armor suit very similar to turtleshell armor made of a ceralloy composite, the same armor material used for vehicles. In addition, fire control technologies are steadily improving but lack the gyro stabilization found in most Terranovan fire control systems. Communications and sensor technologies, while sufficiently advanced even by Earth's standards are still too fragile and bulky. This means that military communications and sensors are typically subpar to other colonial military systems. Despite these shortcomings, network arrays are quite sophisticated allowing military use of bug drones and their unique hive control systems. The use of bug drones has given rise to heavy use of electronic warfare and hive cracking. However, this technology is still limited in the field by the shortcomings of Eden's military-grade communications and sensor systems.

As for vehicle types, walker vehicles are highly effective in Eden's unique geography as on other colony worlds. Capable of leading an amphibious assault from surf to shore and traversing through the varied landscape of Eden's bogs and wetlands, Eden's walkers, collectively called golems, are largely multi-legged striders, but a few smaller powered armor suits similar to ones used on Utopia and other colonies do exist. Ground vehicles, both wheeled and tracked, are now limited to Scrap Wars-era models; military engineering instead focusing on improving walker technology.

Despite their relative newness to the art of war, Eden's highly amphibious environment forced Eden's military strategists to continually look toward Combined Arms tactics, linking ground forces with field, naval and air support. Today, both air and naval forces form the backbone for infantry, cavalry, walkers, and ground vehicles. In the air, gunships, cargo haulers, jet fighters, cruise missiles and zeppelins supply vital aerial support for ground forces. At the same time, naval ships provide ground forces with shore-to-shore transport, artillery fire and strategic command centers. Once limited to smaller brigs and destroyers, Eden's warships are continuing to grow in size and firepower, including pocket carriers and submersible frigates. Eden's submersible technology is quite different than that used for Atlantean designs. Eden's vast network of epicontinental seas lends more toward the use of littoral-type submersibles.

Huni Cavalry ◆

Most unique to Eden's battlefield is the combining of mechanized forces with armored cavalry. Using the huni courser — an amphibious riding beast bioengineered and domesticated during Eden's 2nd century — armored riders carrying vibro-weapons, heavy bows (using arrows with explosive grenades), 9mm chainguns and 50mm rocket-propelled grenade (RPG) rifles are able to take on armored vehicles and bug drones with swift efficiency. Like the mounted knights and horse cavalry of ancient Earth, these brave warriors serve as a unique form of mobilized infantry, capable of taking down an unwary golem, tank or possibly even a Terranovan Gear.

Game Effects: Huni Cavalry can sprint at 51 kph or 85 meters per roleplaying round, but typically run in combat at 57 meters per roleplaying round (34 kph). Able to leap over obstacles and swim, huni cavalry use standard infantry movement rules but lack terrain penalties for water hexes. Due to their impressive speed and maneuverability, all attacks on huni cavalry follow standard rules for attacks versus infantry, including area-effect weapon rules and use of the Hit Location Table. Huni coursers generally wear the same type of armor as their rider. For taking damage, odd MOS values apply damage point to the huni's damage track, subtracting from armor value first. For even MOS values subtract damage from the rider's damage track as normal infantry. Huni-mounted riders double their final Threat Value.

BUGGER!

The jeep speeded down the dusty roadway that wound its way along the sea cliffs. Weaving and bouncing the three passengers, the vehicle's suspension strained and groaned due to the potholes and rocks as the driver worked to keep the vehicle on track.

"Arland," the forward passenger complained. "Stay on the road; we don't need to kill ourselves."

I know that, Troy," Arland retorted. The images of the last hour stormed through his mind's eye. "Damn, how did they know about the drop?"

"I don't know," shouted the other passenger from the back seat, "but I can still see the jeeps trailing behind us. I think they're gaining."

"Kane," Troy shouted back. "Hand me the clips of ten millimeters."

Nodding, Kane reached into the canvas bag beside him, taking out the loaded clips. "Here," he acknowledged, tossing four loaded clips at Troy. Troy slammed one up into his pistol, and then began hooking the other three onto his bandoleer.

The jeep continued to bounce and shake as it followed the road, making a wide u-shaped turn along the Cliffside. Arland looked back to see their pursuers round the other corner. He saw something flash.

"Bug!" Kane screamed, his shotgun firing off into the air. Troy was shouting too. Arland, knowing he had to keep his attention on the road, still glanced back and upward, catching the blurred silhouette of an Anak drone falling down toward them.

A moment later, the jeep shuddered as the drone slammed into the cargo bed, landing deftly on its feet. Kane started firing his shotgun at the drone, the heavy shot just glancing off armor. The drone lurched forward, a clawed arm wrapping its pincer around Kane's head. The other men barely heard the scream as his head popped, splattering blood over the forward cabin and windshield.

"I can't see," Arland shouted as he grabbed a nearby roughspun jacket and tried to wipe away the blood.

Troy was shouting loudly now too, turned around in his seat as he fired wildly at the drone. "Damn you, bugger!" he cursed. His final round hit true, shattering the drone's monocle eye. He fumbled for a new clip, while the drone lurched back as if cringing.

Arland was still trying to see through the windshield, the blood-soaked jacket just smearing up his view more with each stroke. "I think I got it," Troy called out, when suddenly the drone's gatling gun whirled to life. Six-millimeter rounds riddled and ricocheted off the dashboard. Arland swerved the jeep to the right, and Troy's corpse fell limp atop him.

In a split second, Arland realized he didn't have any other options as he drove the jeep straight off the road. He pushed himself off; freeing himself from the careening jeep as it dropped toward the ocean below. Arland only caught a glimpse as the Anak tried to work its way out from the under the rollbar, before the sea splashed up all around him. He felt a sharp pain in his left leg. He knew it was broken, but that didn't matter — he had to get to the surface and find his way to shore.

The surf tossed him about, but somehow he swam his way into a small beach cove. In pain and out of breath, Arland pulled himself out of the surf, finally collapsing as the waves pounded the sand at his feet. A chorus of clicking sounds engulfed him. He looked up to see three more Anaks on the beach, their gatling guns snapping as they targeted his prone frame. "I surrender," he called out weakly. "I surrender. Please, don't shoot."

A voice replied coldly in chorus over each Anaks' speakers simultaneously. "The Wo'olfs don't take prisoners, only heads." The whirl of the gattling guns whined loudly in Arland's ears as the first round slammed into his chest.

Life on Eden offers a host of roleplaying and tactical possibilities for campaigning and simple adventures. Great care was taken to create a complex and varied planet, while still making all locales and cultures of Eden readily accessible to any player archetype. Eden is a world that is essentially rejoining the galactic human drama that is **Heavy Gear**. With the surprise of first contact made by the Salus Expedition, there are a lot of different choices available to metaplot players from Terra Nova. Along with Black Talon operatives, Terra Nova's diplomatic mission to Eden opens up opportunities for anthropologists, scientists and diplomatic liaisons both in space and on both planets.

In addition, there is the mysterious presence of the Twelfth Consortium and then the World Federalist agenda. Is there a connection or are they completely separate? Under the direction of House Wilhelm, who suspects foul play by his Viceroy houses, the Seiath Empire is currently engaged in trying to determine just that. On the other side of the Aukyan Ocean, Lady Morianna of House A'djanni is suspicious of similar dissension with her own house. Meanwhile, dissension among within the GEC Legislature over the World Federalist Papers is growing, with threats of global civil war breaking out as kingdoms increase their border patrols at sea. The metaplot possibilities for adventuring on Eden offer a near endless supply of campaign adventures.

Another goal for **Life on Eden** was to also make the setting accessible to simple adventuring outside the grand and epic metaplot of **Heavy Gear**. While Gamemasters can certainly pull their characters deep into the underpinning plot threads that are laced throughout this book, they can also send their players on a simple campaign of wanderlust, merely exploring "what's over the hill." With the Apocalypse, Eden has become an intricate blend of futuristic cities, vast frontiers, isolated communities and untamed seas. All of which can serve as a backdrop to players engaging in simple "snatch and grab", "save the princess" or "kill the dragon" scenarios.

When designing a campaign, Gamemasters will need to decide what themes they want to focus on, choosing where to set their campaign, what general roles the Player Characters will take, who the villains will be, and what the ensuing adventures will entail. The themes of Order and Sacrifice, Self-Interest and Chaos, and Survival are major themes that run throughout this sourcebook and are foundational in defining the setting. Gamemasters should look to use these themes as inspiration to the overall concept for a campaign, helping keep their scenarios on Eden cohesive and unified.

Sacrifice and Order ◆

In their habitat cities, the kingdoms work to push out the force of change on present day Eden, refusing to let go of what they once had before their loss. For them, paradise is externalized to the outside environment. Internal and external stigma become the enemy and must be controlled and molded into paradise's vision. With embracing this perspective, the inevitable response to "Who am I?" reduces the individual to a near-meaningless voice, a living sacrifice needing only to perform their duties. This pursuit of perfect order, the changing of the external environment that surrounds them and the molding of the internal ego that lives inside them, is an important theme with Eden as both citizen and royals struggle against the planet's seeming will to change.

Chaos and Self-Interest ◆

On the other spectrum, the Apocalypse introduced the chaos required for true drama and adventure. From the warlords that rose out of the fearful times that followed the comet strikes to the privateers that scrounge their living on the Eden's untamable seas, present day Eden has become a place of Chaos and Self-Interest. These archetypes all serve to drive the wheels of self-interest forward, internalizing paradise within the individual, which is idealized in the question "What do I want?" From within this clamor of singular voices, the seeds of democracy under a common code of law are eventually sown, embracing the convulsion of the argument and the rhetoric of debate to act as the crucible that burns away irrelevance to reach the truer elements beneath the collective noise. This is the spirit that captures the Privateer Consortiums and the GEC, a collection of individuals learning to manipulate and capitulate over their own self-interests and in turn discovering the benefit of common interest.

Survival ◆

Driving these displays of sacrifice and self-interest, the theme of survival is ever present on Eden. Everywhere humanity is attempting to survive against the pervasive onslaught of environmental change. From the environmental efforts of the Caretaker Institute to the determined search for a new home by the Salus Expedition, different solutions and perspectives circle each other in a yin yang of intrigue and power between embracers of self-interest and disciples of sacrifice, shifting from being one and then the other. Simultaneously, on a lower level, simpler needs of survival emanate from all Eden's communities. On multiple levels, the simple desire to live serves to drive economies, dictate lifestyle and influence politics.

6.2 - ADVENTURE SEEDS

Eden is a diverse and complex world with multiple threads to its society, its politics and its future. The adventure possibilities are likely countless, but the following Adventure Seeds try to encapsulate the possibilities available in Eden campaigns, providing random adventures for players or helping the GM to build their own adventure to send their players through.

6.2.1 - Citizenship

Citizenship in the seven kingdoms is a two-sided coin; it has its appeals and its detractors. For non-citizens, the pursuit of citizenship is a Holy Grail, the object of personal peace and affluence. The life of most non-citizens is difficult and plagued with poverty and injustice. Many non-citizens will save and scrounge or politick and scheme to attain the benefits that citizenship can provide, living their whole lives out hoping and dreaming. If you are a citizen, you live in a pleasant and healthy environment, but your choices are hemmed in. There is a cost to living in paradise.

There are costs of individual freedom that do not always outweigh the benefits of affluence and comfort. After all, a gilded cage is still a cage. Citizens may want to escape their "cage" and join a privateer consortium or serve on a CI expedition out into the uncharted frontier. At the same time, citizens outside the confines of their habitat cities will discover themselves loved or hated by non-citizen characters, which are either covetous or jealous of the citizen character.

Random Adventure Ideas [roll or pick one]

1	A pleasure excursion for a group of citizens aboard a privateer ship turns into a hostage situation as they are held at remote fortress for ransom.
2	A group of citizen strangers chance upon a treasure map from a dead privateer in a gleanei tavern. The supposed treasure is worth millions, and word on the street is that the men that killed the privateer want the map.
3	During a Maushav celebration, a pack of kamcha get loose at a circus and then disappear into the city's habitat forest and parks.
4	Citizens have their ID cards lifted off them while exploring a portside marketplace. They soon discover that their ID cards have already been used by others to enter the city.
5	A polar "safari" to watch ursa gather to mate turns bad when the ursa ravage the campsite, driving everyone out. Their campsite and vehicles destroyed a fun vacation now turns into a fight to survive against the treachery of the polar ice.
6	What starts as a bit of fun exploring turns sour when a gleanei merchant accuses by a group of citizens of stealing. Soon, the citizens find themselves with a gleanei business cartel chasing them through the maze of suburban streets and back alleys to "make amends."

6.2.2 - Gleaning off the Garden

Life outside the habitat cities is hard. Droughts, famines, and pestilence are all reinforced by squalid living conditions, poor sanitation, taxes and tariffs, and a lack of basic human rights. Still, most of Eden's people cling to life, gleaning their subsistence along the socio-economic periphery of citizen society. Using every means at their disposal, a gleaner will strive to appease a generous citizen or search for scraps of materials in an industrial junkyard, working to make a better life for themselves.

This persistent clamor to make a name for oneself, to achieve more than just mere existence, is a key motivator for all gleanei. The pursuit of a new business opportunities or a struggle to protect one's few possessions can all motivate gleanei Player Characters. Gleanei characters could be offered an opportunity that would guarantee them citizenship. A hidden treasure or an opportunity of blackmail can all serve as motivators for non-citizens toward citizenship.

Random Adventure Ideas [roll or pick one]

1	An escaped criminal has taken refuge in a gleanei re'fuge, but kingdom securitywants the re'fuge to hand over the fugitive or face the consequences.
2	A group of gleanei scavengers happen upon a drop of contraband in the local junkyard. Now, the pirates want them dead.
3	Under bribe, a gleanei friend "confesses" local kingdom security that his friends are engaged in criminal activity. His friends need to figure out who bribed him and why before they get caught.
4	A poor and remote, gleanei village finds itself the base camp for an important CI expedition, and the keeper scientists need guides and support staff for the mission. They are paying hard currency to any volunteers.
5	A gang of thugs is raiding a commonly traveled country road, stealing food andgoods from helpless gleanei. The nearby towns form a posse to bring the thugs to justice.
6	A typhoon destroys a gleanei town's crops and livestock, forcing the townsfolk to look for work in a nearby habitat city where there is little work available.

Games of Honor and Politics - 6.2.3

Threads of manipulation, capitulation and retribution are common to Eden's political arena. Not confined to governments, politicking takes on many forms. From the privateers engaging in duels of honor to the backdoor lobbying of the GEC to the bedroom politics of the royal houses, Eden is laced with games of honor and politics. Assassinations, infanticide, kin slaying, false accusations and backstabbing are all part of the intrigue that permeates Edenite society.

In this way, honor and politics can serve as an excellent backdrop to a Gamemaster's campaign, pulling the Player Characters into plays of power and vengeance. These intrigues can span caste, kingdom, or religion, and sometimes intertwining any number of these influential spheres in multiple layers. At the same time, the players might find their characters on the periphery of these situations, looking in but not really participating. This is especially true if the intrigue is occurring on within separate caste level.

▥ Random Adventure Ideas [roll or pick one]

1	At a diplomatic party on trade relations, a drunken royal and his cohorts challenges a group of privateers to a duel of blood for a minor incident. Refusing to accept the duel will cost their consortium loss of the valuable contracts, but the royal is the primary heir to his house, killing him would be treason.
2	An important summit to discuss and debate the differences of opinion between Assemblers of the Sovereignist, Empathist and World Federalist Parties is going well, but then Assemblers start dying from unknown causes.
3	Following the failed assassination attempt on a royal house's elderly patriarch, evidence points to foul play within the royal court and that the *serpent in the grass* will strike again.
4	The contraborn infant of a royal prince and privateer captain is kidnapped by royal security forces while the privateer ship is in port. As the mother, the captain has parenting rights to the child, but it is apparent that the prince's royal house sees things differently.
5	A small gathering of young royals in a remote inn with strumpets leads to intimate encounters that were believed innocent and soon forgotten, but then illicit video and audio detailing dark house secrets starts circulating around the city, blackening the royal houses involved. The inn claims no knowledge of any surveillance, but the royal houses involved want this matter put to rest, permanently.
6	While a royal patriarch is walking through a gleanei marketplace disguised as a commoner, a violent explosion nearby set off by anarchist terrorists levels the surrounding building, sending falling debris on the market. After rescue team pull the dead and injured out, the patriarch is still unaccounted for.

Letters of Marque - 6.2.4

The life of a privateer is one of adventure on the high seas, but they also deal with the backroom politics of the kingdoms and their royal houses. Often used as the executive hands of disgruntled royals and dirty politics, the privateer can be requisitioned for service through a letter of marque, granting protective or economic incentives. These services can include: raids on shipping, smuggling of contraband, scandalous seductions, kidnapping and ransoming, or even targeted assassinations. To the majority of privateers, they will do nearly anything; if it is good for the bottom line, namely getting rich. To the other percentage of privateers, either due to moral code or limiting risk, they will draw limits to what services they provide.

For Gamemasters, the letter of marque serves as a powerful tool to bring privateer Player Characters into a campaign or single adventure. The prospect of riches or pardons for past crimes can serve to motivate the characters to accept the mission, whatever it may be. The requisitioning can also serve to divide a ship's crew, creating threats of mutiny or desertion. For other Player Characters merely interacting with privateers, letters of marque serve as catalysts for motivating privateers to help or hinder the gaming group from achieving their intended goal, or even introduce new complications.

▥ Random Adventure Ideas [roll or pick one]

1	A letter of marque to raid a small fishing village and kill the visiting Empathist Party diplomat turns out to be a front for a secret military installation instead.
2	A "snatch and grab" kidnapping turns out to be a trick to facilitate a young royal running away, but before the privateers can return the royal home, the parents send out letters of marque placing a bounty on the person's responsible, dead or alive.
3	In executing a raid on a targeted ship, the privateer crew discovers hold full of children under the age of ascentim in shackles. A letter of marque tells that they destined to be sold to a lesser royal house for a large sum, payable on delivery.
4	Under letter of marque, privateers are patrolling the northern polar sea, looking for poachers. caught in a swift current, they soon find themselves surrounded by ice, trapped in the hunting waters of a highly-aggressive and hungry ursa, the same animal that they were contracted to protect.
5	On patrol, the crew of a "Scrap War"-era submarine spots an unknown sonar contact that is too big to be any sort of animal. As they begin pursuit, the contact gives off that it has spot the privateers, and now the game is afoot.
6	Contracted to transport an important kingdom dignitary, a Galliot armored wing consisting of an Albatrus with twin fighter escorts is ambushed by another consortium. When the dogfighting ends, the Galliot fighters are destroyed, and the Albatrus ordered to follow a new heading.

6.3.5 - Caretakers of the World

Fulfilling the role of anthropologists and environmental scientists, the Caretaker Institute is the only international governmental body that carries authority over the protection and restoration of Eden's biosphere. Their jobs require them to travel all over Eden, going places that most Edenites will never see. At the same time, they must sometimes act as security patrols against poachers and other criminals of the environment. They potentially interact with every caste, every culture and every environmental contingency, often facing the social and ecological issues of Post-Apocalypse Eden head on.

These activities open up a multitude of possible campaign or scenarios for Gamemasters to utilize. The Player Characters could be keeper scientists set out on an expedition to the Polar Regions. Maybe the players are all privateers that are offered a contract to serve as escort to such an expedition. Again, the Caretaker Institute can serve as backdrop or be in the forefront of a campaign, providing adventures that deal with environment and society.

Random Adventure Ideas [roll or pick one]

1	University students interning on a CI expedition find themselves adrift in the middle of an ocean with the crew and CI staff washed overboard in a recent typhoon.
2	A CI airborne-response team is dropped onto the Plains of Erda to stop poacher reported in the region. When the team lands, they find a single poacher in uncontrollable fear for his life; the rest of his party is found dead, killed by a man-killer kamcha. Lurking somewhere in the tall grass, the beast is now working to pick them off one by one.
3	Starting off from Admah, a CI expedition begins the long highland trek to Magan Valley. Taking longer than expected due to bad weather, the team decides to abort the mission, but an earthquake brings down a massive landslide of ice and rock, blocking the way home and injuring members of the party.
4	After enduring a week long storm in the South Seas, a CI expedition brig finds themselves alone, their privateer escort either lost at sea or blown along another course. Finding themselves hundreds of kilometers off course, they soon realize that they are in the heart of Rahkim Freebooter territory in the southern of the Aukyan Ocean.
5	A research team working off a pair of Zephyrs and equipped with small submersibles and other diving equipment is out at sea studying the leviathan Re'em, trying to learn more about the creature's habits and behavior. Soon, the hunters become the hunted as a Re'em begins stalking them.
6	An outbreak of deadly plague in a major, gleanei suburb erupts, spreading like wildfire. A CI crisis team is sent in to quarantine the outbreak before the infection spreads out of control.

6.3.6 - Doomsayers and Harbingers

Doomsayers and Harbingers permeate Eden's multi-caste society. Since the comet strike with Kain, many of these religious groups have become more active in expressing their faiths and attaining greater capital resources due to increased membership. This has led to dark and anarchists cults that have great influence over society. From simple, street preachers shouting out their Apocalyptic messages to terrorist cells that embrace violent and destructive anarchy, the doom cults and anarchist sects of Eden fill a spectrum of minor annoyances to dangerous adversaries.

Gamemaster's can use both of these extremes to help define scenarios that vary between the violent and non-violent. Perhaps the Player Characters are themselves a member of a radical religious sect. They could find themselves engaging in anarchist acts of conflict, or they could become disenchanted with the violence of their sect and attempt to leave, only to be pursued by their onetime brothers and sisters in faith. As privateers, the players might have doomsayers aboard that annoy everyone with their constant prattle of impending peril. The players may also be a security force facing an anarchist assassin that is killing public officials or common citizens at random, creating a scenario of investigation and undercover work.

Random Adventure Ideas [roll or pick one]

1	Over the past week, thirty citizens have mysteriously disappeared. Local security forces are baffled, and the city population is getting restless with fear. The ensuing panic begins leading to undue suspicion and acts of vigilantism by overzealous citizens. The royal houses want this issue resolved before the city erupts in anarchy.
2	A military autofac is robbed, and an *Order of Percei* terrorist cell is implicated. A week later, the full column of Qannes suits is still unaccounted for, and an important economic summit is scheduled to arrive soon.
3	A hunting party crosses paths with a *Kali Yuga* tribe after a successful catch of wild shofar. A day later, still kilometers from the nearest town, the hunting party discovers that they are being tracked.
4	A group of young adults become disenchanted with their cult following a ritual slaying at a remote island site. However, getting off the island will prove a lot harder than getting on.
5	A peaceful, doom cult enters a gleanei suburb en mass off a privateer ship and begins spreading their message of pending judgment and the need for repentance. The constant preaching from the streets day and night is starting to aggravate local gleanei businesses. They want the cultists to leave or else, but the cultists are persistent and refuse to leave.
6	It is Founder's Day in New Babil with celebrations already in full swing and millions of people congregated in the city. Mid day, security forces receive an anonymous tip that a tactical nuclear bomb is scheduled to detonate during the closing ceremonies, redefining the term Grand Finale.

The Hive Mind - 6.3.7

The hive network is a pivotal technology for Eden. It has shaped their past, present and will continue to shape their future. Hives were a primary element that helped survivors of the Apocalypse rebuild their cities, the kingdoms grow in power, aids the Keeper scientists in their field research and continued terraforming, and offers a unique perspective on virtual reality. More virtual sensory than virtual reality, hive networks allow a person to expand their perception to multiple bug drones, seeing what they see and hearing what they hear. For some bug wardens, they testify that they feel when their drones start to take damage in combat or in an industrial accident. At the same time, bug wardens have a large capacity for multi-tasking and seeming to not always be present in the outside world.

Due to the core nature of hives and bugs in Eden's society, many campaigns are likely to include them in one way or another. Perhaps the Player Characters are bug warden for a city municipal district, the militia or a privateer mercenary force. On the other spectrum, perhaps the characters are required to interact with a bug warden in some way.

☐ Random Adventure Ideas [roll or pick one]

1	Municipal hive operators in the city are having strange hallucinations, causing accidents. Diagnostics reveal no technical malfunctions, so the CI is called in to investigate for a biological cause.
2	An ursa has escaped from the city zoo and out of the city. The creature is suspected to be using the sewer tunnels below the city to move about the city. It has already attacked a gleanei marketplace. A hive column is charged to bring the creature in alive.
3	Municipal hive security begins tracking a supposed hacker that is cracking into the city's hive infrastructure, but evidence is revealing that the hacker may be an AI that somehow is accessing the system.
4	A hive column is sent into a military skirmish to do battle. As the fighting ensues, the enemy attempts to hack into the column's hive and a *hivespace* duel commences, while the fighting continues in the real world.
5	A Baubei smuggling ring is found operating of the Kurish mainland. The Brigandim Wo'olfs are called in to stop the smuggler's operations. To aid them, House Wo'olf has supplied the privateers with several columns of hive cavalry.
6	As reactivation of more Mekavah autofacs commences, strange accidents involving the orbital's bug drones occur and people are injured. Despite a few glitches found in the webbling diagnostics, Psychological testing of the bug wardens involved reveal no neurological instability, but some of the bug wardens are starting to act strangely.

New Factions and Old Factors - 6.3.8

Above all, Eden is a place of contrasts. The wheels of change and competition have churned up a dramatic interplay of Eden's populous. Whether in true lacking of sustenance or merely perspective, poverty created nearly two centuries of conflict and rivalries between individuals, communities, consortiums and kingdoms. Even with the formation of the GEC, the conflicts never truly ended, instead, only building to the present *capped* crescendo.

These old factors create the violently shifting backdrop that is Eden's individual story of social change, economic inequality, political conflicts and environmental struggle. At the same time, first contact with Terra Nova has brought in new factions and ushered Eden into a galactic conflict that Eden's populations have yet to realize fully. Can the Terranovans be trusted? Should Eden's people even care about the rest of the Gateweb? Will they be forced to join their ancestral brother and sisters of humanity, whether they like it or not?

☐ Random Adventure Ideas [roll or pick one]

1	A Caretaker team is reported as missing to CI authorities. They were last known to be investigating a meteor impact on a remote island in Mauyim Ocean. The CI launches a search and rescue mission to determine what has happened.
2	As the Terranovans and Audu'uthim scientists continue their study of the Mekavah autofac facilities, the Black Talons begin stations Gears at all facilities, heightening Dragoon Space Command's suspicions regarding Terra Nova's actual intent.
3	A surprise lock down is called by the CI at Sirone Observatory, preventing a shuttle in moor above the station from transporting Terranovan diplomats to Eden's surface. The CI begins conducting a comprehensive ship to ship inspection looking for mismatched cargo manifests.
4	A Reisling naval patrol receives a communication that a spy plane has gone down on Bej. They are ordered to proceed into Tiamaut national waters and rescue the survivors and destroy all evidence of the aircraft before Tiamaut forces can intercept.
5	Repeated raids on Seiath methane shipping in the Sea of Goshem leads the Seiath Navy to believe that the Fasaim are to blame. Though, the Fasaim refute the accusation and suggest a joint expedition to search out the actual perpetrators
6	A Terranovan, anthropologist team doing field study in Baubei misses a scheduled rendezvous with their Dragoon escorts. Finding them in the bustle of the largest gleanei settlement on Eden will be no easy task.

6.3 - DESIGNING AN EDENITE CHARACTER

The diverse, caste structure of Eden offer a plethora of concepts for Edenite characters that can be used in almost any campaign set. The campaign type will play an important role in character selection: campaigns involving combat will likely center on militants, bug wardens and privateers. Other adventures favoring politics and secret intrigues will call for citizens and royals, serving as diplomats, civic administrators or lawyers. Other campaigns focused on the environment and exploration will likely use privateers, gleanei and scientists, and still further campaigns on life in and around the habitat cities could involve any variety of these character archetypes.

All characters on Eden are typical strong-willed and determined, ready to stand up for their right to survive and their core beliefs behind the themes of sacrifice and order, chaos and self-interest, and survival. As for the Terranovan visitors, they will most likely be anthropologists, field scientists, Black Talon operatives or diplomatic liaisons sent to study, investigate and negotiate either a non-aggression treaty or a military alliance. Though welcome by the Audu'uthim government, the rest of Eden is unaware of the Terranovan visitors and would be highly suspicious of them if their true identities were discovered.

6.3.1 - Concept, Background and Sub-Plots

In the kingdoms, loyalty to society, royal house, family, and extended family (in that order of priority) are central to a citizen's life and should be kept in mind when creating a character that lives as a citizen. In a similar manner, gleanei will reserve loyalty to family and extended family exclusively as well as close friends. Privateers, founded by a largely contraborn populous, will often give up their stratified loyalties as citizens or gleanei and embrace the privateer family, an egalitarian community of peers. Rogue characters do exist but are rare. Eden is not a place where a person wants to be caught alone.

A major decision with any Edenite character involves their Rite of Ascentim. This event will dictate the direction that a character will take their life. At the very least, they will need to determine if they will remain near family and friends or journey elsewhere searching for adventure and new families and friends. If gleanei, the former will most likely live as local farmers, herdsmen, fishermen or blacksmiths, maybe even opening shops, taverns or inns. Those from the later are adventurers that join up with privateers. If the character is a citizen that chooses to remain, that person will likely enter into a career within the corporate or municipal structures of citizen life. Citizens that leave their families typically join the CI, becoming field scientists or explorers, working hand in hand across castes.

Characters may serve in any of the multiple military skirmishes that surface almost every day on Eden, but the current political climate under the GEC will keep most kingdom conflicts as low-intensity acts of subterfuge, politicking and raids. The more violent conflicts will occur at sea or in the rural communities and locales. Military campaigns will fall right in line with these conflicts, the players being either aggressors or defenders. Non-military campaigns are likely to intermingle with these conflicts as well, pulling characters in as innocent bystanders.

6.3.2 - Attributes and Skills

Characters originating from Terra Nova should use the standard character creation rules found in the **Heavy Gear Rulebook 2nd edition**. There are no restrictions on character Attribute and Skill selection, but Players should consider the character's intended concept carefully before making any purchases on Skills.

For all non-citizen characters possess Haggling at level 1 or 2, and should have average or above average WIL values. Citizens, royals and privateers are also likely to have above average INF and KNO values, reflecting confidence and education. As for skills, these will depend largely on the character's concept and occupation. Survival and Streetwise are common skills for gleanei and privateers. Citizens and royals are likely to have Literature and Bureaucracy Skills, reflecting higher education and leadership. Business Skills are very common to privateers, but not unheard of with both citizens and gleanei, depending on their occupation. As for combat Skills, Hand to Hand and Melee are the most prominent with individuals, typically with a specialty in a particular weapon.
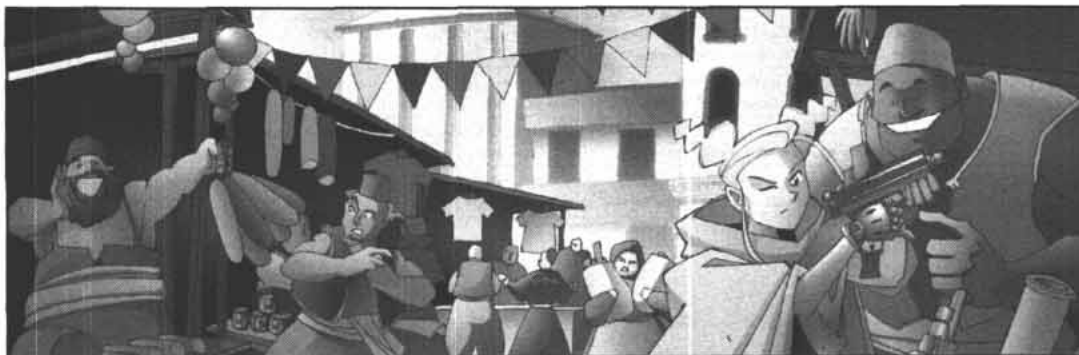
STOCK PERSONALITIES - 6.4

Because of the underlying story inherent to **Heavy Gear**, Non-Player Characters have been divided into five particular types. These types will help Gamemaster determine which character he can or cannot use in his campaign, and who among those is expendable. The attentive reader will notice that most Historical Figures, Restricted Characters and Very Important People have no stats, while Social Encounters and Expendables often do.

Historical Figures ◆

These are dead people. Unless a Gamemaster's campaign occurs at a date prior to the current Heavy Gear storyline, these characters may not be encountered. Their stats are not provided for this very reason.

Restricted Characters ◆

Those are the characters who are vital to the storyline of Heavy Gear. While their actions may result in events that will affect the Player Characters' lives, they should remain in the background and are not expected to interact with the players. There will always be numerous underlings to intervene between the PCs and them.

Very Important People ◆

Characters who fall into the VIP category are not necessarily linked to the storyline. However, they are still important to the game world as a whole and should not be eliminated unless the circumstances and the campaign justify it. They have multiple resources and/or helpers who will come to their aid, which they can occasionally make available to the Player Characters. Should the players kill such a character, they should immediately be hunted down and appropriately punished.

Social Encounters ◆

Most of the non-combat Non-Player Characters should fall into this category. While stats may be provided for these characters, they are not expected to get into combat. Still, because they can encounter Player Characters, there is always a chance they could die.

Expendables ◆

These are the typical, faceless characters that populate Terra Nova by millions. They also include those characters who are meant to challenge the players during scenarios. While mindless slaughter should never be encouraged, these are the most expendable characters.

Gan Citizen - 6.4.1

The Gan Citizen is a privileged individual that lives in the habitat cities. Growing up in a clean environment, citizens rarely get a taste of life outside the safety of the cities. They work, but have substantial leisure time available, thanks to the use of bug drones for most menial tasks. This allows them to pursue hobbies in athletics, science, humanities or the arts. Some adventurous citizens enjoy taking excursions outside the cities, intermixing among the lower castes of gleanei or privateers.

▢ Attributes

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

▢ Skills

Skill	Level	Attar.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Investigation	1	0	Notice	1	0	Skill B**	1	0
Computer	1	1	Leadership	1	1	Psychology	1	1			
Etiquette	1	1	Literature	1	0	Skill A*	2	1			

* Choose any Knowledge-Based Skill   ** Choose any Creative-Based Skill

▢ Equipment and Cost

Typical Equipment:	Stylish Clothing, PDA, Citizen ID card
Typical Occupation(s):	Corporate Administrator, Actor, Musician, Journalist, Librarian, Engineer, Doctor
Monthly Earnings:	3d6 x 1,000 Bits
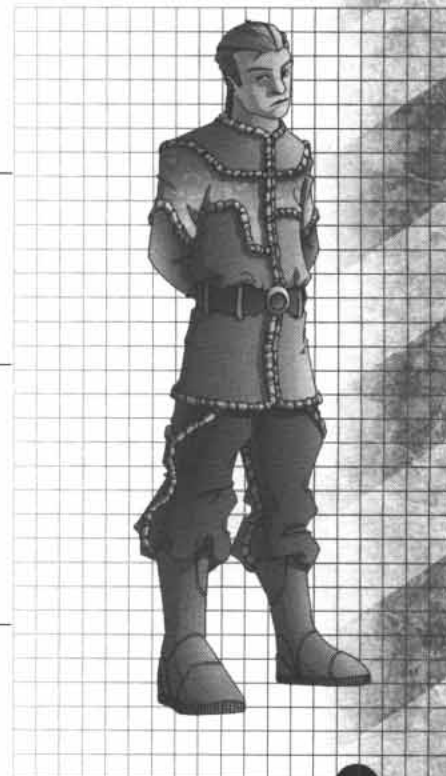
6.4.2 - Gan Royal
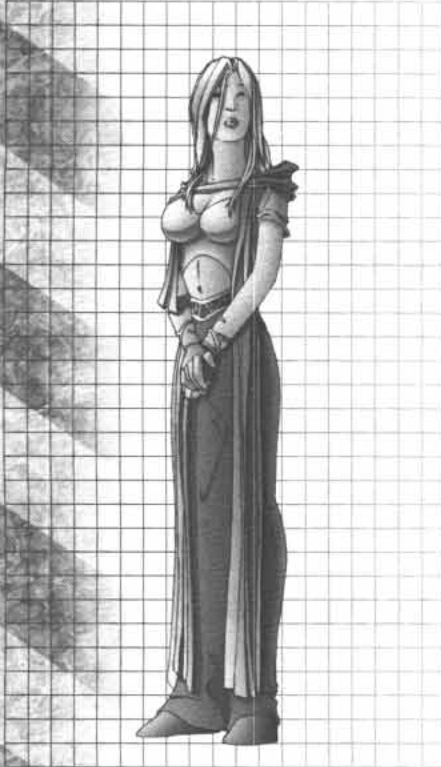
Gan Royals are the most privileged citizens on Eden. Most serve as foreign diplomats and government officials, fulfilling an important monarchial function to their citizen and non-citizen subjects. They are well-educated and disciplined in leadership. Life in governmental service is rarely presented as an option. The importance of the family name and title is stoutly defended; public image being very important. Most royalty have a personally-motivated political agenda, involving whispers in the dark.

Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Etiquette	2	1	Literature	1	0	Social Sciences	1	1
Business	1	1	Law	1	0	Notice	1	0	Theatrics	2	1
Computer	1	1	Leadership	2	1	Psychology	1	1	Skill A*	2	1

* Choose from any Knowledge-Based Skill

Equipment and Cost

Typical Equipment:	Fine gowns or suits, entourage, PDA (w/encryption), Discretion device, Citizen ID card
Typical Occupation(s):	Civic Administrator or Director, Political Official, Foreign Diplomat, Heir(ess)
Monthly Earnings:	5d6 x 100,000 Bits

6.4.3 - Gan Keeper

Gan keepers serve the GEC as members of the Caretaker Institute, working to rebalance Eden's ecology and protect it from further disaster. This monumental task requires an army of individuals that span a spectrum of scientific and administrative disciplines. Most keepers are well traveled; it is usual for older scientists to take on more administrative tasks in field offices, allowing the younger keepers to go on excursions and other adventures around the globe.

Attributes

AGI	0	APP	0	BUI	0	CRE	0	FIT	1
INF	0	KNO	2	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	2	Etiquette	1	0	Literature **	1	2	Sci. Skill B*	2	2
Computer	2	2	First Aid	1	2	Notice	1	1	Teaching 1	1	
Drive	1	0	Investigation	2	1	Sci. Skill A*	2	2	**(Journal)		

* Choose any Science Skill. One Skill must have a specific specialization.

Equipment and Cost

Typical Equipment:	Field uniform, PDA or Personal computer (w/encryption), Work-related equipment
Typical Occupation(s):	Director, Administrator (Field or Lab), Scientist (Field or Lab)
Monthly Earnings:	5d6 x 1,000 Bits

Gleaner - 6.4.4

Considered the bottom caste of society, gleanei have carved a living for themselves living around the habitat cities. These suburban gleanei have created their own diversified economy of shops and services, working a living off the scraps and token generosity of citizens and privateers. Over the century, as environmental conditions have changed, offering new opportunities away from the cities, some gleanei have formed small townships in the more rural locales inland.

Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Hand to Hand	1	0	Streetwise	1	0	Skill C**	1	-
Dodge	1	0	Melee*	1	0	Skill A**	1	-			
Haggling	1	0	Notice	1	1	Skill B**	1	-			

*Choose Specialization (weapon type) / ** Choose any Agility, Creativity or Perception Skill, except any Piloting, Gunnery or Tactics. One Skill must have a Specialization.

Equipment and Cost

Typical Equipment:	Poor quality clothing, knife, coin pouch, work-related wares
Typical Occupation(s):	Farmer, Fisherman, Blacksmith, Herdsman, Innkeeper, Cook, Guide, Poacher
Monthly Earnings:	5d6 x 10 Bits

Privateer - 6.4.5

Often romanticized, a large amount of mythology surrounds the privateer; in truth, it is a hard and difficult life. The rigors of sailing across vast stretches of ocean can leave a sailor rich or dead. The privateer is a business person and mercenary, capable of portside diplomacy as well as swift and violent vengeance at sea. They are Eden's rogue archetype, willing to sell their services for a suitable price.

Attributes

AGI	0	APP	0	BUI	0	CRE	1	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	1	0	Haggling	2	0	Notice	1	1	Skill A*	1	-
Combat Sense	1	1	Hand to Hand	1	0	Streetwise 1	0	Skill B*	1		-
Dodge	1	0	Melee	2	0	Small Arms	1	0	Skill C*	2	-

* Choose any Skill, at least one must have a specialty. No Gear skills allowed.

Equipment and Cost

Typical Equipment:	Rugged clothing, melee weapon, sidearm, PDA, coin pouch, Personal memiors
Typical Occupation(s):	Consortium Administrator, Ship Officer, Merchant, Mercenary, Smuggler, Poacher, Guide
Monthly Earnings:	5d6 x 100 Bits
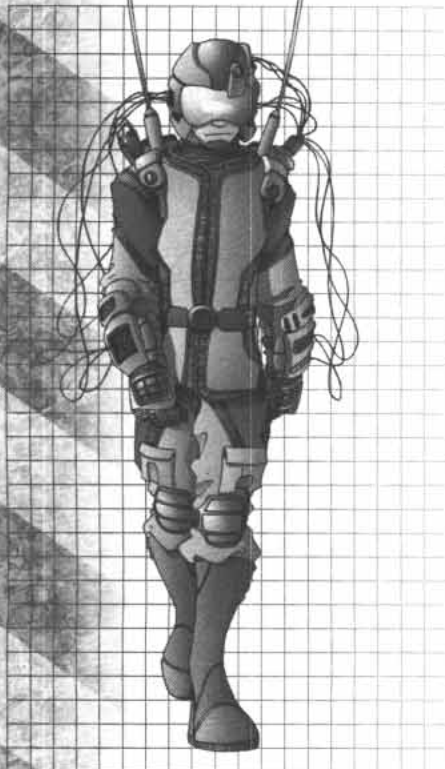
6.4.6 - Bug Warden

Bug wardens control the drone infrastructure that supports the kingdoms and habitat cities. Without them, the hive network would be impossible to deploy in large scale. Requiring extensive psychological training and discipline, bug wardens are webbled with a hive ONNet node at the base of their brain. Even when separated from a hive network, bug wardens are known to be a "different" than other people, more capable of multi-tasking in ways that confuse most other humans.

Attributes

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

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Drone Gunnery	1	1	Electro. Warfare	1	1	Small Arms	1	1
Communications	1	1	Drone Piloting	1	1	Mechanics	2	1	Tinker	1	1
Computer •	2	1	Electronics	2	1	Notice	1	1	Skill A**	1	-

*Hive System/ ** Choose Demolition, Forward Observing, Investigation, Tactics, or Teaching

Equipment and Cost

Typical Equipment:	Field uniform, Hive control rig, tool kit, sidearm
Typical Occupation(s):	Hive Operator (Municipal, Security or Militia), Bug Trainer, Mercenary
Monthly Earnings:	5d6 x 1,000 Bits

6.4.7 - Militant
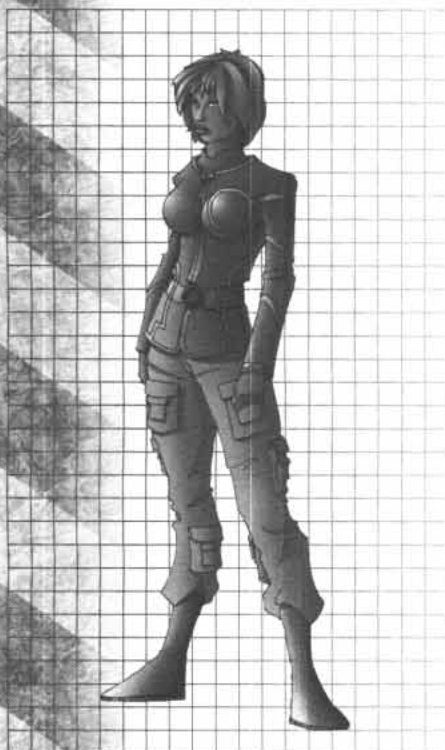
Infantry, cavalry, golem pilot or gunner, Eden's militant is typically part of a militia instead of a professional military, holding down part-time jobs on the side. These can range from serving as private security guard within a royal palace to being a soldier of fortune, performing escort of a keeper expedition. In the case of gleanei militants, they will act as freelance constables and security posses.

Attributes

AGI	1	APP	0	BUI	1	CRE	0	FIT	1
INF	1	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	3	AD	3

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	1	First Aid	1	0	Notice	2	0	Skill B*	1	-
Combat Sense	1	1	Hand to Hand	1	1	Small Arms	1	1	Skill C*	2	-
Dodge	1	1	Melee	2	1	Skill A*	1	0			

* Choose any Skill, at least one must have a specialty. Replace Gear skills with specific Golem model.

Equipment and Cost

Typical Equipment:	Armor Suit, melee weapon, sidearm, mission-specific equipment
Typical Occupation(s):	Soldier, Sailor, Pilot, Security Officer, Undercover Operative, Mercenary, Assassin
Monthly Earnings:	4d6 x 1,000 Bits

EQUIPMENT - 6.5

Being equipped is an important part of any roleplaying adventure. While most of the equipment and items discussed within the **Heavy Gear Rulebook 2nd edition** are available on Eden, there are still items that are specific to the Edenite colony that Player Characters will likely not be able to do without.

There are wide varieties of personal weapons available locally. Even before the Apocalypse, people needed to hunt or protect themselves from some of Eden's natural dangers. As skirmishes and war broke out following the comet impacts, personal weapons were the first weapon systems to be developed and enhanced over time. Nearly two centuries later, these weapons are mass-produced, rugged in design, nearly everywhere and have more or less become a standard part of Eden's culture.

☐ Weapons and Statistics [RPG Stats]

WEAPON	ACCURACY	DAMAGE	RANGE	ROF	AMMO	SPECIAL	WEIGHT (KG)	COST (BIT)
MELEE								
Contrasword	-1	AD+14[1]	close combat	n/a	n/a	two-handed (+0 Acc.)	3	120[1]
Longsword	-1	AD+16[1]	close combat	n/a	n/a	two-handed	3.5	200[1]
Glaive	0	AD+12[1]	close combat	n/a	n/a	-	3.1	100[1]
Glaive-Axe	-1	AD+20[1]	close combat	n/a	n/a	Armor Crushing, STR +1	4	200[1]
Shock Staff	0	20	close combat	0	12	Electrical[2]/Haywire	3.4	650
RANGED WEAPONS								
Explosive Arrows	0	-[3]	(depends on bow used)	-	-	0.5	-[3]	-[3]
Flame Rifle	+1	20/3	5/10/20/40	0	15 shots	Slow Burn	7	3500
Agolem Grenade Rifle	-1	100	50/100/200/400	0	1[4]	-	6	2000

[1] *Vibro-enhanced models do AD+(1.5 x NN) damage; cost is 10x normal.* [2] *HTH check vs. Threshold of 8*

[3] *Varies according to grenade type used (all grenades are available from **Heavy Gear Rulebook 2nd edition**, p.83) Usual anti-armor grenade causes x80 damage, Area Effect = 5 meters.*

[4] *Requires minimum of one Action and one round to reload.*

Personal Armor - 6.5.1

Personal Armor has improved extensively over the decades, providing armors that are similar in performance to other colonies. The most unique armor is Knotted Mail. Similar to chain mail used on ancient Earth, knotted mail is made of interlocking rings of harden alloy bonded with a hard ceramic coating. Marginally effective against firearms, knotted mail performs best in melee combat where it can prevent a person from being severely cut or pierced.

The heavy use of cavalry on Eden's battlefield has created a need for armor suitable for huni coursers creating little noticeable encumbrance to the animal. Arm mounted shields are also useful, coming in many different shapes and sizes depending on the style or level of protection desired. Other than in melee combat, shields can provide limited protection against firearms or explosives.

☐ Armor and Statistics [RPG Stats]

BODY ARMOR	MASS (KG)	COST (AFU)	ARMOR	ENCUMBRANCE	CONCEALABLE	SPECIAL
Knotted Helm	0.2	10	2*	0	yes	-
Knotted Vest	0.7	60	8*	0	yes	-
Knotted Suit	1	100	12*	0	somewhat	-
Knotted Shield	0.5	50	8*	0	no	Able to parry**
Flak Shield	2	100	15	0	no	Able to parry**
Ceralloy Shield	4	200	20	-1	no	Able to parry**
Huni Knotted Suit	6	300	25	0	no	For Huni use only
Huni Med. Flak Suit	10	1000	35	0	no	For Huni use only
Huni Heavy Flak Suit	16	1800	50	-1	no	For Huni use only
Huni Ceralloy Suit	28	7000	70	-2	no	For Huni use only

* Armor halved for non-melee weapon damage.

** Use Shield Perk rules from **Heavy Gear Technical Manual 2nd edition**, p.125.

6.5.2 - Tools

Other than weapons and armor, many tools and items are necessary to the adventurer on Eden. Some of these are highly advanced, such as the Hive Control Suit, while others are simpler and widely available and quite unique, such as the Desalinating Sponge. These are just a small sampling of the many items available on Eden for adventurers. Players and GMs are encouraged to use other equipment found in the **Heavy Gear Rulebook 2nd edition.**

Amphibious Lung Backpack ▫▫

Using a cera-carbonic filter laced with a bio-engineered methanogen and low-voltage power source, the Amphibious Lung allows for an experienced diver to get oxygen out of the water. The methanogen metabolizes hydrogen from water and certain elements from the cera-carbonic filter, producing a nitrogen-oxygen mix similar to Eden's atmosphere as a by-product. Capable of sustaining a person underwater for days, the amphibious lung is integrated into underwater vehicles and diving suits requiring limited life support. A backpack module is also available with a deployment time of 32 hours. Commonly used by privateers to clean their hulls of sea parasites and perform free dives, the backpack unit is widely available in nearly any port. However, the quality is not always the same.

Manufacturing:	Mass Produced/Scratch Built	Cost:	400 Bits

Desalinating Sponge ▫▫

Another bio-engineered creature from Eden's first century, the Desalinating Sponge is a simple creature that consumes salt and other elements from seawater as food. If placed in a bucket of seawater, the sponge can remove all the salt within a few hours, making the water suitable to drink. If properly cared for, a desalinating sponge can provide fresh water for several years. Maintenance of the desalinating sponge is simple: the sponge should never dry out; keeping it saturated with seawater will keep the creature alive.

The desalinating sponge serves a critical function to Edenites, who typically have a limited supply of fresh water due to Eden's small landmasses. Sold everywhere, the sponges are widely available. A common application is to insert the sponge in a canteen, but the animal is also sold in bulk, allowing a purchaser to buy the sponge in various sizes for large or small applications. The creature can also be harvested in the wild. However, inexperienced harvesters can inadvertently harvest the wrong species if they are not careful. Some Edenite sponge species excrete a toxin into the water disturbed. The toxicity of these other sponges varies tremendously from species to species, ranging from mild nausea to death. A wise privateer always knows the best merchants to purchase their sponges safely.

Manufacturing:	Harvested	Cost:	10 Bits per handful

Multi-spectral Monoscope ▫▫

Visual sighting is a necessary part of seamanship among privateers and merchants. Many ships are simply not equipped with integrated sensor arrays other than basic sonar. However, a single spotter on a masthead can typically see for roughly eight km till the horizon drops ships and land from view. A multi-spectral monoscope allow a spotter to zoom in and out, as well as spot land and ship in darkness, thick fog or storm. The monoscope uses an onboard computer that analyzes the visual input and shows the operator the image in whatever spectrum or low-light condition he or she prescribes, using a simple set of controls. A simple and relatively inexpensive tool, the multi-spectral monoscope are used by keeper explorers and guides to navigate and observe their subjects of study from afar.

Manufacturing:	Mass Produced	Cost:	500 Bits

Hive Control Suit ▫▫

Bug wardens throughout the seven kingdoms wear the Hive Control Suit. Possessing a highly sophisticated ONNet hive remote-networking backpack that taps into the warden's webbling interface (usually on the nape of the neck), the control suit allows the bug warden to control a maximum of sixteen drones simultaneously. Despite this maximum, the standard practice is to limit the drones to only eight. Designed to be lightweight and not restrict movement, the control suit uses a pair of control gauntlets that utilize programmable keypads, virtual interface sensors linked into the heads up display and memory stick slots for saving programs and command macros. On the backpack unit, a pair of short-range antennae service as transmitters and receivers for the encrypted, peering network. Military models also have limited ECCM features (*Game Effect: R1*). Typically worn by civilian wardens that direct the bug drones in municipal tasks and repairs, the suits are also deployed on the battlefield. A militia bug warden will typically control up to eight Anak bugs, while he rides either in a light, ground vehicle or on an armored huni mount.

Municipal Suit	Manufacturing:	Mass Produced	Cost:	8000 Bits*
Military Suit	Manufacturing:	Limited Manufacturing	Cost:	15000 Bits*

* Sold on black market: 1d6 x Cost

♟ Lady Liayna Tanaka – 6.6.1

Lady Liayna Tanaka grew up in New Babil beneath the shadow of the GEC legislature buildings. All her life she has been interested in politics. When she entered university to study political science and rhetoric, discovering the Empathist Party, a grassroots movements from certain citizen and royal families. A young woman of one twenty-three tiel, she has continued as an active member of both the Sovereignist and Empathist parties, serving under multiple senators before settling a senior adviser to Senator Cauis Montroy from Audduth.

Profession ◆

Lady Tanaka has served under Senator Caius Montroy for the over a decade, being his top political aid. An energetic woman, she fits her role well, administrating press conferences and diplomatic dining occasions. Aside from working directly for the senator, she is also an active leader within the Empathist political party. She actively works in gleanei communities, heading up charity building projects and sanitation improvements. Her ability to use a hammer and nail, as well as directing an office of political interns and analysts, gives her a level of prestige among the other senatorial senior staff.

Attitudes ◆

Liayna is a follower of the Empathist and Soveriegnist political parties, like Senator Montroy. She believes passionately in the continued sovereignty of the kingdoms, for the good of their non-citizens. She politicks in her own stead for her beliefs regularly. A much older man, Montroy treats Liayna like a daughter, which she admires, finding the senator an endearing and charming, old man. When she travels to Edim with him; she enjoys the company of Lady Hermione.

Combat Reactions ◆

Liayna is not trained in combat and will either work to talk herself out of the conflict or flee the scene. When she is working in gleanei communities, she often has bodyguards to serve as protection. Her increasing public image has made this a necessity for her safety. Her life has been threatened more than once, but she still continues to be brave against these setbacks, coming back to the communities and continuing her work.

Perks and Flaws ◆

Connections (House HBeauford), Prestige (known political benefactor), Subordinates (senatorial staff of ten interns), Dedicated (protecting Gleanei rights), Heavy Sleeper

Attributes ▢

AGI	0	APP	1	BUI	-1	CRE	0	FIT	0
INF	1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	20	UD	1	AD	1

Skills ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Investigation	1	1	Literature	1	0	Seduction	1	1
Computer	1	1	Law	2	1	Notice	1	1	Social Sciences	2	1
Etiquette	2	1	Leadership	1	1	Psychology	2	1	Theatrics	1	1

6.6.2 - Subcommander Quin Algiers

Born in Uruk, Subcommander Quin Algiers is a member of a lesser royal house that serves under House Wilhelm. His father was also a career naval officer now turned to politics, serving as a Seiathim Senator within the GEC legislature. Both he and his father share a strong relationship, but he is estranged from his mother, who abandoned he and his trueborn sister for her Fasaim melei companion. Her whereabouts were unknown for the past two decades. However, his sister has received periodic letters and memoirs sent to her over the past tiel, which she has openly shared with Quin. However, the two siblings have kept the letters secret from their father who is now remarried.

◆ Profession

Serving in the Seiath Navy, Quin is career militant. Entering the naval academy in Uruk following his rite of acentim, he has pursued promotion and prestige with great resolve and passion. He now serves as subcommander of Seiath's 3rd fleet that patrols the east, along the border of the Gehennah Sea and the Aukyan Ocean. He holds high esteem within House Wilhelm, often invited to banquets and celebrations by Maximilyan Prime himself, who enjoys the military man's many stories and simple company.

◆ Attitudes

Concerned with maintaining the sovereignty of House Wilhelm and his home kingdom, Quin is a devoted patriot. He is however, a realist, and the dissatisfied rhetoric of his younger sister in recent tiel has forced him to doubt his patriotism, not as a naval commander but as a Seiathim citizen. At the same time, the increased raids on shipping out of the Gehennah Sea and Aukyan Ocean have worried him as well. Due to repeated evidence found on raided ships left adrift, he fears that the Rakhim Freebooters are expanding their territory to the north and has requested for a fleet detachment to sail deep into the Gehennah Sea and northward, looking for Rakhim settlements. This proposed expedition has served to distract him from his sister's arguments over the last month.

◆ Combat Reactions

Quin is a seasoned sailor and soldier, understanding the importance of rank and able to delegate both in ship's duties but also in combat. Though a skill naval tactician; he realizes that he is one man and relies heavily on his senior officers for advice and counsel. With this, he believes that it is the crew that makes the ship, thus he will always stick by his men, even directing the evacuation the ship to save a doomed crew. Skilled with both pistol and sword, he is not shy from fighting, but rarely does. He instead let's his men defend him, while he directs their actions from behind.

◆ Perks and Flaws

Authority (Sieath Navy), Obligation (military career) , Rank (Subcommander of Seiath's 3rd Fleet), Slow Healer

▦ Attributes

AGI	0	APP	0	BUI	1	CRE	1	FIT	1
INF	1	KNO	0	PER	1	PSY	0	WIL	0
STR	1	HEA	0	STA	30	UD		AD	

▦ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	1	Hand-to-Hand	1	0	Melee	2	0	Small Arms	2	1
Combat Sense	2	2	Investigation	1	1	Notice	2	1	Swimming	2	1
Dodge	1	0	Leadership	1	1	Naval Pilot	1	0	Tactics (Naval)	2	1

Keeper Grace Emmerson - 6.6.3

A young and talented scientist for the Caretaker Institute, Keeper Grace Emmerson serves as a field biologist researching remote locations and tracking the changes in habitat around the globe. Having spent the last three years studying the habitat changes of large impact craters around Eden, she serves off the research vessel named Asterias, a modified Zephyr-class brig that serves as her portable laboratory. She has also formed a close friendship with Ranee Gabreil, captain of the DMS Katharyn. The two women sharing a similar Yau'ar spirim. Grace is obsessed with her work, seeing it as a vital component of the CI's work to understand how Eden's ecosystems are changing.

Profession ◆

Possessing a doctorate in biology from the University of New Babil, Grace Emmerson is a pioneer in her field of research. Despite often being thousands of kilometers from the nearest city, she still conducts guest appearances for class lectures and CI symposiums using the satellite uplink and trideo communications equipment aboard the Asterias. Her current focus is on the habitat effects of methane emissions and how Eden's flora and fauna mutating due to unchecked RNAV infection.

Attitudes ◆

A driven woman, Grace is a woman of extreme honesty, either interested or not. Sometimes this sincerity is a detriment among her peers, who do not enjoy seeming snubbed. While not meant to be intentionally rude, Grace's lack of interest in wasting her time with "uninteresting people" makes her appear unsociable. However, she is incredibly outgoing, at least giving everyone a chance at first impressions. With those people she connects with, she is a devoted friend, reveling in sharing and discussing her theories and ideas, as well as hearing her friends opinions.

Combat Reactions ◆

Grace abhors violence and conflict, living most of her life as a devote pacifist. She is used to the verbal rhetoric typical to her line of work, but not physical combat. She will always try to talk her way out of a conflict, fleeing the scene if combat is inevitable. Her experiences with privateers have helped her understand the need for violence when necessary, helping slowly transform her views on violence to resolve conflicts.

Perks and Flaws ◆

Animal Kinship (understands animal behavior intimately), Prestige (renowned biologist), Subordinates (field research team of ten young scientists and interns), Dedicated (protecting the environment), Mechanical Inaptitude

Attributes ⊞

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

Skills ⊞

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	2	Etiquette	1	0	Life Sci.*	2	2	Teaching	1	1
Computer	2	2	First Aid	1	2	Literature **	2	2	Streetwise	1	0
Earth Sci. ***	2	2	Investigation	2	1	Notice	1	1	Survival	1	0
• (Zoology)			** (Journal)			*** (Geography)					

6.6.4 - Lord Esau Jusnar

Currently on the run from his family, Esau is traveling under the auspices of a militant mercenary. Recently charged with kinslaying, he successfully killed his father but failed against his sister, Assembler Indira Jusnar of Azos. On the run for a time, he is plotting his next moves, building a web of contacts within chapters in the Order of Prescei and among political figures throughout the seven kingdoms. He has so far successfully averted detection by his sister's pursuits, working hard to link the slayings to local gleanei criminals that he builds ties within in each city and community that he enters. Still, he is wary that his sister may have picked up his trail, and that he will not be able to hide for much longer. Time is running short for him to execute his coordinated terrorist attack on the GEC legislature.

● Profession

Esau's profession is to him. A disciple in the Order of Prescei, Esau works to promote chaos and anarchy. His current masquerade as a mercenary and assassin only serves to facilitate his faith agenda. He is currently working secretly to begin undermining the political future of the GEC by working in the shadows of both the World Federalist and Soveriegnist political parties.

◆ Attitudes

By first appearance, he seems energetic and forthright, playing himself as an arrogant and blunt individual, but he is much more devious than he would lead people to believe. A skilled liar, Esau always has an underlying motivation that he keeps hidden from view. He is a devoted follower of the teaching in the Tremblei, believing in the inevitability of chaos. He also prefers to act as a lone wolf for the Order of Prescei, working in the backdrop for other more active disciples. In reality, he values his own agenda more than the Order's and is a mastermind at manipulation.

◆ Combat Reactions

Esau prefers the use of poisons and other devious means of doings his dirty work. The use of bioengineered RNAVs that killed his father was part of a test in his master plan. When presented with a conflict, he is well trained in hand to hand and melee combat, but he will only use his combat skill as a means of escape. If given the opportunity or motivation, he will return later to dispose of his opponents more discreetly.

◆ Perks and Flaws

Connections (criminal contacts in nearly any city or gleanei suburb), Dedicated (creating chaos and anarchy), Fake Identity (Samuel Finn, a freelance mercenary), Wealth (Level 6, non-renewable), Nemesis (Indira Jusnar, his twin sister), Wanted (in Reisling for kinslaying)

▦ Attributes

AGI	0	APP	0	BUI	-1	CRE	1	FIT	0
INF	1	KNO	1	PER	1	PSY	-1	WIL	0
STR	0	HEA	0	STA	20	UD	1	AD	1

▦ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	2	1	Forgery	1	1	Leadership	2	1	Melee(Knife)	2	0
Computer	2	1	Hand to Hand	2	0	Literature	1	1	Phy. Science	1	1
Etiquette	2	1	Law	1	1	Notice	1	1	Theatrics	2	1

⚓ Captain Rannee Gabreil - 6.6.5

Privateer captain of the DMS Katharyn, Rannee serves with the Dragoon Marei. The contraborn daughter of a Kurish citizen father and privateer mother, Rannee grew up on the decks of ships. This familiarity with the privateers helped her move quickly through the ranks, continually voted by her fellow crew to new responsibilities. Considered one of best ship's captains by leaders of the consortium, Rannee continually refuses posts within the upper echelons of consortium leadership. She grew up on the sea and has identified her Yau'ar Spirim close to the Eden's waters. She wants nothing more than to continue as a ship's captain, sailing the waves to new adventure.

Profession ◆

Being a ship's captain in the Dragoon Marei requires Rannee to manage her ship and crew, while also servicing the needs of the consortium's pocketbook. Promoted to captain by her crew following the death of their captain over a decade ago, Rannee has most often captained cargo transports between Edim and Tharsis. However, over the last four tiels, she has worked under contract to the Caretaker Institute, taking her and her crew around the globe, seeing things that few people have the privilege of visiting.

Attitudes ◆

Known for her diplomacy and innate ability to see past a person's faults, she a highly intuitive person, basing her actions on instinct more than her senses. This makes her seem a bit aloof to others that do not know her well. To her close friends and allies, they have found her trustworthy and capable of amazing empathy, able to see through most person's veneers. This empathy allows Rannee to be both compassionate and sincere. Being an avid reader, she enjoys discussing ideas and has a great interest in political science. As such, she believes adamantly in the democratic process and the consortium's code of law, believing them to be foundational to the continued prosperity of the Dragoon Marei.

Combat Reactions ◆

Despite, her small stature and thoughtful demeanor, Ranee is extremely passionate and fearsome fighter. Highly skilled with the glaive, she will take on opponents many times her size, using her small size to give her a speed advantage against adversaries. However, she rarely kills unless forced or for mercy. She is more prone to merely incapacitate her opponents and then shackle them in chains and throw them in the hold.

Perks and Flaws ◆

Prestige (a long-time respected member of the Dragoon Marei), Rank (ship captain), Subordinates (privateer crew of 10), Code of Honor (strictly adheres to privateer code of law)

Attributes ▢

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

Skills ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Business	1	0	Haggling	2	0	Leadership	1	0	Streetwise	1	1
Combat Sense	1	0	Hand to Hand	1	1	Melee (Glaive)	2	1	Swimming	2	0
Dodge	2	1	Human Perception	1	0	Notice	1	1	Tactics (Naval)	2	1

6.6.6 – Captain Sarah Juublair

Serving as a privateer shuttle pilot for the Salus Expedition, Sarah commands the Kross, a Sarif shuttle owned by the Audu'uthim space program. Having a long working relationship with the CI, Sarah uses her inside knowledge of the CI's space program to help smuggle people and material to and from orbit for the Salus Expedition. The recent contact with Terra Nova and her close friendship to Gabrielle Esperanz has exposed her to the diplomatic tensions surrounding the Salus Expedition as she continues to ferry diplomats, anthropologists and Black Talon operatives back and forth. In addition, the CI has begun watching her activities with greater scrutiny in recent months, making her job more stressful.

◆ Profession

The trueborn daughter of Edim citizens, Sarah enjoys the benefits of being both a citizen and a privateer within the Dragoon Marei. A highly capable shuttle pilot, Sarah is licensed to fly cargo and fighter aircraft. Before her involvement in the Audu'uthim space programs, she flew cargo for the Flying Galliots. Later deciding to return to her home in Audu'uth, she joined the Dragoon Marei as a militia pilot, serving for five tiel as commander of the 32nd fighter column, before taking her current post as captain of the Kross. She still loves to fly in the older Apeia-class fighter, a century-old, air superiority aircraft still in limited use for Auduuth Air Command by the Dragoons.

◆ Attitudes

Sarah is a devoted Audu'uth citizen and Dragoon privateer. Believing personal enrichment and life-long education are central to a privateer's lifestyle, she always has a new book or technical manual in her flight pack, reading up on everything from the latest aeronautical technologies to political commentaries. Thus, from the start, she saw the importance of the Salus Expedition. At the same time, she has an adventurous spirim, wanting to be at the forefront of new frontiers and new experiences.

◆ Combat Reactions

An experienced fighter pilot, Sarah is very aggressive flyer, making her ideal for the smuggling role that she must play for the Salus Expedition. She knows the performance specifications of her shuttle intimately and can fly the Kross like few other shuttle pilots would even dare. Similarly, she is a risk taker in hand to hand combat. Trained in advanced hand to hand combat, she shuns the use of weapons, except for firearms when deemed necessary. In combat, she moves to incapacitate her opponent quickly, having no qualms of killing them if necessary.

◆ Perks and Flaws

Acute Sense (vision), Quick Learner, Rank (Captain of the Kross), Secret (Active participant of the Salus Expedition)

▢ Attributes

AGI	1	APP	0	BUI	-1	CRE	0	FIT	1
INF	1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	20	UD	3	AD	1

▢ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Aircraft Pilot	2	1	Computer	1	1	G-Handling	1	1	Notice	2	1
Athletics	2	1	Dodge	1	1	Gunnery (Aircraft)	1	1	Small Arms	1	1
Combat Sense	2	1	First Aid	1	1	Hand-to-Hand	1	1	Space Pilot	2	1

Seth Eloim - 6.6.7

Contraborn in 766 TL to his mother Edwina Austen, Seth has only recently turned fifteen tiel and undergone his rite of acentim, leaving his home fifty kilometers inland from Peris. As most contraborn children, he has no idea who his true father is. At his acentim ceremony, he declared before his mother and trueborn sister his Yau'ar identity, naming his spirim *Eya'yuth* to begin hisquest to find his *melei* father. As he was leaving, his mother, running after him along the road leading out of town, urged him to seek out employ among the Kateran Marei, giving him a sealed note of references for him to present to his interviewer. She also gave him her blessing in finding her former *melei* lover, his father. Her final words telling Seth that he always had his father's smile before she turned and left him to his destiny. Now, he employed aboard the KMS *Maurgot*, serving as halyard third class under Captain Marcus Vars.

Profession ◆

Just starting his career as an adult in the eyes of Eden's culture, Seth only started working aboard the KMS Maurgot a few months ago. He is learning fast and earning his "ship's legs" among the crew, who are starting to embrace him as a privateer brother. He has also started to study reading, writing and inventory accounting practices under the auspices of his new-found friend, Maena Bihn'hari, a young woman that has taken a fancy to the innocent youth. Most importantly, he wants to be a "true" privateer, something that Maena teases him that he already is.

Attitudes ◆

A shy individual, Seth has spent most of his life working alone, tending to fields and rounding up the shofar herds for his former family. Being aboard a privateer ship is exposing him to new ideas and experiences that he finds enthralling and frightening. Despite his fears, he is determined to face his new career, enjoying the process of becoming a man with money is his pouch and a reputation among his fellowship. For now, he views life aboard the Maurgot as the first step in his Yau'ar faith to find his true father.

Combat Reactions ◆

Though shy, Seth's boldness is growing. He has been learning fighting skills from his fellow crewmates, practicing in hand-to-hand, knife and sword. He finds that he most likes the dagger and has recently purchased a cera-steel blade using the last of his money given to him by his surrogant father before Seth left his home to join the Kateran Marei. He will still cringe from a fight, instead seeking to slip away silently. If cornered he is sure that his privateer fellowship will help defend him if need be.

Perks and Flaws ◆

Connections (Ally, Kateran Marie), Rank (junior crewman aboard the KMS Maurgot), Quirk (shy and prone to silence)

Attributes ▢

AGI	0	APP	0	BUI	−1	CRE	0	FIT	1
INF	0	KNO	−1	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	25	UD	3	AD	1

Skills ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Animal Handl.	2	0	Haggling	1	1	Naval Pilot*	1	0	Streetwise	1	0
Combat Sense	1	1	Hand to Hand	1	0	Notice	1	1	Survival	1	0
Dodge	1	0	Melee	1	0	Riding (Huni)	1	0	Throwing (knife)	1	0
(Halyard*)											

6.7 - PLANTS AND ANIMALS

Once rich with life, Eden is now only a shadow of its glorious tribute to the diversity of life. Extinctions affected over 80% of Eden's plants and animals. However, strange mutations have begun to occur in the last century. It seems that the RNAVs that the Edenites had used to help shape the planet's evolution during the earlier parts of the terraforming process are allowing Eden's plants and animals to adapt to the shifting environment at a highly accelerated rate.

On land, plants have faired better than most. Able to remain dormant in spores or seeds, many of Eden's native plants have slowly cropped up over time. The effects of global cooling have limited the growth of tropical and sub-tropical flora, while encouraging plants tolerant of cooler climates. The thousands of species that once comprised Eden's fauna took the heaviest toll from the comet impacts. Some creatures survived by hiding away and hibernating in protective alcoves, caves or ruins. Other animals survived due to their bond with humans, who either deliberately or unknowingly helped protect them from extinction. Strangely, therapsids, reptavians and other terraformed hybrids have faired the best, seeming most able to adjust to the cooling trend in Eden's environment.

At sea, life faired only marginally better. Only oceanic plants and animals that retreated to live below the fifty meter acidic zone near the ocean surface brought on by the year-long, nitrous-oxide rains have survived. It is only within the last century these habitats began to flourish again. Just as on land, new plants and animals are now creeping up into the shallower coastal waters, strangely akin to pre-Apocalypse Eden but different. Some are now monstrous and more aggressive, creating seaman's stories of krakens and monsters of the deep.

6.7.1 - Huni

A large, omnivorous therapsid used as a riding animal for centuries on Eden, the Huni is a genetically-manipulated species of warm-blooded therapsid. The animal was engineered to be suitable for domestication during Eden's 2nd century, offering cheap and effective transportation. Fast and agile on its feet, the Huni is capable of sprinting at speeds of 51 kph. It is also an excellent swimmer due to its webbed feet and flexible body, able to remain submerged underwater for over 20 minutes. In the hands of an experienced rider, the Huni can be ridden both on land and in water with ease. Though, underwater breathing equipment is required for extended underwater dives. Some riders have trained their Huni as trackers, using them to hunt Kamcha or the powerful Tuanu lungfish. These beasts are also excellent coursers for law enforcement and armored cavalry.

Attributes ☐

AGI	2	BLD	7	FIT	2	INS	1	PER	1
WIL	0	STR	4	HEA	1	STA	65	UD	15*
• + natural weapons									

Skills ☐

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	2	Dodge	1	2	Swimming	2	2	Combat Sense	2	2
Hand-to-Hand	1	2									

Special Abilities ☐

Bite (x4 damage), Jumping and Leaping (10m max)

Aubari - 6.7.2

A reptile that has survived largely due to it ability to bond with humans, the Aubari (or Water Dancer) live in large flocks when feral and nest similar to birds, laying eggs in thatched nests. Intelligent and agile, the Aubari are extremely resourceful thieves, moving stealthily till they grab their prize and then fleeing in a burst of speed. They chiefly steal food but also filch small, shiny objects too. Their name comes from their long rear legs and unique webbed feet that allow them to literal "dance" across the water's surface, weaving rhythmically back and forth as they run. It is quite common for a person to take a young Aubari from its nest, claiming the animal as a pet. These young easily imprint with their human, allowing a proficient owner to train their pet lizard to do special tasks. Due to its natural inclination to thieve, the lizard is a popular pet among petty criminals.

Attributes

AGI	2	BLD	-7	FIT	2	INS	0	PER	2
WIL	-1	STR	-2	HEA	0	STA	10	UD	1*

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	2	Hand-to-Hand	2	1	Swimming	1	1			
Dodge	2	2	Stealth	2	2						

Special Abilities

*Bite (x2 damage), Sprint (35m/round, 7 rounds)*

Daedalofly - 6.7.3

A large, biting insect measuring nearly 3 cm in length and wingspan, the Daedalofly is a large, swarming insect that lives near all human settlements, particularly gleanei communities. The Daedalofly mainly feeds off blood from animals. Its small, saw like proboscis allows it to cut through an animal's skin and then lap up the blood or lays its eggs. The bite is quite painful and rarely goes unnoticed by victims. Also swarming over any exposed garbage or untreated sewage, the insects are avid carriers of diseases, making they're bites prone to infections if untreated.

They prefer to lay their eggs in already open wounds or rotting carcasses. However, any warm-blooded creature presents an opportunity to these blood drinking insects, body heat attracting small swarms. Their eggs hatch into larvae and then burrow deeper into the flesh, consuming it. If left untreated; the larvae in the egg-infected wound will eventually burrow into the animal, slowly consuming the internal organs, eventually killing the unfortunate animal or human.

Swarm Attributes

Aggressiveness	1	Damage/turn		2	Dmg. Threshold	10
Random Horde Size		2d6	Basic Swarm Size	3		
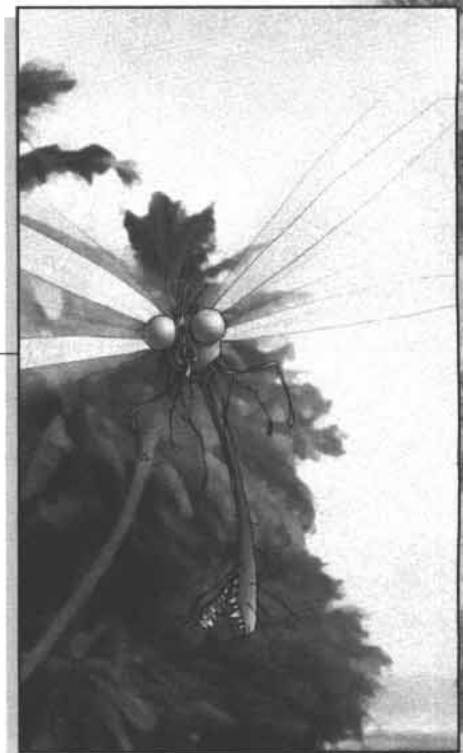
6.7.4 - Eudimour

Eden's equivalent to the Terran Gull, the Eudimour is an omnivorous reptavian that flocks over city ports, shorelines and off-shore crags. Like rats with wings, these creatures will seem to eat nearly anything. Periodically diving into the water for small fish or jellys, Eudimours are semi-amphibious, capable of swimming after prey underwater in short bursts of speed before returning to the surface to dive after their prey again. Sailors and young children will often throw food to the bird-like reptiles, enjoying watching the creatures spar over scraps of bread or strips of meat and jerky. There are a number of different species that appear around the globe that bear an amazing array of different colors and can vary slightly in size.

Attributes

| AGI | 1 | BLD | -7 | FIT | 1 | INS | 0 | PER | 2 |
| WIL | -1 | STR | -3 | HEA | 0 | STA | 10 | UD | 1* |

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	2	Hand-to-Hand	2	1	Swimming	1	1	Camouflage	1	0
Survival	1	0									

Special Abilities

Talons (x1 damage), Bite (x1 damage), Flight (12 MP dive)

6.7.5 - Kamcha

The Kamcha is a feral hunter of Eden's larger island continents. Semi-aquatic and carnivorous, it is a large burrowing creature approximately 0.7 m in height. Excellent at hiding their burrowed dens in tall grass or rocky clefts, the creature will sometimes catch a hiker unawares, savagely attacking in defense of its den. Hugging the ground, it will stalk through tall grass hunting down its prey. Preferring easy prey, the Kamcha often hunt and kill old or sick Shofar sows that wander too far from the herd. When faced alone, a Kamcha can be a shofar herder's worst adversary. Bold and fearless, the creature will easily overpower a small group of men. A CI protected species, shofar herders typically arm themselves with shock staffs to defend their herds. Despite the protections, humans still hunt the Kamcha for food or personal safety, but such poaching is highly frowned upon by the CI.

Attributes

| AGI | 0 | BLD | 3 | FIT | 3 | INS | 2 | PER | 2 |
| WIL | 2 | STR | 3 | HEA | 2 | STA | 50 | UD | 11* |

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	2	Hand-to-Hand	2	2	Stealth	1	0	Swimming	1	3
Camouflage	1	2	Intimidate	2	3	Survival	1	1			

Special Abilities

Bite (x7 damage), Claws (x4 damage), Sprint (70m/round, 3 rounds max)

Ursa - 6.7.6

The Ursa is a large, deadly predator of Eden's polar regions. Descended from a similar family group as the Kamcha, the Ursa roams the ice and swims the polar seas searching for food and staking out its territory. They are solitary hunters, able to take on prey many times their size, and stubbornly territorial and aggressive against invaders. Congregating biennially for mating, the males will battle each other for the most prized females. Cubs are then born a year later. Hunted and poached for their thick fur coats, Ursa are a protected animal under Confederate law. However, this has only made poaching more profitable for sailors and hunters. Fortunately, the animal is very difficult to hunt down. Poachers must often expose themselves as bait to attract Ursa close enough for them to kill. In a similar turn of play, Ursa have stormed the decks of small ships that wander into their hunting grounds, leaving unmanned ships, their crew slaughtered and drifting in the currents.

⬛ Attributes

AGI	-1	BLD	9	FIT	1	INS	1	PER	2
WIL	2	STR	5	HEA	1	STA	75	UD	18*

* + natural weapons

⬛ Skills

Combat Sense	2	2	Intimidate	3	9	Swimming	3	2		
Hand-to-Hand	1	-1	Notice	2	2	Survival	2	1		

⬛ Special Abilities

Bite (x14 damage), Claws (x7 damage)
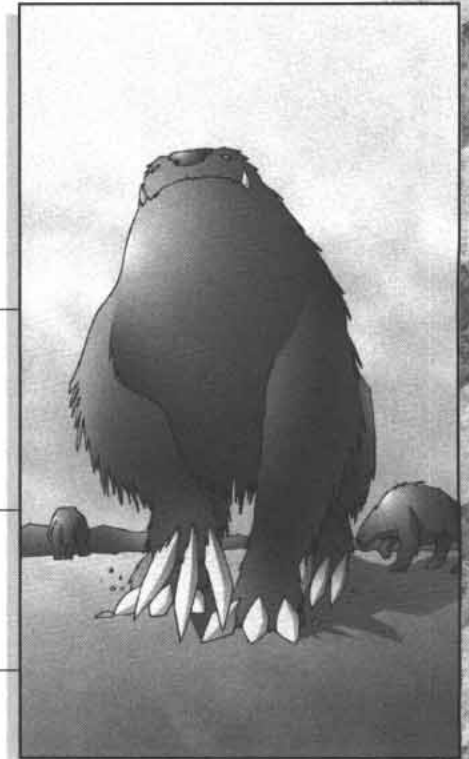
Re'em - 6.7.7

One of Eden's leviathans, the Re'em is a monstrous, aquatic amphibian that silently hunts for its prey. It is capable of surprising bursts of speed when striking at prey, but otherwise the Re'em is a slow and ponderous creature. The Re'em is commonly spotted basking beneath the sun; its back just breaking the waves. In truth, very little else is currently known about the other aspects of the creature lifestyle. Because some Re'em will occasionally attack small boats or even larger cargo ships; privateers have killed several over the decades. Handed over to the CI if possible, these slain Re'em will often reveal stranger, large, deep sea creatures in its stomach; species that keeper scientists have yet to see in the wilds of the deep sea.

⬛ Attributes

AGI	-3	BLD	12	FIT	3	INS	1	PER	2
WIL	2	STR	7	HEA	2	STA	120	UD	24*

* + natural weapons

⬛ Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	3	Notice	2	3	Survival	1	2	Hand-to-Hand	2	1
Stealth	1	2									

⬛ Special Abilities

Bite (x30 damage), Thick Skin (+25 armor)
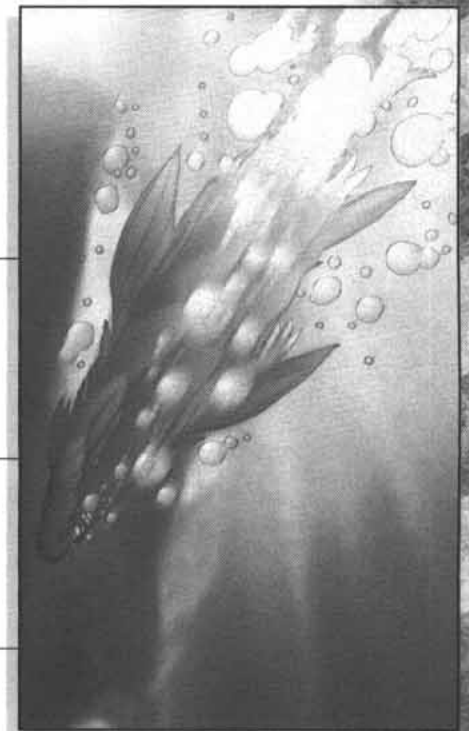
6.7.8 - Lotan

The Lotan serpent is a common snake that lives in the tall grasses and bogs. It has muted blue and gray body. At the end of its long body is a flat tail that acts as a fin for swimming. For its size, the Lotan is a fast moving snake capable of speeds over 20 kph, both in and out of the water. The snake is known to stalk animals and humans indiscriminately. Completely blind, it senses it prey through its acute sense of smell and heat sensitive nodes. Semi-aquatic and migratory, the Lotan will swim hundreds of kilometers of ocean to reach its place of birth to breed, using an undetermined sense. Mating complete, the snake will return to its former hunting grounds. This migratory habit gives the creature a wide reach across Eden.

Attributes

AGI	-2	BLD	2	FIT	2	INS	2	PER	3
WIL	1	STR	2	HEA	2	STA	50	UD	6*

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	3	Hand-to-Hand	2	2	Survival	1	1	Swimming	2	1
Dodge	1	1	Stealth	1	0						

Special Abilities

Bite (x6 damage): injects fatal toxin (potency 16, 1 hour onset time; HEA roll modified by half victim's BLD, rounded down)

6.7.9 - Agni

A product of bioengineering, the Agni is Eden's own dragon. Capable of flying to great heights, it lives in the high mountains where it dens in mountain caves. A monogamous creature, the den is typically shared by both a male and female that take equal turns caring for the eggs. Unmated Agni are highly migratory, searching for possible mates in other mountains elsewhere. A warm-blooded creature covered with very short fur, the creature is carnivorous and hunts in the lower altitudes, swooping down and ambushing their prey unawares. When provoked, they have a fierce temperament, defending their kills adamantly. They have the unique ability to spit fire from their snout when aggravated or assailed. Caused by literally sneezing two chemicals that cause an exothermal reaction when both combined with air, allowing the creature to escape.

Attributes

AGI	1	BLD	2	FIT	2	INS	1	PER	3
WIL	2	STR	2	HEA	2	STA	45	UD	9*

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Camouflage	1	1	Combat Sense	2	3	Dodge	1	1	Hand-to-Hand	2	2
Survival	(Cold) 1	1									

Special Abilities

Fire Spray (Range 1m, intensity 10/1), Bite (x9 damage), Talons (x4 damage), Flight (8 MP dive)

The Shofar is a domesticated herding animal bred and raised for it wool, hide, meat and milk. A hardy herbivore, the creature still only survived the Apocalypse due to human intervention and preservation. As oceanic trade became more prominent, the Shofar population quickly spread to wherever human settlements grew. Now, Shofar are found grazing outside nearly any habitat city for eventual processing or being used as a pack animal along rural paths bringing foodstuffs to market. A dull-witted but tamable animal if trained while young; they are quite dangerous if not fully domesticated. Bulls will charge if they feel their territory is violated, and sows are very protective of their young calves, even known to charge on Kamcha.

Attributes

AGI	0	BLD	4	FIT	0	INS	0	PER	0
WIL	2	STR	2	HEA	2	STA	55	UD	10*

* + natural weapons

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	0	Hand-to-Hand	1	0	Survival	1	1			

Special Abilities

Charge (x8 damage)

Mael are an aggressive and prolific type of jelly-mollusk analogue that drift and swim Eden's oceans searching for food. Possessing a highly organized social behavior and a sophisticated array of sensory organs, Mael move about in swarms, staying closely packed. They are a migratory species, descending into the depths in daylight and toward the surface as nightfall. They depend largely on their transparency to shield them from being seen by both predators and prey. However, they do have a faint bioluminescence surrounding their primary sensory organs that is visible in the dark. Seamen with keen eyes can sometimes spot the three-leafed clover shape, glowing faintly beneath the water. If a creature swims near a Mael swarm, the jellyfish will rapidly swarm over the victim, stinging it with their tentacles. Moving rapidly through the lymph nodes, the toxin causes partial paralysis within minutes. The Mael will then begin clinging to the victim and excrete a chemical agent that slowly dissolves the victim, letting them ingest their prey through a soft toothed mouth at the base of their tentacle mass. A large swarm can fully consume a human within a few hours.

There is an antitoxin to protect divers and swimmers from the Mael's sting available in most city ports. Ingested before entering the water, the antitoxin helps prevent paralysis if stung, but it has a half-life of only a few hours after applied. The antitoxin cannot save a person already stung; if lucky to escape that person will unfortunately remain paralyzed for life.

Swarm Attributes

Aggressiveness	2	Damage/turn	4	Dmg. Threshold	20
Random Horde Size		3 x 2d6	Basic Swarm Size	12	

Special Abilities

Sting: injects paralysis toxin (potency 9, 4 round onset time)

6.8.1 - Jophi Transport Vehicle

Like all human colonies, there has always been the need for the simple jeep, a small and rugged transport vehicle capable traversing urban and cross-country terrain. Eden was no exception, requiring a sturdy-framed vehicle with a tough suspension capable of crossing desert, grassland, and wetland. Although, names and appearances have changed over the centuries, the Jophi is much like those vehicles utilized by the early colonists. The vehicle is built around a rugged four-wheeled suspension and a gas turbine power plant and covered with a light ceralloy composite. This shell is thick enough to stop most light damage, but it is powerless against most weaponry. While the Jophi can mount weaponry on an optional pintle mount, the standard Jophi is not designed for combat.

◆ Service Record

The cheap cost and simple construction makes the Jophi the choice vehicle for basic road travel. The Jophi is so easy to modify that there are countless configurations utilized. Models for urban transportation, research and expedition, and light combat are used ubiquitously all across Eden. Many Jophi maintained by the Caretaker Institute are reinforced for airdrops, allowing the vehicle to be deployed anywhere with ease. Remote gleanei and privateer communities utilize the Jophi for garrison patrol and civil defense. These Jophi sport heavier armor plating and light weapons mounted on pintle mounts. While little competition against an armored column of kingdom militia, these Jophi help hold off pillaging raiders, dissuading such marauders to move on toward easier targets.

Game Statistics 🔲

Threat Value:	34	Offensive Score:	0	Defensive Score:	18	Miscellaneous Score:	84	Lemon Dice:	2

Vehicle Specifications 🔲

Code Name:	Jophi
Production Code:	Various
Production Type:	Mass Production
Cost:	12,800 Autofac Units
Manufacturer:	Various
Use:	Light Transport Vehicle
Height:	0.9 meters
Length:	3.7 meters
Average Armor Thickness:	2mm
Armor Material:	Ceralloy
Standard operational weight:	1,400 kg
Primary Movement Mode:	Ground (90 kph)
Secondary Movement Mode:	n/a
Deployment Range:	400km
Sensor Range:	n/a
Communications Range:	160 hexes/8 km
Power plant:	Gas Turbine
Horsepower:	76 Hp

Options and Variants 🔲

DESCRIPTION	TV MODIFIER
Add Pintle Mount and 9mm Chaingun	OS+3
Add Pintle Mount and 24mm Anti-Golem Rifle	OS+7
Add Pintle Mount and 62mm Light Mortar	OS+12
Military (+2 Armor; Partially Exposed Crew of 2)	DS+14
Passenger (Remove Cargo Bay, Passenger Seating to 5)	MS+10
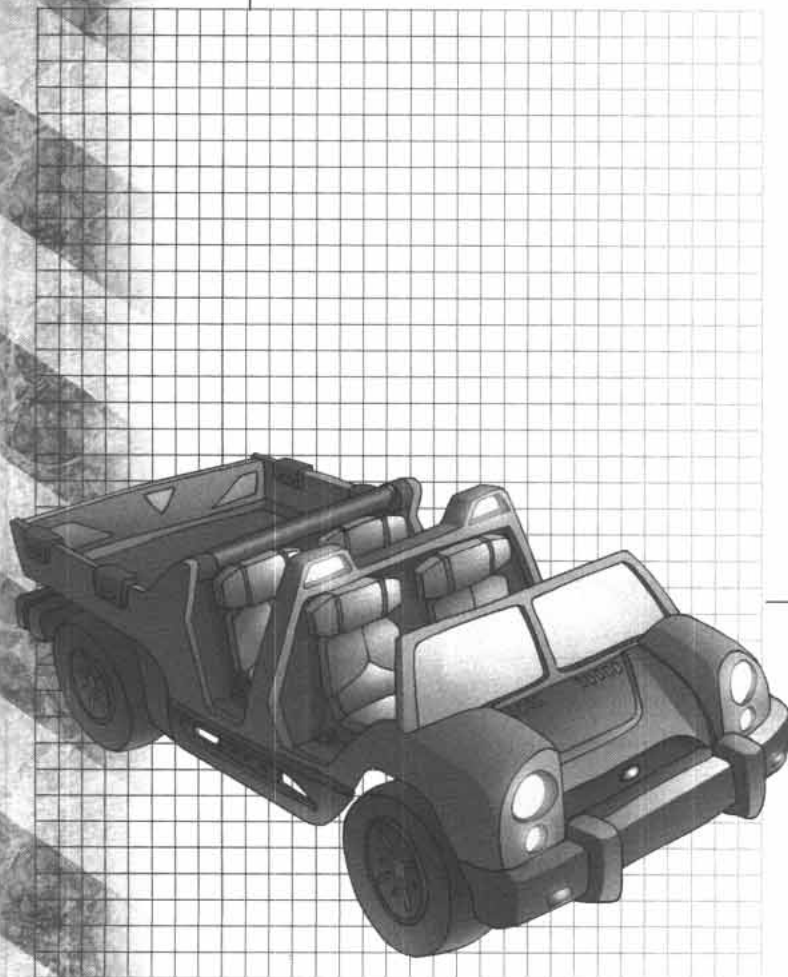
JOPHI TRANSPORT
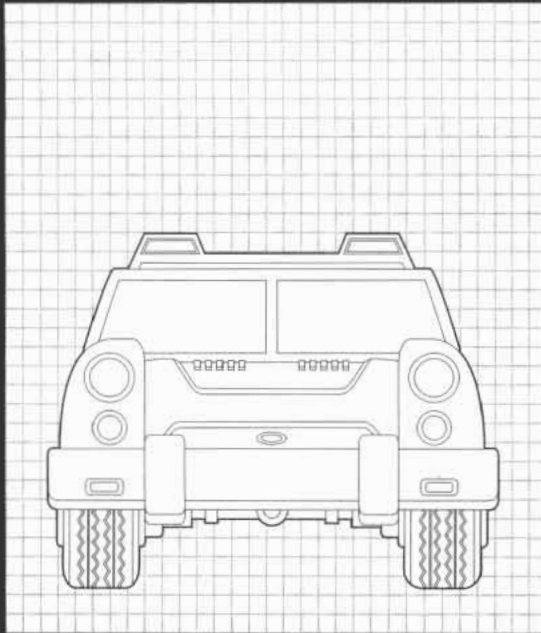
ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | | GUNNERY (LV/AT): | | ELEC. WAR. (LV/AT): | |

CREW DATA

VEHICLE CREW
- CREW: 1
- BONUS ACTIONS: 0

CREW DAMAGE

VEHICLE CREW
	CREW •
	BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT
- PRIMARY COMBAT SPD: G 8
- PRIMARY TOP SPD: G 13
- SECONDARY COMBAT SPD: - -
- SECONDARY TOP SPD: - -
- MANEUVER: -1
- DEPLOYMENT RANGE: 400km

ELECTRONICS
- SENSORS: n/a n/a
- COMMUNICATION: -2 8
- FIRE CONTROL: -4

ARMOR
- LIGHT DAMAGE: 4
- HEAVY DAMAGE: 8
- OVERKILL: 12

SYSTEMS DAMAGE

MOVEMENT
	COMBAT SPD •
	TOP SPD •
	COMBAT SPD •
	TOP SPD •
	MANEUVER •
	FUEL SPENT •

ELECTRONICS
	SENSORS •
	COMM •
	FIRE CONTROL •

ARMOR
	LIGHT DAMAGE •
	HEAVY DAMAGE •
	OVERKILL •

GENERAL SPECIFICATIONS

- THREAT VALUE: 34   • SIZE: 4   • COST: 12,800 AFU

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
None	-	-	-	-	-	-	-	-	-	-	-

AMMO

FULL	LEFT
-	

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Cargo Bay	-	2m x 1m x 0.5m (enclosed)	
Easy to Modify	-	+2 on all repairs and modify	
Passenger Seating	3	Carry three passenger	
Urban Friendly	-	Emission-Control System, Head lamps	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Cargo Bay is open top and must use tarp (-1 armor on Cargo Bay)
Exposed Crew Compartment	-	"Crew" hits are one step worse
No Sensors	-	Cannot use Active Sensors

NOTES

HEAVY GEAR

6.8.2 - Hundmar Combat Boat

The Hundmar was first developed and deployed by Monarchy of Reisling in the last years of the Scrap Wars. Compared to earlier combat minisubs such as the still common *Mandih*, the Hundmar was designed to function above and below the water, creating a craft that combined the capabilities of submersibles with fast-attack boats. In this regard, the Hundmar is high performance machine, speed being its primary defense. Capable of speeds of 54 kph as a submersible, the vehicle pushes the limits of Edenite aquatic engineering. This is due to the Hundmar's unique hyperbolic shape, allowing it to move smoothly through the water, generating very little cavitation.

Following the formation of the GEC, the other kingdoms copied this technology using their autofac industry. Soon, heavier weapons started being mounted on the Hundmar's turret to counter better armor appearing on new ships. Electronics system also benefited from improved technologies, improving communications, sensors and fire control systems. The latest design deployed by Audu'uth is equipped with torpedo drones and associated hive control system, transforming the Hundmar into an efficient ship-killer.
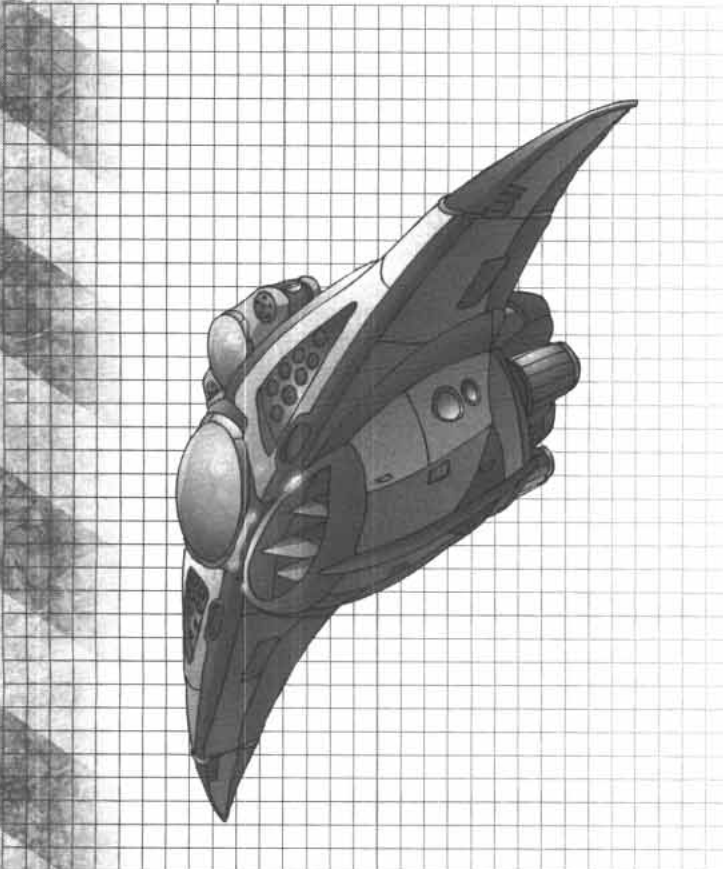
◆ Service Record

The first production run of the Hundmar ran off the autofac assembly line in Peris' Nareau Shipyards in 706 TL. These first Hundmars were used to break the blockade of Taro by the Seiath Empire's naval forces. Following that victory, Reisling's allies copied the Hundmar's design, eventually helping lead to a stalemate against the expansionist Seiath Empire. Five years later, the Hundmar was instrumental in the Battle of Aukyan that helped end the Scrap Wars and initiate the signing of the GEC Constitution. Ironically, the largest international contractor of the Hundmar is now the Seiath Empire. Certain kingdoms have developed their own variants based off the basic frame to suit their own naval tactics. Acquiring aging, decommissioned hulls, Privateers have also taken a liking to the Hundmar, refitting them with refitted engines and whatever appropriate weapons they can get their hands on.

Game Statistics ▯

Threat Value:	230	Offensive Score:	380	Defensive Score:	120	Miscellaneous Score:	190	Lemon Dice:	2

Vehicle Specifications ▯

Code Name:	Hundmar
Production Code:	n/a
Production Type:	Mass Production
Cost:	115,000 Autofac Units
Manufacturer:	Various
Use:	Submersible Combat Jet Boat
Height:	5.9 meters
Width:	5.6 meters
Average armor thickness:	12mm
Armor Material:	Ceralloy w/ Special Composites
Standard operational weight:	5,100 kg
Primary Movement Mode:	Naval (66 kph)
Secondary Movement Mode:	Submarine (54 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communications Range:	200 hexes/10 km
Powerplant:	Gas Turbines x 2 w/ batteries
Horsepower:	310 Hp x 2

Options and Variants ▯

DESCRIPTION	TV MODIFIER
Change Sensors to –2/2, Comm to –2/8 and FC to –2	MS-39
Add Brittle Armor flaw	MS-189
Privateer (Change to Scratchbuilt, re-roll Lemon Dice)	+0 TV
Remove all weapons; Add 2 x Vehicle Bay (Size 3), ECCM (R2), Advanced Controls, MicroLab (Hive Control Station), High Capacity Computer, Trideo Link Up, Exposed AUX Systems, Annoyance (Advanced Controls' bonus Action for hive drone use only); Change all Sensors to – 1/3km, Change to Limited Production; Add 6 Torpedo Bugs	+236TV

HUNDMAR COMBAT BOAT

ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT):   GUNNERY (LV/AT):   ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	2
• BONUS ACTIONS:	1

CREW DAMAGE

VEHICLE CREW

CREW •	
BONUS ACTIONS •	

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	N	2
• PRIMARY TOP SPD:	N	11
• SECONDARY COMBAT SPD:	U	5
• SECONDARY TOP SPD:	U	9
• MANEUVER:		0
• DEPLOYMENT RANGE:		150km

ELECTRONICS

• SENSORS:	-1	2
• COMMUNICATION:	-1	10
• FIRE CONTROL:		-2

ARMOR

• LIGHT DAMAGE:	12
• HEAVY DAMAGE:	24
• OVERKILL:	48

SYSTEMS DAMAGE

MOVEMENT

- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

ELECTRONICS

- SENSORS •
- COMM •
- FIRE CONTROL •

ARMOR

- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

GENERAL SPECIFICATIONS

• THREAT VALUE: 230	• SIZE: 6	• COST: 115,000 AFU

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Unguided Torpedoes	MRP/9	FF	2	4	8	16	-1	x18	2	+3	Indirect Fire,
10mm Gattling Cannon	HMG	ST	1	2	4	8	-1	x4	2	+3	Indirect Fire

AMMO

FULL	LEFT
18/18	
400/400	

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable	-	Can be airdropped into water	
Aquatic Sensors (dual-purpose)	2	Aquatic Sensors, range of 2km underwate◆	AUX
Hostile Environment Protection	-	Underwater, High Pressure (300m max. depth)	
Limited Life Support	-	Underwater Life Support	
Low Profile	-	+1 to Concealment while undercover	
Weapon Links	-	MRP/9s linked, HMGs linked	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Turreted weapons reduced to last fixed arc if no second crewman
Decreased Maneuverability	1	-1 Maneuver when submerged
Poor Towing Capacity	-	Towing Capacity halved

NOTES

HEAVY GEAR

6.8.3 - Albautrus Cargo Plane

The great expanses of Eden's oceans make air transport a necessity for economic trade. For centuries, many different types of aircraft have served Eden's cities and communities, but none have been more enduring than the Albautrus. Capable of carrying heavy loads while flying great distances, the Albautrus is a common sight in any port. Its massive wings provide highly efficient lift, allowing the aircraft to carry almost twice its mass in cargo. Somewhat awkward to handle during takeoff and landing, in the air, the Albautrus is an elegant and capable flyer, able to perform graceful maneuvers with great ease for a plane of that size. The airplane is equipped with both landing gear and a pontoon fuselage, allowing the craft to use both land and sea for handling its cargo.

● Service Record

The Albautrus has served Eden for centuries, the first prototypes constructed on Earth and then shipped out to the distant colony to serve as vital air transport for the terraforming process. The plane helped move supplies and equipment. Over the next several decades as production was moved to Eden, the planes were redesigned to handle Eden's denser atmosphere and climate better. As the centuries past, the Albautrus would see slight improvements or modifications to allow the plane to serve multiple roles.

Now, following the Apocalypse, the Albautrus serves in combat as well as economic trade, performing either transport reconnaissance and ground support. Privateer Albautrus' are numerous, transporting person or cargo. Military variations serve as hive-equipped gunships, providing support to either naval or ground forces. They typically mount two massive, 40mm gattling cannons, one on each side of the aircraft, capable of laying down a barrage of constant fire. Bomb and cruise missile racks are also a standard feature affixed to wing hardpoints, allowing the Albautrus to attack large ships and installations. The small cargo bay typically serves as a launch facility for Auwa VTOLs.

Game Statistics ▢

Threat Value:	1300	Offensive Score:	0	Defensive Score:	280	Miscellaneous Score: 3600	Lemon Dice:	2

Vehicle Specifications ▢

Code Name:	Albautrus
Production Code:	n/a
Production Type:	Mass Production
Cost:	511,000 Autofac Units
Manufacturer:	Various
Use:	Cargo Seaplane
Wing span:	53.8 meters
Width:	46 meters
Average armor thickness:	14 mm
Armor Material:	Ceralloy w/ Special Composites
Standard operational weight:	70,200 kg
Primary Movement Mode:	Flight (900 kph)
Secondary Movement Mode:	Naval and Ground (90 kph)
Deployment Range:	3000 km (6000 km)
Sensor Range:	40 hexes/2 km
Communications Range:	200 hexes/10 km
Powerplant:	Gas Turbofans x 2
Thrust:	8800 kg x 2

Variants ▢

DESCRIPTION	TV MODIFIER
Add 2 x HBR (FF, 6 bombs each), 2 x LBR (FF, 18 bombs each)	+TV
Add Passenger Seating (100); Change Cargo Bay to 50 m³	+3100TV
Add Vehicle Bay (Size 9); Change Cargo Bay to 50m³	+0 TV
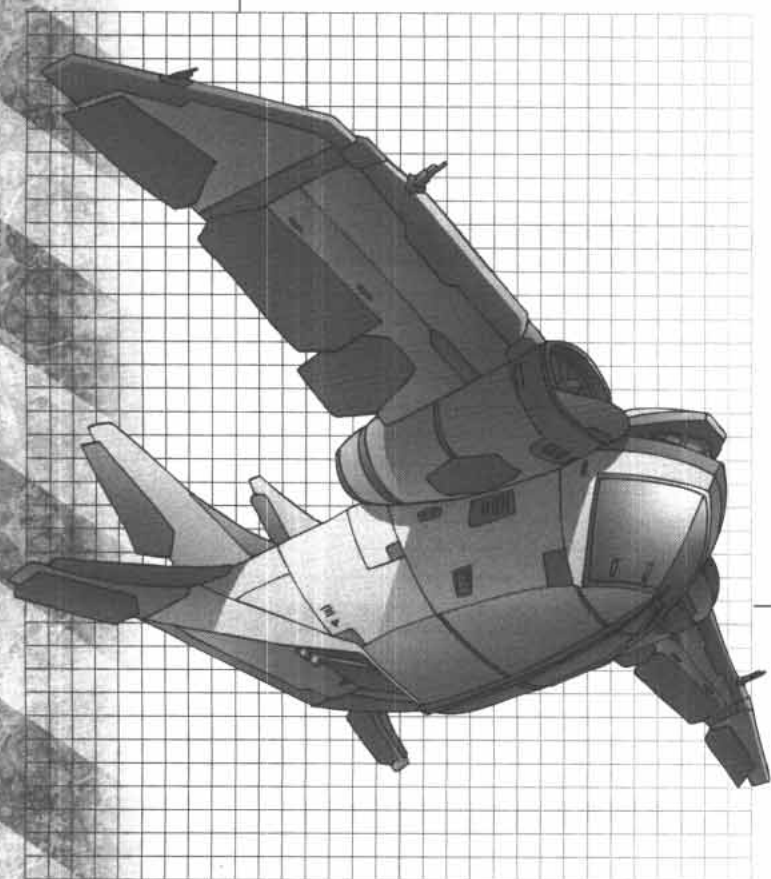
ALBAUTRUS CARGO PLANE
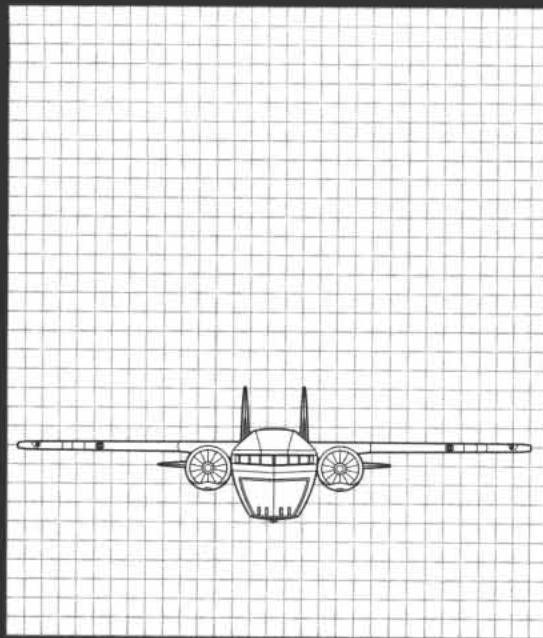
ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | | GUNNERY (LV/AT): | | ELEC. WAR. (LV/AT): | |

CREW DATA

VEHICLE CREW
- CREW: 3
- BONUS ACTIONS: 2

CREW DAMAGE

VEHICLE CREW
- CREW
- BONUS ACTIONS

SYSTEMS DATA

MOVEMENT
• PRIMARY COMBAT SPD:	F	15
• PRIMARY TOP SPD:	F	30
• SECONDARY COMBAT SPD:	N/G	8
• SECONDARY TOP SPD:	N/G	15
• MANEUVER:		-3
• DEPLOYMENT RANGE:		3000km

ELECTRONICS
• SENSORS:	-2	2
• COMMUNICATION:	-2	10
• FIRE CONTROL:		-5

ARMOR
• LIGHT DAMAGE:	14
• HEAVY DAMAGE:	28
• OVERKILL:	42

SYSTEMS DAMAGE

MOVEMENT
- COMBAT SPD
- TOP SPD
- COMBAT SPD
- TOP SPD
- MANEUVER
- FUEL SPENT

ELECTRONICS
- SENSORS
- COMM
- FIRE CONTROL

ARMOR
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

GENERAL SPECIFICATIONS

• THREAT VALUE: 1300	• SIZE: 14	• COST: 511,000 AFU

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
None as Standard											

AMMO

FULL	LEFT
-	

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Act as level 1 pilot	AUX
Backup Communications	-	Ignore first "Communications" hit	
Cargo Bay	-	Enclosed 5m x 5m x 10m cargo hold	
Easy to Modify	-	+2 to Repair and Modify	
Fuel Efficiency	4	2x Fuel Efficient at Combat Speed	
Life Support	-	For high altitude (limited)	AUX
Seaplane	3	Land and Takeoff in both land and water	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Brittle Armor	-	Loses twice normal Armor points from damage
Decreased Manueverability	1	Decreased Maneuver with Naval and Ground
Exposed Movement System	-	"Movement System" hits one step worse
Large Sensor Profile	3	Easier to find
Maximum Climbing Angle	3	Must travel 3 Air War hexes for every 1 Air War upward

NOTES

Stall speed is 90kph.

HEAVY GEAR

6.8.4 - Zephyr Sailship

Still used after centuries, the sail-powered vessel has been a cornerstone of Eden's society since the first century tiel. Wind is freely available on Eden, flowing in predictable directions at different times of the tiel and making wind-powered ships a venerable ship. The Zephyr's pre-Apocalypse predecessors were often built by hand by gleanei of the 3rd through 6th centuries. The ship is based on the centuries of improvements by these gleanei to match the shape and size of sails and hull to Eden's unique wind conditions and tidal currents. Due to this, the hull is also designed to work well in both the open ocean riding through large swells and in small straits or shallow harbors with ease. At the same time, the hull is also optimized to maximize water displacement for heavy loads, allowing the Zephyr to carry over a hundred metric tons of cargo. The cargo hold can be reconfigured to transport nearly anything, from foodstuffs to metallic ores, finished goods to passengers. There are many Zephyrs that are also equipped with pressurized tanks for transport of methane hydrate. This ease in modification and low maintenance requirements makes the Zephyr ideal for low-cost cargo and passenger transport, long-ranged excursions and privateering.

◆ Service Record

Crucial to international shipping and numbering in the tens of thousands, the Zephyr is used extensively by the privateer consortiums and has filled an important niche role in Eden's post-Apocalyptic age. First manufactured in Tharsis, the Zephyr is now manufactured extensively in every port around the planet. Some consortiums even lease their own shipyards from the habitat cities, building their own Zephyrs and other ships. Because of its extensive and widespread use, spare and replacement parts for the Zephyr are extremely cheap and easy to come by. Due to this ease of repair, many Zephyrs in use today are nearly a century old, being refurbished every decade or so. Privateers have heavily customized these ships, adding distinctive personality to the ship to match here typical venue and her crew.

Game Statistics ▦

Threat Value:	1100	Offensive Score:	110	Defensive Score:	93	Miscellaneous Score: 3000	Lemon Dice:	2

Vehicle Specifications ▦

Code Name:	Zephyr
Production Code:	n/a
Production Type:	Mass Production
Cost:	306,000 Autofac Units
Manufacturer:	Various
Use:	Cargo Brig
Length:	21 meters
Width:	7 meters
Average armor thickness:	18mm
Armor Material:	Ceralloy w/ Special Composites
Empty weight:	150,000 kg
Loaded Weight:	250,000 kg
Primary Movement Mode:	Naval (30 kph)
Secondary Movement Mode:	n/a
Deployment Range:	1700 km (3400 km)
Sensor Range:	160 hexes/8 km
Communications Range:	160 hexes/8 km
Main Drive:	Gas Turbine x 2
	Horsepower: 600 Hp x 2

Options and Variants ▦

DESCRIPTION	TV MODIFIER
Add Brittle Armor	MS-500
Remove HRF; Add VLFG (ST, 20 shells)	OS+170
Add High Capacity Computer, Laboratory (suitable to mission, R1), Satellite Uplink; Change sensors to -2/3	MS+3000
Add LGL (B, 20 shots U-water-both); Sensors -2/3	OS+225, MS+100

ZEPHYR SAILSHIP

ARMOR DAMAGE

0

10

20

30

40

GENERAL SPECIFICATIONS

- THREAT VALUE: 1100
- SIZE: 18
- COST: 306,000 AFU

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): GUNNERY (LV/AT): ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW

• CREW:	10
• BONUS ACTIONS:	9

CREW DAMAGE

VEHICLE CREW

CREW •	
BONUS ACTIONS •	

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	N	3
• PRIMARY TOP SPD:	N	5
• SECONDARY COMBAT SPD:	-	-
• SECONDARY TOP SPD:	-	-
• MANEUVER:		-5
• DEPLOYMENT RANGE:		1700km

ELECTRONICS

• SENSORS:	-4	8
• COMMUNICATION:	-2	8
• FIRE CONTROL:		-2

ARMOR

• LIGHT DAMAGE:	18
• HEAVY DAMAGE:	36
• OVERKILL:	54

SYSTEMS DAMAGE

MOVEMENT

- COMBAT SPD •
- TOP SPD •
- COMBAT SPD •
- TOP SPD •
- MANEUVER •
- FUEL SPENT •

ELECTRONICS

- SENSORS •
- COMM •
- FIRE CONTROL •

ARMOR

- LIGHT DAMAGE •
- HEAVY DAMAGE •
- OVERKILL •

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Heavy Rifle	HRF	ST	4	8	16	32	0	x12	1	0	-

AMMO

FULL	LEFT
20	

WEAPONS (damage)

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Cargo Bay	-	Enclosed 1000m^3 cargo hold	
Crew Accomodations	20	Military grade bunks	
Easy to Modify	-	+2 to repair and modify	
Ejection System	-	Lifeboats for all crew	AUX
Fuel Efficient	-	2x fuel economy when using powered naval movement at combat speed	
Geologic Sensors	-	Navigation and sonar systems	
Gun Ports	-	Allow half crew to shoot firearms from within hull	
No Fuel Required	-	Able to power off turbines and use sail power	
Microlabs	-	Leadership and Navigation	
Tool Arm	5	Cargo crane (4.4 metric tons max. lifting capacity)	

PERKS (damage)

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

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Limited turret maneuver for HRF; cannot fire in Rear arc
Exposed Auxiliary/Movement Systems	-	"Auxiliary" hits one step worse/ Large Sails, "Movement" hits one step worse
Highly Flammable/Hazardous Ammo-Fuel Storage-/-		Double intensity on Incendiary attacks/Lightly armored fuel and ammo storage
Inefficient Controls	-	Reduces crew actions by 1
Partially Exposed Crew	5	5 crew work above deck at all times

NOTES

Under sail power, movement cannot exceed current wind speed, and no fuel consumed.

Uses Triangluar lateen sails allowing traversing upwind without movement penalty.

1700 hours is 60.7 Edenite days, slightly longer than one Edenite month (59 days).

HEAVY GEAR

6.9.5 - Reshef Submersible Frigate

The use of submersibles on Eden is centuries old. Used for everything from industry to exploration, they are still used to ship methane hydrate from seafloor to surface, as well as serve as mobile, undersea, mining platforms. The Caretaker institute also makes use of submersibles for undersea research and study. Also, some privateer consortiums currently utilize Scrap-War era submersible technology for everything from shipping to undersea cabling to raiding.

Fairly recently deployed, the Reshef is considered one of the most advanced submersible designs in use on Eden. Having only been in service for the past half decade, it is currently fielded by only three kingdoms: Seiath, Tiamaut and Audu'uth. The design detailed on these pages is an Audu'uthim early production model. Seiath's and Tiamaut's Reshefs are nearly identical being fitted for distinct roles and having their own set of defects.

Though clearly designed as a submersible patrol frigate, its cargo and vehicle bay designs are loosely based off design principles used with the century old Ahbir cargo submersible, which is still used by both kingdom industry and militia navies. The Reshef, however, was specifically designed to service as a true patrol frigate, capable of anti-ship and anti-submersible warfare. With its 56mm cannons, cache of torpedoes and three Hundmar submersible jet boats, the Reshef can engage in combat both on the surface and submerged, using its Hundmars to act as forward observers, anti-submersible escort and strike craft.

◆ Service Record

Having only served for half a decade, the Reshef has only engaged in simulated combat and a few patrol missions, where the frigates have captured smugglers and pirates. Forming a substantial core of Audu'uth's privateer naval force, the smaller kingdom has also been outfitting some of their Reshefs for use by the Caretaker Institute, allowing them to use the refitted designs for exploration of the polar seas. Seiath and Tiamaut solely utilize their Reshefs as fleet escorts and protection of their valuable cargo runs. Both Seiath and Tiamaut have recently acquired contracts by other nations to build Reshefs, customized for their own fleets needs.

Game Statistics 🔲

Threat Value:	3200	Offensive Score:	910	Defensive Score:	1000	Miscellaneous Score: 7800	Lemon Dice:	3

Vehicle Specifications 🔲

Code Name:	Reshef
Production Code:	Various
Production Type:	Early Production
Cost:	1,600,000 Autofac Units
Manufacturer:	Various
Use:	Submersible Patrol Frigate
Length:	32 meters
Width:	16 meters
Average armor thickness:	160mm
Armor Material:	Reinforced Ceralloy w/ Special Composites
Empty weight:	460,000 kg
Loaded Weight:	767,000 kg
Primary Movement Mode:	Submarine (36 kph)
Secondary Movement Mode:	Naval (30 kph)
Deployment Range:	2000 km (4000 km)
Sensor Range:	60 hexes/3 km
Communications Range:	200 hexes/10 km
Main Drive:	Gas Turbine x 2 and Batteries
Horsepower:	25,000 Hp x 2

Weapon Payload 🔲

DESCRIPTION	AMMO/PAYLOAD
2 x 56mm Cannons	60 shells each
Submarine Bug Torpedoes	20 Torpedo Bugs (+520TV)
Hundmar Submersible Jet Boat	3 Vehicles (+690TV)
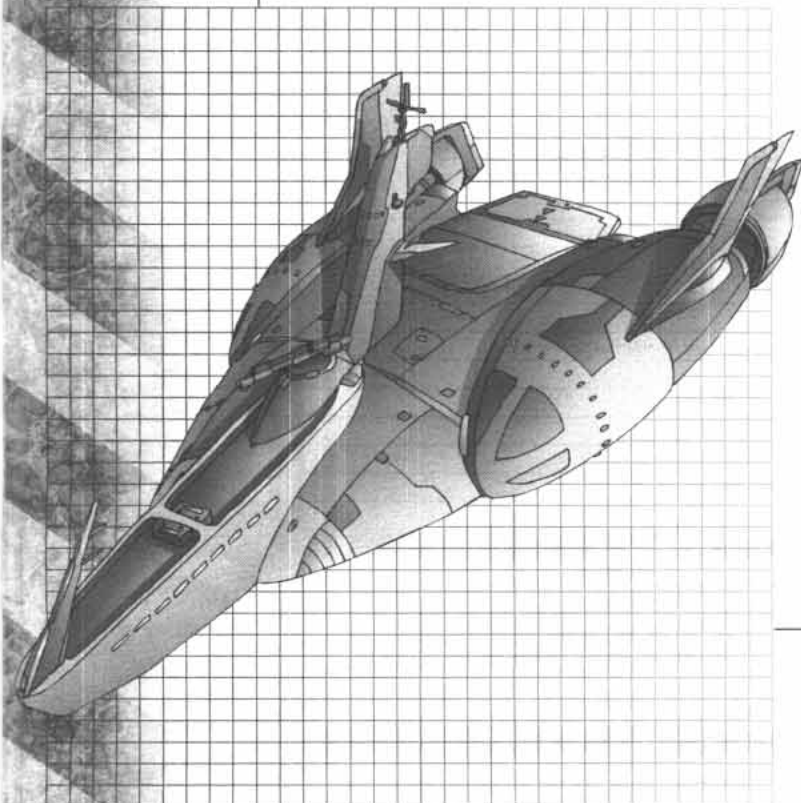
RESHEF SUBMERSIBLE FRIGATE
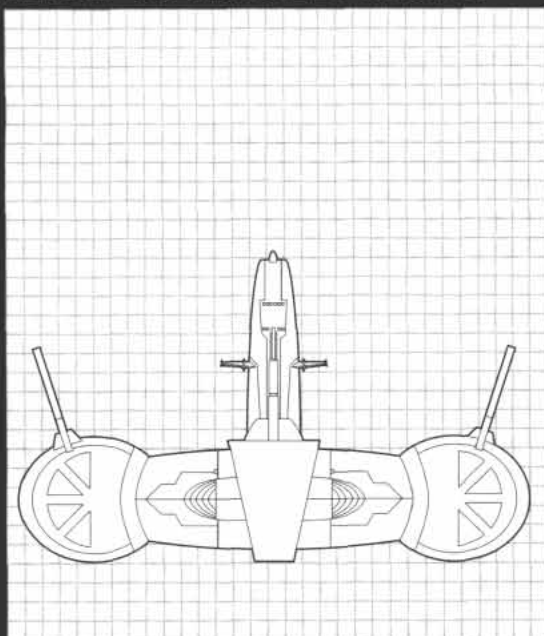
ARMOR DAMAGE
10
20
30
40
50

CREW INFORMATION
- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): | GUNNERY (LV/AT): | ELEC. WAR. (LV/AT):

CREW DATA

VEHICLE CREW
- CREW: 12
- BONUS ACTIONS: 11

CREW DAMAGE

VEHICLE CREW
CREW
BONUS ACTIONS

SYSTEMS DATA

MOVEMENT
PRIMARY COMBAT SPD:	S	3
PRIMARY TOP SPD:	S	6
SECONDARY COMBAT SPD:	N	3
SECONDARY TOP SPD:	N	5
MANEUVER:		-5
DEPLOYMENT RANGE:		2000km

ELECTRONICS
SENSORS:	-1	3
COMMUNICATION:	-1	10
FIRE CONTROL:		-1

ARMOR
LIGHT DAMAGE:	60
HEAVY DAMAGE:	120
OVERKILL:	180

SYSTEMS DAMAGE

MOVEMENT
COMBAT SPD
TOP SPD
COMBAT SPD
TOP SPD
MANEUVER
FUEL SPENT

ELECTRONICS
SENSORS
COMM
FIRE CONTROL

ARMOR
LIGHT DAMAGE
HEAVY DAMAGE
OVERKILL

GENERAL SPECIFICATIONS
- THREAT VALUE: 3200
- SIZE: 30
- COST: 1,600,000 AFU

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
56mm Cannon	VLFG	ST	5	10	20	40	-1	x20	2	0	IF, Linked

AMMO
FULL	LEFT
60/60	

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Aquatic Sensors/Satellite Uplink	3/-	Dual-purpose, 3km/ Orbital Communications	AUX/AUX
Autopilot	-	Acts as level 1 pilot	AUX
Crew Accomodations	12	Military grade bunks	
Fuel Efficient	2	Double fuel efficiency at combat speed	
Hive Control Systems	-	Advanced Controls, High Capacity Computer, Microlab, Trideo Linkup	
Hostile Environment Protection	-	Underwater (300m max. depth) and Extreme Cold	
Life Support	-	Full Life Support	AUX
MicroLabs/Sick Bay	-/1	Leadership, Galley and Navigation/Infirmary	
Vehicle Bays	6/8	Torpedo Bay (20)/Hundmar Bay (3)	
Weapons Link	-	VLFGs linked	

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

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Limited turret maneuver for VLFG; cannot fire in Rear arc
Annoyances	-	One crew action and Advanced Controls for hive use only
Brittle Armor	-	Take twice the usual Armor points loss from damage
Decre. Maneuver/ Exposed Move.Systems	1/-	Naval Movement/Movement hits one step worse
Inefficient Controls/Sensor Dependent	-	Reduce Crew actions by one/Must have Sensors to operate

NOTES
Weak Point	4	-4 Armor points to Rear Arc when successfully hit

HEAVY GEAR

6.8.6 – Sarif Shuttle

The Sarif is the standard transatmospheric shuttle used by the GEC's space program. The multipurpose shuttle is designed to take off from a vertical launch platform using an external fuel tank or launching horizontally from the sea, accelerating across the water till it gains sufficient speed to lift off. The shuttle is also designed to use filtered seawater to power its fusion tubes. High-efficiency rocket fuel offers some improved performance. Capable of lifting a hundred metric tons into orbit in its large cargo bay, the Sarif will then transfer its cargo to Orbital Transfer Stations (OTS). In returning to the surface, the shuttle uses its limited flight capabilities to set it gently down into the water, just like a seaplane.

◆ Service Record

A centuries old design, the Sarif has served as the standard shuttle for Eden since the Colonial Era. The design has been gradually improved on, including improved engine efficiency. Current designs are based on surviving Sarifs that brought down the Sirone Observatory survivors a decade after the comet impacts. Some Sarif crews had attempted to land in the days following the impacts, but these shuttles were destroyed beyond repair by the nitrous-oxide precipitation that persisted for nearly a full year. These few brave crews did however, warn the other remaining Sarif crews urging them to make way for Sirone Observatory. Once, the worst of the impacts had passed, the Sarif was instrumental in transporting the dismantled equipment from the Observatory down to a few of the surviving cities. This technology helped Audu'uth, Reisling and Seiath to rebuild quickly. Today, the Sarif is now transporting equipment and materials back up into Eden's orbit, serving the CI's work at the rebuilt Sirone Observatory. The Sarif is also serving Audu'uthim interests in the Salus Expedition.

Game Statistics 🔲

Threat Value:	3100	Offensive Score:	0	Defensive Score:	8200	Miscellaneous Score:	980	Lemon Dice:	1

Vehicle Specifications 🔲

Code Name:	Sarif
Production Code:	n/a
Production Type:	Limited Production
Cost:	4,650,000 Autofac Units
Manufacturer:	Various
Use:	Trans-Atmospheric Shuttle
Height:	112 meters
Width:	70 meters
Average armor thickness:	118mm
Armor Material:	Reinforced Ceralloy w/ Special Composites
Empty weight:	201,000 kg
Loaded Weight:	302,000 kg
Primary Movement Mode:	Space (3.9g)
Secondary Movement Mode:	Flight (480 kph)
Deployment Range:	300 hrs.
Sensor Range:	60 hexes/2 km
Communications Range:	200 hexes/10 km
Main Drive(s):	1x Fusion Tube, 2 x Hyper-Jet Turbines
Total Thrust:	2,000,000 kg
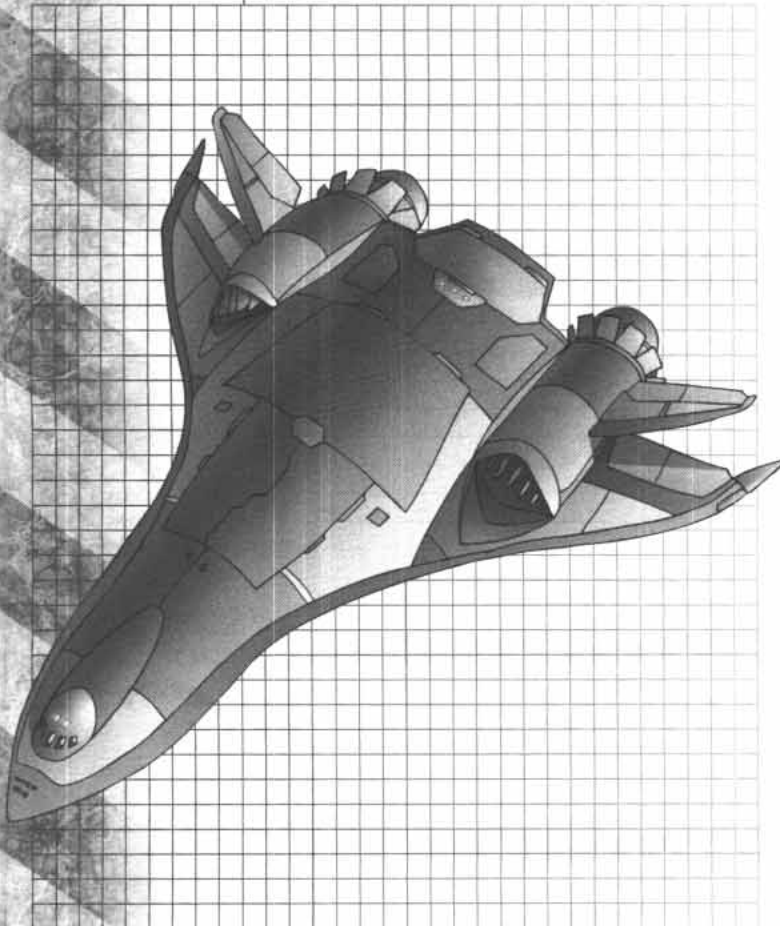
SARIF SHUTTLE

ARMOR DAMAGE

0

10

20

30

40

GENERAL SPECIFICATIONS

• THREAT VALUE:	3100	• SIZE:	20	• COST:	4,650,000 AFU

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT):		GUNNERY (LV/AT):		ELEC. WAR. (LV/AT):	

CREW DATA

VEHICLE CREW

• CREW:	4
• BONUS ACTIONS:	3

CREW DAMAGE

VEHICLE CREW

	CREW •
	BONUS ACTIONS •

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	S	20
• PRIMARY TOP SPD:	S	39
• SECONDARY COMBAT SPD:	F	8
• SECONDARY TOP SPD:	F	16
• MANEUVER:		-1
• DEPLOYMENT RANGE:		300km

ELECTRONICS

• SENSORS:	-1	2
• COMMUNICATION:	-1	10
• FIRE CONTROL:		-5

ARMOR

• LIGHT DAMAGE:	20
• HEAVY DAMAGE:	40
• OVERKILL:	60

SYSTEMS DAMAGE

MOVEMENT

	COMBAT SPD •
	TOP SPD •
	COMBAT SPD •
	TOP SPD •
	MANEUVER •
	FUEL SPENT •

ELECTRONICS

	SENSORS •
	COMM •
	FIRE CONTROL •

ARMOR

	LIGHT DAMAGE •
	HEAVY DAMAGE •
	OVERKILL •

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
None	-	-	-	-	-	-	-	-	-	-	-

AMMO

FULL	LEFT
-	

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Autopilot	-	Same as level 1 pilot	AUX
Backup Life Support	-	Absorbs first Life Support Hit	AUX
Cargo Bay	-	Enclosed 5m x 5m x 20m cargo hold	
Crew Accomodations (Military)	-	4 people	
Hostile Environmental Protections	-	Radiation (R3), Vacuum	
Life Support	-	Limited	AUX
Reentry System	-	Permanent	AUX
Seaplane	-	Water landings and take-offs	
Stratospheric Flight	-	-	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Brittle Armor	-	Loses twice the Armor points for damage
Decreased Maneuverability	1	Space and Naval
Exposed Movement System	-	Movement hits are one step worse
Fragile Chassis	-	+1 modifier added when rolling for Structural Damage
Large Sensor Profile	3	Easier to detect

NOTES

Also capable of vertical take-off from Launch Facility using fuel booster (requires 800 BP)

Max. Towing Capacity (in flight): 100 metric tons

Reaction Mass: 41.4 tons of Water (900 burn points); Escape velocity requires 250-300 BPs, depending on planetary gravity

Flight (Stall Speed 3 or 90kph); Naval Movement (8/15 MPs or 90kph max.)

HEAVY GEAR

6.8.7 – Gabor Amphibious Golem

Built using a centuries-old design, these golem frames are also still used extensively for construction and other industrial tasks. The Gabor is capable of traversing almost any terrain, using its rugged and powerful, four-turbine drive train. Due to its long history and rugged maneuverability, there are many variants of the Gabor, ranging from salvage models to amphibious assault configurations. The most common configuration is an assault unit, wielding a turreted field mortar and guided missiles as its primary armament. Other Gabor variations used throughout Eden include a dedicated artillery gun configuration that often serves for coastal defense and long-ranged field support, as well as an anti-armor configuration that carries a high-velocity cannon.

In addition to the Gabor's weapons payload, the vehicle also acts as a drone command carrier, housing an armored vehicle bay for as many as eight hive-networked drones. On the battlefield, the bug drones are deployed as forward spotters and perimeter combat units, helping flush out encroaching enemy units and tagging larger targets for artillery bombardment, allowing its multiple drones to swarm over enemy positions or fortifications.

◆ Service Record

First fielded during the Scrap Wars by the then fledging Seiath Empire, the Gabor has evolved from a crude combat walker with simple rockets and cannons bolted to the hull into a sophisticated weapons platform. By the end of the Scrap Wars, all kingdoms were fielding multiple configurations of the vehicle, making the Gabor the standard, heavy golem for Eden's militaries. Due to the extreme size and cost, there are few Gabors fielded outside the kingdom armed forces. Till now, the kingdoms have been the only economic entities capable of providing the required naval support and supply lines to support Gabor columns. However, there are privateer islands that boast handfuls of old Artillery Gabors used as mobile coastal defense platforms.

Game Statistics

Threat Value:	980	Offensive Score:	2100	Defensive Score:	320	Miscellaneous Score:	530	Lemon Dice:	2

Vehicle Specifications

Code Name:	Gabor
Production Code:	Various
Production Type:	Mass Production
Cost:	445,000 Autofac Units
Manufacturer:	Various
Use:	Amphibious Quadruped Golem
Height:	7.1 meters
Width:	9.3 meters
Average armor thickness:	104mm
Armor Material:	Ceralloy w/ Special Composites
Standard operational weight:	34,000 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Submarine (18 kph)
Deployment Range:	300 km
Sensor Range:	60 hexes/3 km
Communications Range:	200 hexes/10 km
Powerplant:	Gas/Electric Turbines x 4 w/ Batteries
Horsepower:	1010 Hp x 4

Options and Variants

DESCRIPTION	TV MODIFIER
Change Sensors to -2/3 and Comm. to -2/8	MS-80
Add Brittle Armor	MS-330
Privateer (Change to Scratch-Built, re-roll lemon dice)	+0TV
Remove MFM; Add VLFG (T, 20 shots)	OS-400
Remove HFM, MRPs, all Hive Control Systems, Vehicle Bay, Weapon Link; Add LAG (FF, 40 shots)	OS-1000, MS-450
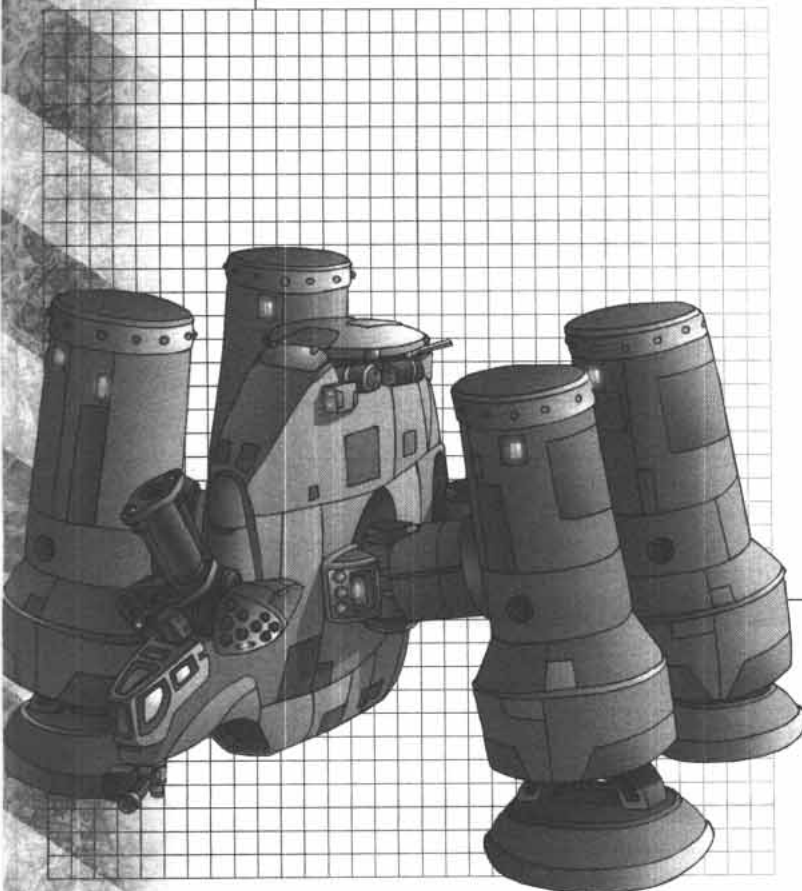
GABOR AMPHIBIOUS GOLEM
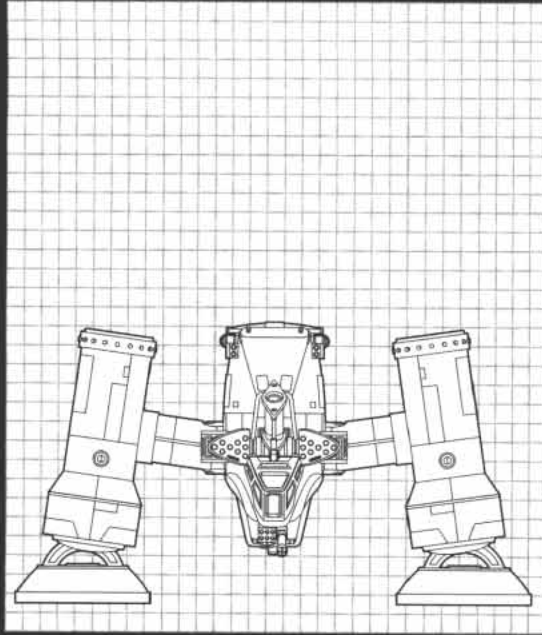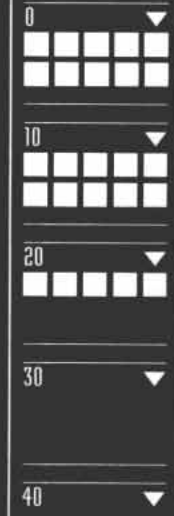
CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

| PILOT (LV/AT): | | GUNNERY (LV/AT): | | ELEC. WAR. (LV/AT): | |

ARMOR DAMAGE

0
10
20
30
40

CREW DATA

VEHICLE CREW
- CREW: 3
- BONUS ACTIONS: 2

CREW DAMAGE

VEHICLE CREW
- CREW
- BONUS ACTIONS

SYSTEMS DATA

MOVEMENT
- PRIMARY COMBAT SPD: W 3
- PRIMARY TOP SPD: W 5
- SECONDARY COMBAT SPD: Sub 2
- SECONDARY TOP SPD: Sub 3
- MANEUVER: -2
- DEPLOYMENT RANGE: 300km

ELECTRONICS
- SENSORS: -1 3
- COMMUNICATION: -1 10
- FIRE CONTROL: -1

ARMOR
- LIGHT DAMAGE: 25
- HEAVY DAMAGE: 50
- OVERKILL: 75

SYSTEMS DAMAGE

MOVEMENT
- COMBAT SPD
- TOP SPD
- COMBAT SPD
- TOP SPD
- MANEUVER
- FUEL SPENT

ELECTRONICS
- SENSORS
- COMM
- FIRE CONTROL

ARMOR
- LIGHT DAMAGE
- HEAVY DAMAGE
- OVERKILL

GENERAL SPECIFICATIONS

- THREAT VALUE: 980
- SIZE: 11
- COST: 445,000 AFU

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
120mm Field Morta◆	MFM	ST	5	10	20	40	-1	x20	1	0	IF, AE=0, Min Rg 4
72mm Subroc Pack	MRP/18	ST	2	4	8	16	-1	x18	2	0	IF, Underwater
10mm Gattling Gun	HMG	F	1	2	4	8	0	x4	1	+3	Anti-Inf.
44mm Grenade Gun	APGL	F	1	2	4	8	-1	x3	1	0	AI.,IF,AE=0, UW
10mm Gattling Gun	HMG	B	1	2	4	8	0	x4	1	+3	Anti-Inf.
44mm Grenade Gun	APGL	B	1	2	4	8	-1	x3	1	0	AI., IF, AE=0,UW

AMMO

FULL	LEFT
12	
18/18	
400	
6	
400	
6	

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Aquatic Sensors (Dual-Purpose)	2	2km above and below water	AUX
ECM/ECCM	2/2	Electronic Warfare and Counter-Warfare	AUX
Hive Control System	-	Advanced Controls, High Capacity Computer, Microlab, Trideo Uplink	
Hostile Environment Protections	-	Underwater (125 meters max. depth)	
Improved Off-Road	-	Walker: -1 MP cost per hex, min cost 1	
Improved Rear Defense	-	Armor evenly distributed	
Life Support	-	Limited	AUX
Vehicle Bay	6	Drone Bay (8 Anaks)	
Weapon Link	-	MRP/18s linked	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Annoyances	-/-	Turreted weapons cannot fire rear arc/Advanced Controls bonus actions for hive network use only.
Decreased Maneuverability	2	Submarine Movement
Exposed AUX Systems/Exposed Fire Control	-/-	AUX hits are one step worse/+1 on FC Damage Table
Large Sensor Profile/ Sensor Dependent	2/-	Easy to Detect/Extremely small vision slits
Weak Underbelly	-	Under-attacks halve base armor

DEFECTS

NAME	RATING	GAME EFFECT
Defective Fire Control	1	Rolls of one die must equal 2 or higher to successfully fire.

HEAVY GEAR

6.9.8 - Oannes APES

The Oannes is a common amphibious suit based on the submersible powered suits used during the mid-Colonial Period. Similar to the suits shipped to Utopia and other colonies, these early powered suits were used to aid in the terraforming and industrial tasks of the colony. The Oannes combat variant was developed during the Scrap Wars. Continually improved since that time, the suit is now a battletested machine, able to hold its own against both bug drones and even larger golems.

Standing roughly 3.9 meters in height and possessing a large underwater turbine backpack, the standard Oannes provides the pilot with basic tactical sensors, advanced communication suite and amphibious capability. The vehicle is adept on land and sea, able to maneuver through the uneven terrain of Eden's coastal bogs and wetlands with ease. However, it performs poorly if caught in open terrain. The typical armament is comprised of a torpedo cannon backpack along with a short-barreled recoilless rifle with an under slung, rocket-propelled grenade for taking out heavily armored targets. A vibroblade is attached at the hip for hand-to-had combat as well as swathing through heavy marshes. All weapons are designed to work both above and below the water.

◆ Service Record

Relatively inexpensive to build due to its long production age, the suit is quite common, with all the kingdoms fielding the golem suit for military, industrial and civilian purposes. A Halberdier configuration, carrying a combination long-staffed heavy panzerfaust and vibroaxe is common among the smaller kingdoms, where militias and privateers are the only standing armies available. A large number of Halberdiers are also in the hands of the larger consortiums. However, these privateer Halberdiers are often defective models, either in disrepair or scratch-built from spare parts.

Game Statistics 🔲

Threat Value:	100	Offensive Score:	88	Defensive Score:	99	Miscellaneous Score:	115	Lemon Dice:	2

Vehicle Specifications 🔲

Code Name:	Oannes
Production Code:	Various
Production Type:	Mass Production
Cost:	62,500 autofac units
Manufacturer:	Various
Use:	Amphibious Powered Environmental Suit
Height:	3.8 meters
Width:	3.25 meters
Average armor thickness:	16mm
Armor Material:	Ceralloy w/ Special Composites
Standard operational weight:	2200 kg
Primary Movement Mode:	Walk (24 kph)
Secondary Movement Mode:	Submarine (42 kph)
Deployment Range:	250 km
Sensor Range:	40 hexes/2 km
Communications Range:	257 hexes/15 km
Powerplant:	Gas/Electric Turbine w/ Batteries
Horsepower:	260 Hp

Options and Variants 🔲

DESCRIPTION	TV MODIFIER
Remove Airdroppable	MS-57
Add Brittle Armor flaw	MS-87
Change Sensors to -2/2 and Comm. to -2/8	MS-34
Add LBZK (FF, 5 shots, Underwater (both))	OS+116
Remove VLRF and MPZ, Add LGL (F, 6 shots)	OS+95
Remove VLRF and MPZ, Add VA (F), HPZ (F, Underwater (both))	OS-26
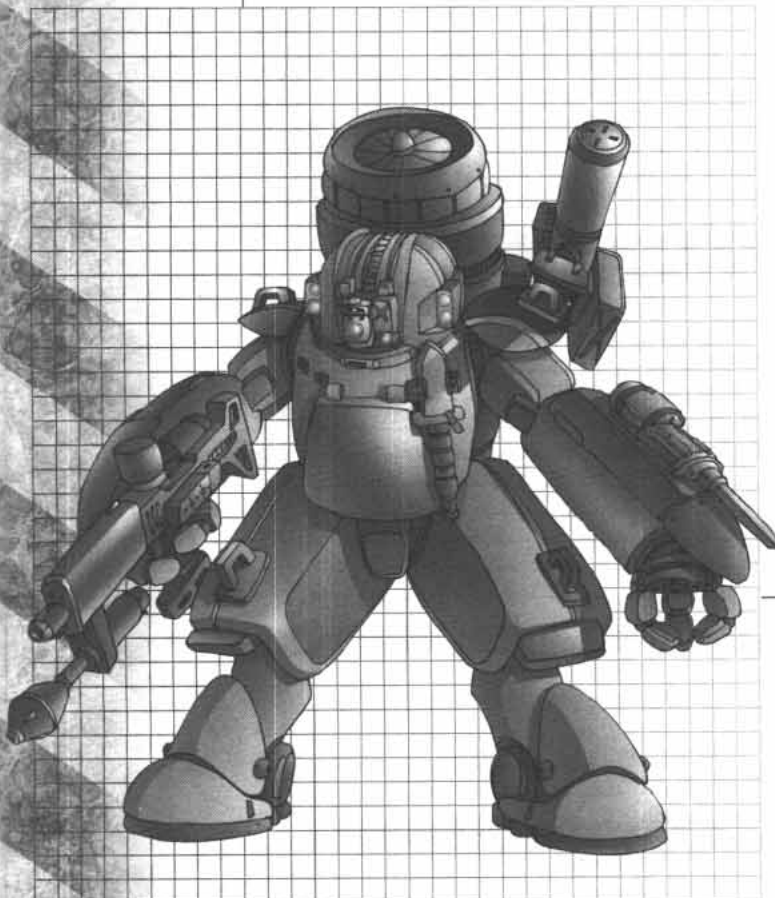
OANNES APES
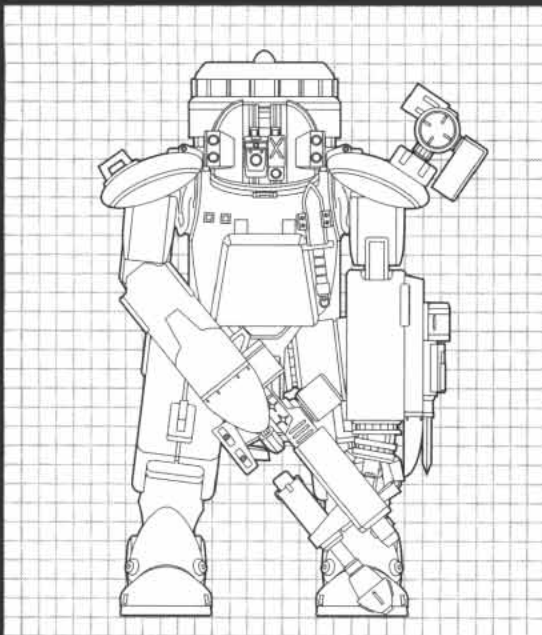
ARMOR DAMAGE

0

10

20

30

40

GENERAL SPECIFICATIONS

- THREAT VALUE: 100 • SIZE: 4 • COST: 62,500 AFU

CREW INFORMATION

- PILOT NAME:
- RANK:
- SQUADRON:
- AFFILIATION:

PILOT (LV/AT): ___ GUNNERY (LV/AT): ___ ELEC. WAR. (LV/AT): ___

CREW DATA

VEHICLE CREW

• CREW:	1
• BONUS ACTIONS:	0

CREW DAMAGE

VEHICLE CREW

CREW •	
BONUS ACTIONS •	

SYSTEMS DATA

MOVEMENT

• PRIMARY COMBAT SPD:	W	2
• PRIMARY TOP SPD:	W	4
• SECONDARY COMBAT SPD:	S	4
• SECONDARY TOP SPD:	S	7
• MANEUVER:		0
• DEPLOYMENT RANGE:		250km

ELECTRONICS

• SENSORS:	-1	2
• COMMUNICATION:	-1	10
• FIRE CONTROL:		-1

ARMOR

• LIGHT DAMAGE:	9
• HEAVY DAMAGE:	18
• OVERKILL:	27

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD •	
TOP SPD •	
COMBAT SPD •	
TOP SPD •	
MANEUVER •	
FUEL SPENT •	

ELECTRONICS

SENSORS •	
COMM •	
FIRE CONTROL •	

ARMOR

LIGHT DAMAGE •	
HEAVY DAMAGE •	
OVERKILL •	

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
Gyroc Recoilless Rifle	VLRF	F	2	4	8	16	-1	x6	1	0	Underwater (both)
65mm Panzerfaust	MPZ	F	1	2	4	8	-1	x15	1	0	Disposable, UW
VibroMachette	VB	F	0	0	0	0	0	x8	12	0	Underwater (both)
Hand Grenades	HG	F	0	0	0	0	-1	x15	3	-	Anti-Inf., UW
Forearm Spike	CR	F	0	0	0	0	-	+1dam	1	-	Physic. Attack Only

AMMO

FULL	LEFT
25	
-	
-	
-	
-	

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Airdroppable	-	Can be airdropped	
Aquatic Sensors (dual-purpose)	2	Aquatic Sensors; range of 2km underwater	AUX
Hostile Environment Protections	-	Underwater, High Pressure (225 meters max. depth)	
Improved Off-Road	-	Walk: -1 MP cost per hex, min cost 1	
Limited Life Support	-	Supports crew for limited time	AUX
2 x Manipulator Arm	5	Can Punch and Grasp	
Urban Friendly	-	Emission Control Mechanism	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Small cockpit hatch (Takes one extra turn to enter/exit)
Decreased Maneuverability	2	Reduce Maneuver in Submarine
Exposed Auxiliary Systems	-	AUX hits one step worse
Exposed Fire Control System	-	Fire Control hits are one step worse

DEFECTS

NAME	RATING	GAME EFFECT

HEAVY GEAR

6.8.9 - Bugs

Drone torpedoes and cruise missiles have been a common application of the bug drone on Eden for over a century and a half. However, other bug drone designs are now also serving as the heavy infantry and air support of Eden's militaries. They are all relatively inexpensive to build and allow the kingdoms to field larger and more versatile armies than they could use only infantry militias. While bug combat drones have not completely replaced human infantry and huni cavalry; they are gaining greater prominence.

◆ Anak Light Bug

Cheap to build and capable of high-articulated movement both on land and in the water, the Anak has been in production for centuries, fulfilling multiple civic functions. Today, the drone is also used extensively by militaries around Eden as a light combat bug and tagging unit for indirect fire weapons. Deployed in large swarms, the Anak makes up for its light armor through sheer numbers. Using their low profiles, these drones will swarm in and out of cover, tagging enemy units for bombardment. The drone can also leap distances of up to 100 meters by igniting a small amount of methane fuel in its underwater turbine engine, allowing the drone to leap out of the water onto ship decks or atop vehicles where they initiate point-blank attacks.

Production Type:		Mass Production	Cost:		36,000 Autofac Units

◆ Emu Heavy Bug

Designed as a heavy assault drone, the Emu is based on an industrial, bug frame modified for amphibious combat and assault. Capable of both walker and submersible movement, this heavy drone is extremely effective in the varied terrain of Eden's wetlands and bogs. Most often deployed where commanders expect entrenched resistance, the Emu often serve as commando drones or escort to Gabor units as perimeter defense and additional heavy firepower. Affixed with airlift hooks, the Emu is easily teamed with the Auwa VTOL, allowing the drone to function as an airborne unit.

Production Type:		Mass Production	Cost:		57,500 Autofac Units

◆ Auwa VTOL Bug

The Auwa is the primary VTOL bug drone that provides air support on the Edenite battlefield. Using its low, vertical profile and ability to fly at extremely low altitudes, the Auwa can easily out-flank an enemy position, exposing the enemy to attack from multiple sides. Once engaged in combat, the vehicle's high-maneuverability allows the drone to move quickly out of harm's way. The drone can also function as an airlift unit for dropping supplies and airborne assaults. There is a rare variant that replaces the rocket packs with bomb racks, allowing the Auwa to drop airborne torpedoes against ships and other nautical targets.

Production Type:		Mass Production	Cost:		55,000 Autofac Units

Anak Light Bug

Auwa VTOL Bug

Emu Heavy Bug

Anak

Vehicle:	Anak
Threat Value:	54 (16/140/7)
Size:	3
Crew:	0 (Bug Drone)
Bonus Actions:	0
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	-2 (2 km)
Comm:	-2 (8 km)

Walker Mouvement
Combat/Top: 3/5 (30 kph)
Sumarine Movement
Combat/Top: 4 / 7 (42 kph)
Maneuver: -2
Fire Control: 0
Armor: 3/6/9

Weapons: Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
5mm Gat. Gun	F	1	2	4	8	0	x2	+3	Anti-Inf.	80 shots / -
Inferno Gun	F	0	0	0	1	+1	x7	+1	SB, Ind. Fire	6 shots/OS+25
Grenade Gun	F	1	2	4	8	-1	x3	0	A-I,I-F,AE=0, UW	6 shots/OS+9
Spike Hammer	F	0	0	0	0	-1	x12	0	-	5 shots/OS+15
Limpet Mine	F	0	0	0	0	-1	x30	0	AE=0, Adhes., UW	- / OS+21

Perks & Flaws: Aquatic Sensors (dual-purpose, 2km), Automation (R1), Tool Arm x 2 (R3, pincers), Climbing Apparatus (Molecular Gripper Feet), HEP: Underwater and High Pressure, High Capacity Computer, Jump Jets (R2), Low Profile, Target Designator (R1), Urban Friendly, Decreased Maneuverability (R4, Submarine), Difficult to Modify, Exposed Auxiliary Systems, Exposed Fire Systems, Exposed Movement Systems, Poor Towing Capacity, Sensor Dependent, Annoyance (can receive and execute a number of hive command points equal to its automation perk.

Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:

Emu

Vehicle:	Emu
Threat Value:	92
Size:	4
Crew:	0 (Bug Drone)
Bonus Actions:	0
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	-2 (2 km)
Comm:	-2 (8 km)

Walker / Submarine
4 / 7 (42 kph) 2 / 3 (18 kph)
Deployment Range: 100km
Maneuver: 0
Fire Control: -1
Armor: 9/18/27

Weapons: Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left
60mm Subroc	FF	1	2	4	8	-1	x8	+4	I F, UW	32 missiles
5mm Gatt. Gun	F	1	2	4	8	0	x2	+3	Anti-Inf.	200 shots
VibroAxe	F	0	0	0	0	-1	x10	0	Armor Crushing	-
VibroAxe	F	0	0	0	0	-1	x10	0	Armor Crushing	-
							x			/

Perks & Flaws: Airdroppable, Airlift Ready, Aquatic Sensors (both, 2km), Automation (R1), Battle Arm x 2 (R4), HEP: Underwater and High Pressure, Improved Off-Road, High Capacity Computer, Low Profile, Urban Friendly, Decreased Manuverability (R2, Submarine), Difficult to Modify, Exposed Auxiliary Systems, Exposed Fire Systems, Sensor Dependent, Weak Underbelly, Annoyance (can receive and execute a number of hive command points equal to its automation perk)

Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:

Auwa

Vehicle:	Auwa
Threat Value:	110
Size:	5
Crew:	0 (Bug Drone)
Bonus Actions:	0
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	-1 (2 km)
Comm:	-1 (10 km)

Flight Movement
Combat/Top: 0/3/5 (VTOL-150 kph)
Deployment Range: 400 km
Maneuver: +1
Fire Control: -1
Armor: 9/18/27

Weapons: Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Threat Value
Rocket Pack	FF	1	2	4	8	-1	x12	+1	Indirect Fire	8 missiles
Rocket Pack	FF	1	2	4	8	-1	x12	+1	Indirect Fire	8 missiles
5mm Gatt. Gun	F	1	2	4	8	0	x2	+3	Anti-Inf.	400 shots
							x			/
							x			/

Perks & Flaws: Airlift Winch (R4, airlift 2.4 metric tons max.), Automation (R2), Autopilot (AUX), ECM (R1, AUX), ECCM (R1, AUX), High Capacity Computer, Urban Friendly, Weapon Link (LRP/8), Difficult to Modify, Exposed Auxiliary Systems, Exposed Movement System, Max. Ceiling (6km), Sensor Dependent, Annoyance (can receive and execute a number of hive command points equal to its automation perk)

Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:

Torpedo Bug

Vehicle:	Torpedo Bug
Threat Value:	26
Size:	2
Crew:	0 (Bug Drone)
Bonus Actions:	0
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	-1 (2 km)
Comm:	-4 (30 km wire)

Submarine Movement
Combat/Top: 8 / 15 (90 kph)
Reaction Mass:
Deployment Range: 25 km
Maneuver: -2
Fire Control: -1
Armor: 4/8/12

Weapons: Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	T. V./Ammo
Self-Dest. Warhead	FF	0	0	0	0	0	x30	0	AE=0, UW	-
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Aquatic Sensors (AUX), Automation (R1), Autopilot (AUX), Emergency Power Surge (R2, AUX), HEP: Underwater and High Pressure, High Capacity Computer, Shielded Weapon, Difficult to Modify, Exposed Auxiliary Systems, Exposed Fire Control, Exposed Movement Systems, Poor Towing Capacity, Sensor Dependent, Annoyance (can receive and execute a number of hive command points equal to its automation perk)

Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:

Bug Cruise Missile

Vehicle:	Bug Cruise Missile
Threat Value:	240
Size:	5
Crew:	0 (Bug Drone)
Bonus Actions:	0
Piloting:	/
Gunnery:	/
Leadership:	/
EW:	/
Tactics:	/
Sensors:	-2 (2 km)
Comm:	-2 (8 km)

Submarine Movement
Combat/Top: 1/15/30
(250kph stall - 900kph)
Deployment Range: 1200 km
Maneuver: -1
Fire Control: -1
Armor: 6/12/18

Weapons: Unit ID #:

Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Threat Value
Self-Dest. Warhead	FF	0	0	0	0	0	x30	0	AE=0	-
							x			/
							x			/
							x			/
							x			/

Perks & Flaws: Automation (R1), Autopilot, ECCM (R1), Fuel Efficient (Double), High Capacity Computer, NOE Flyer, Satellite Uplink, Difficult to Modify, Exposed Auxiliary Systems, Exposed Movement Systems, Fragile Chassis, Hazardous Fuel/Ammo Storage, Poor Towing Capacity, Sensor Dependent, Annoyance (can receive and execute a number of hive command points equal to its automation perk)

Round Notes: 0: 1: 2: 3: 4: 5: 6: 7: 8: 9: 10:

6.9 - CREATING EDENITE COMBAT UNITS

Edenite military structure is centered on large militias of qualified and rookie militants. Due to the issue of maintaining sufficient officers to create a more hierarchical structure, Eden's militaries are traditionally flat. Broken down into Commands, Assemblies and Columns, kingdom militaries field a lot of field commanders with only a few commanding officers managing over tens of thousands of troops, cavalry, vehicles and drones. Multi-Columns are another type of unit that is temporary and freeform; they are typically formed for small skirmish missions.

Unit Composition Rules

Command	90 x Assemblies + Command Officers (27,000 troops/crews + drones)
Assembly*	27 x Standard Columns (Any) + 3 x Command Columns (Any) (300 troops/crews + drones)
Column	9 x Militants or Vehicles + 1 x Command Militant or Vehicle (9 troops/crews + drones)

Infantry Column

NAME	DESCRIPTION	THREAT VALUES
Garrison	6 x Lvl 1 Trooper w/ Full Knotted, <choose Vibro-Melee or Std. Weapon>	– TV each[1,2]
	4 x Lvl 1 Trooper w/ Full Knotted, <choose Bow or Hvy. Weapon>	– TV each[1,2]
Standard	6 x Lvl 2 Trooper w/ Med Flak, <choose Vibro-Melee or Std. Weapon>	– TV each[1,2]
	4 x Lvl 2 Trooper w/ Med Flak, <choose Bow or Hvy. Weapon>	– TV each[1,2]
Veteran	6 x Lvl 3 Trooper w/ Heavy Flak, <choose Vibro-Melee or Std. Weapon>	– TV each[1,2]
	4 x Lvl 3 Trooper w/ Heavy Flak, <choose Bow or Hvy. Weapon>	– TV each[1,2]

Mobile Infantry Column

Garrison Cavalry	6 x Lvl 1 Cavalry w/ Full Knotted, <choose Shock Staff or Std. Weapon>	– TV each[1,2]
	4 x Lvl 1 Cavalry w/ Full Knotted, <choose Bow or Hvy. Weapon>	– TV each[1,2]
Light Cavalry	6 x Lvl 2 Cavalry w/ Med Flak, <choose Vibro-Glaive or Std. Weapon>	– TV each[1,2]
	4 x Lvl 2 Cavalry w/ Med Flak, <choose Bow or Hvy. Weapon>	– TV each[1,2]
Heavy Cavalry	6 x Lvl 3 Cavalry w/ Heavy Flak, <choose Vibro-Glaive or Std. Weapon>	– TV each[1,2]
	4 x Lvl 3 Cavalry w/ Heavy Flak, <choose Bow or Hvy. Weapon>	– TV each[1,2]
Cavalry Hive	6 x Lvl 2 Cavalry w/ Med Flak, <choose Vibro-Glaive or Hvy. Weapon>	– TV each[1,2]
	4 x Lvl 2 Cavalry w/ Med Flak, Hive Control System + 4 Anak drones each	– TV each[2,3]
Mechanized	6 x Lvl 2 Jophi w/ Pintle Mount and Med Flak, <choose Std. Weapon>	34 TV each[3]
	4 x Lvl 2 Jophi w/ Pintle Mount and Med Flak, <choose Hvy. Weapon>	34 TV each[3]
Mechanized Hive	6 x Lvl 2 Jophi w/ Med Flak, <Hive Control System + 2 Anak drones each>	34 TV each[3]
	4 x Lvl 2 Jophi w/ Pintle Mount and Med Flak, <choose Hvy. Weapon>	34 TV each[3]

Armored Column

Garrison	6 x Lvl 2 Halberdier Oannes	90 TV each
	4 x Lvl 2 Standard Oannes	100 TV each
Standard	6 x Lvl 2 Standard or Halberdier Oannes	100 TV each^3
	4 x Lvl 2 Standard Oannes w/ Shoulder-mounted Bazooka	140 TV each
Veteran	6 x Lvl 3 Standard or Halberdier Oannes w/ Shoulder-mounted Bazooka	320 TV each[3]
	4 x Lvl 3 Standard Oannes w/ Grenade Launcher	290 TV each
Armored Hive	6 x Lvl 2 Standard or Halberdier Oannes w/ Shoulder-mounted Bazooka	140 TV each[3]
	4 x Lvl 2 Gabors (w/ max of 8 drones each)	980 TV each[3]
Artillery Hive	6 x Lvl 2 Artillery Gabors	500 TV each
	4 x Lvl 2 Gabors (w/ max of 8 drones each)	980 TV each[3]

[1] If equipped with melee weapon; choose personal shield to match armor type. If equipped with bow weapon; choose Explosive Arrow type.

[2] Use chosen weapon's damage points to adjust TV as per Infantry Threat Value rules from Heavy Gear Rulebook 2nd edition, p.152.

[3] Adjust Threat Value using TV modifiers listed beside each respective vehicle in Field Guide. If any drones associated with vehicle or unit, add sum of all Threat Values for drones to the unit's TV.

Designing and Playing with Hives - 6.9.1

As on Terra Nova, each colony has developed their technology in unique ways, presenting new challenges for the CEF to contend with. The following rules provide insight into how to best play Eden's unique hive technology in both tactical and roleplaying scenarios.

Of all the technologies utilized by the Edenites, the use of bugs and their corresponding hive system networks are the most unique. Thus, playing tactical scenarios using hives and bugs offer new tactical challenges. The hive system works in a server and distributed client relationship, manipulating the transfer of special, dedicated Command Points throughout the hive network. Distribution of these Command Points is limited to a hive control system and does not operate on verbal command (unlike Utopian Autos -- see **Life on Utopia**), making the drones vulnerable to human or communication system shutdown.

Bugs and Hives ◆

Bugs are simply automated drones with high capacity computers. This reduces the hive client components to three perk and one flaw: Automation (R1), Autopilot, High Capacity Computer and Annoyance (can receive and execute a number of hive Command Points equal to its automation perk). Hive Control Systems are the *centralized servers* of the hive network, using a dedicated human operator as the focal point of the technology. This reduces the hive server components to four perks and one flaw: Advanced Controls, High Capacity Computer, Microlab (Hive Control Station), Trideo Uplink, and Annoyance (Advanced Controls bonus Actions for hive network use only).

The mechanics for playing with hives is centered on the management of drone Actions and hive Command Points. First, the hive operator has the drones own Actions (via Automation) to control. These are run tactically using standard drone rules. Second, due to the Advanced Controls of the hive control system, a hive operator has two Actions at his disposal. He can use those Actions for himself (mainly electronic warfare Action to retain or restore communication with the remote drones) or use them as Command Points for the drones in his battle group. In that sense, a hive network always has a maximum of two, dedicated Command Points per hive server node (additional Actions, + modifier to a single defense roll, activate a drone out of sequence, or used to turn a drone around by up to 180 degree even if it has already expended its full MPs.) to distribute to any bug declared as part of his column group. In this way, the hive server works like a specialized leadership laboratory. All communication rules for ECM and ECCM with drones play as normal, except if the drones are hard linked, like the torpedo bug. As for weapons combat and targeting designation systems, those rules remain unchanged when playing with bug drones; the same as playing with normal drones.

In order to disallow a player from stacking up all his Command Points on a single drone, there is a rules limitation to the number of hive Command Points a drone may receive and execute. The limitation rule is an Annoyance flaw that a bug can only receive and execute the number of hive Command Points equal to its Automation perk. (i.e. Automation Rating 1 can only be given one hive Command Point, Automation Rating 2 can handle two, etc.).

Optional Tactical Rule: Swarming ◆

Swarming is a common tactic used by Eden's militaries (and other colonies as well). Swarming is a special sub-type of Ramming attack that involves one or more vehicles attempting to attach onto (or swarm) the hull of an opposing vehicle or structure. For any vehicle to initiate a swarm attack, it must have Manipulator Arms or the Climbing Apparatus Perk, otherwise the vehicle will have no way of clinging to the opposing vehicle's hull. A vehicle may only swarm another vehicle if its Size is half that of the targeted vehicle. The total sum of Sizes for all swarming vehicles cannot exceed the target's Size (there's no room for them to hang on); for example, two Size 3 bugs could swarm a Size 6 Gear, but not three.

A swarm attack is resolved using an Opposed Skills roll with all standard Impact Speed modifiers under the rules for Ramming. However, unlike ramming, a successful swarm attack results in the swarming vehicle(s) attaching to the hull of the targeted vehicle, with no damage to either vehicle. If the swarm attack is unsuccessful, then ramming damage between both vehicles is determined as normal. When a swarming attack is successful, the swarming vehicle may initiate Melee or Point Blank attacks against the opposing vehicle as a stationary target. A swarm remains attached until it is removed by a targeted attack against it or disengages under its own accord.

If capable of punching or throwing, a swarmed vehicle may initiate physical attacks against a swarm as stationary target(s). Both units roll an Opposed Skills test using standard physical attack rules. If the physical attack is successful; the vehicle is then free of the targeted swarming unit, damage results are determined as normal, and the swarming unit makes an automatic Falling Damage roll. If the targeted physical attack fails, the swarming vehicle remains attached.