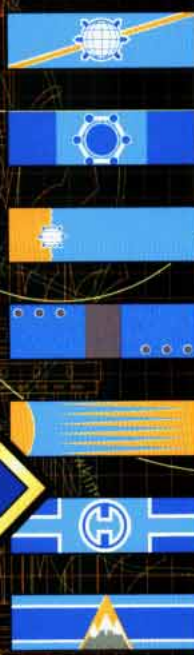


SOUTHERN LEAGUEBOOK TWO

099-0720

HUMANIST ALLIANCE



UTOPIA UNDER SIEGE

1476... THEBES JOIN... IN 1500 WHITE... IN 1679... LONGRIGHT BEGINS... IN 1713-1916... IN 1934 HIRA ASSAULT ON REPUBLICAN BIO-WARFARE BASE GOES AWRY

HEAVY SOURCEBOOK

GEAR



DREAM POD 9

HUMANIST ALLIANCE

"This is for your own good."

Peri didn't believe it. The two Inquisitors, clad in starched black uniforms and flanked by armored protectors, seemed anything but helpful. She looked left and right, hoping for an escape route. It was no use, of course. They had cornered her on the observation deck of Perth's great Bast Tower. Her only way out was an eighty-meter drop to the main canal below. Not an appealing option.

"You've made a mistake," she said in order to gain time. "I'm a loyal citizen."

"Perhaps, but illegal weapons were found in your home."

"But we're trying to fight off the Republicans. How can we do that without—" The fast acting sedative dart silenced her almost immediately.

"She is working with others," the first Inquisitor said. "Do you think she will protect them?"

"Maybe at first, but I'm sure she will see the error of her ways. Eventually."

A utopia built on the principles of rational science and the common good, the Humanist Alliance has stood almost unchanged for 350 cycles. The vision its enlightened founder Yuri Gropius still guides it today. Dark shadows lurk within this bright land, however. Social harmony depends on all citizens doing their part and powerful state institutions maintain unity. Personal freedom is fleeting; seemingly innocent quirks can easily be labeled deviant and result in reeducation. Hypnosis, drugs and other mind-control techniques routinely regulate the population. The situation is made far worse by the Alliance's domination by the Southern Republic. This insular society is ready to crack.

The Humanist Alliance Leaguebook gives Heavy Gear roleplayers and Gamemasters everything they need to set scenarios in this dark utopia. The sourcebook includes:

- A complete history of the league
- Details on resistance movements
- Information on HIRA, the secretive Humanist espionage service
- Full writeups and maps on all seven Humanist city-states
- Sample campaign set-ups
- New equipment

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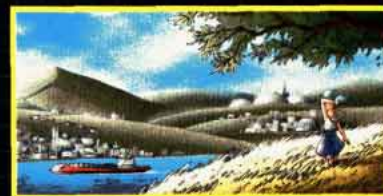
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UTOPIA UNDER SIEGE

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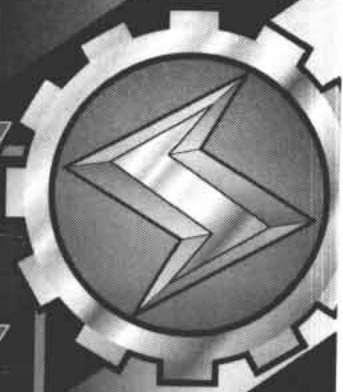
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HEAVY GEAR®



Humanist Alliance Leaguebook - Behind the Scenes

The Humanist Alliance is the proverbial exception that proves the rule. When we created Terra Nova and its many cultures, we established a standard for gritty, realistic nations. Ones that demonstrated the contradictions and problems so evident in the modern world. The religious radicalism of the Norlight Confederacy, the imperialism of the Southern Republic, the aristocratic excesses of the Eastern Sun Emirates and the cold capitalism of the United Mercantile Federation, all have equivalents in the 1990s.

The Humanist Alliance is a little more far fetched. In the Alliance, we set out to create a utopia, a land that had finally decided to run itself rationally and for the betterment of everyone. Heavy Gear, after all, is set in the 62nd century. We could allow ourselves some leeway.

Utopias, however, have been tried before. At least in theory, the Soviet Union was built on the principles of universal justice and rationality. So were fascist Italy and Khmer Rouge Cambodia. All three experiments eventually failed and cost of millions of lives. We certainly didn't want to create a recipe for genocide, but to remain credible the Alliance could not be pristine and perfect.

All we needed to do was take the assumptions of the Alliance to their natural extremes. In a scientific utopia, everyone would have his or her place. Those who didn't fall into rank would be forced into the mold. A logical extension of this attitude, Humanists would use hypnotherapy and wide-ranging surveillance, and establish a system of castes and scientist leaders. Soon we had a viable utopia, with a real downside.

The Alliance is a great place to live, with a high standard of living and "guarantees of prosperity. Deviants who rock the boat, however, can expect to be swiftly "corrected."

Utopia has its price. The question is, are we willing to pay it?

UTOPIA UNDER SIEGE



DREAM POD 9

Grotius Park

Nymeria Ave.

Alpha Matrix

Greenian Way

Gamma Grid

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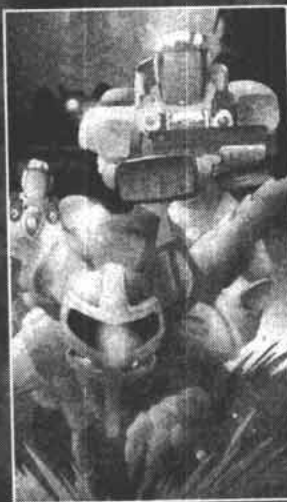
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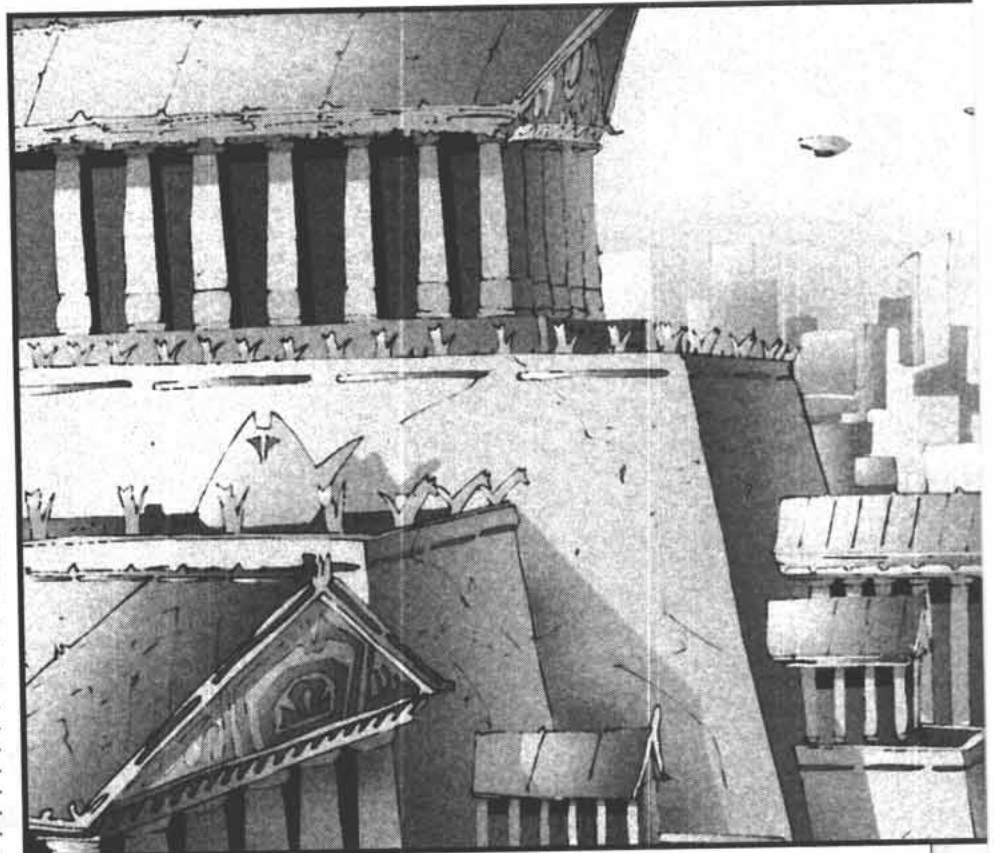
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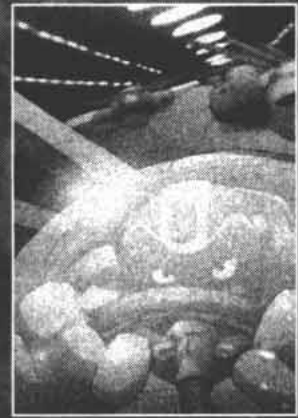


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Most profound apologies to map-maker supreme Julian Fong, whose name was left out of the credits of the Second Edition Heavy Gear Rulebook despite the inclusion of his fantastic map of Terra Nova. The Pod bows its head in shame.

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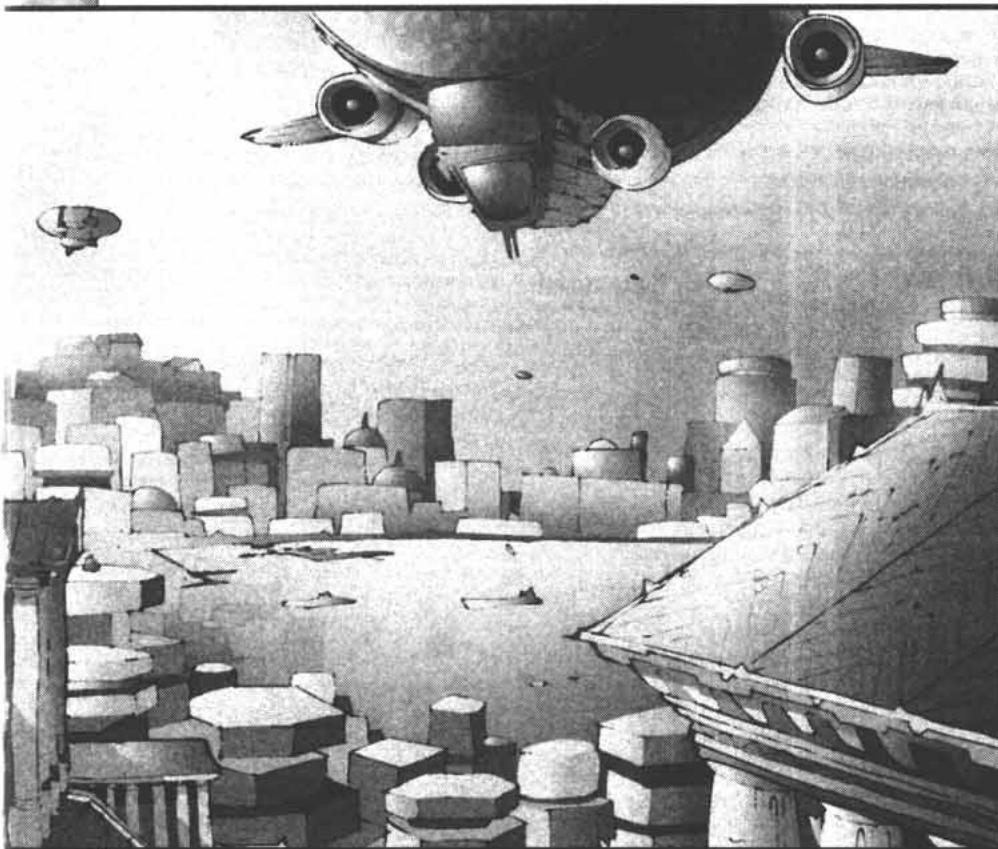
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THE CAT'S WHISKERS

Abling stopped and glanced at the buildings around him. In the dim light of dawn, he noted the early traffic was already on the move. He turned to face a store window and pretended to try and tame a strand of rebellious hair. He discreetly checked the reflection of the street to see if he had picked up any tail and noted nothing but a cat approaching him. It purred audibly as it rubbed against his leg, its back arched. Abling suppressed a smile. You couldn't help but love those animals, and Perth had thousands of them. He ignored the feline and walked the rest of the way to his destination, the Xeros Café.

The 36-hour café was desert by now, except for the commoner waiter behind the counter. The interior was tastefully decorated in dark wood paneling, with deep green leather upholstery. Abling slumped into a booth near the door and sat down in front of the amber display on the table. He distractedly ordered a Gardenan coffee, his eyes watching the street. A few more minutes, he thought, and his ride would be there. Not even that traitor Minal knew about this escape route.

He frowned when a protector vehicle parked across the road, then his heart leaped as the driver got out of it — Minal! Asking himself no questions, Abling jumped from his seat and rushed past the waiter towards the back door. He entered the back alley, zipped up his coat, turned up his collar to hide his face, and walked briskly away from the café. He side-stepped into an open garage area filled with dumpsters. A large ginger cat suddenly appeared between his legs and he only just managed to stop a reflex kick in his surprise. Grumbling, he stepped into the darkness between the dumpsters and paused to consider his next move. A bead of sweat trickled down the back of his neck, his nervous mind racing for a solution. Abling made up his mind and headed at random for a door — fortunately unlocked — leading into the building next to the garage area. Pulling out a small dart pistol, he carefully entered the building and locked the door behind him.

In the garage, the ginger cat jumped on a dumpster and sat down, quietly observing the scene. A large protector armored truck veered in and stopped right next to the door Abling had taken, its engine rumbling softly before going silent. Protectors in body armor stepped out, visors down and weapons ready. They moved towards the door and covered each other. One of them produced a silver key and opened it. They entered without a word, communicating with hand-signals.

A short time later, the protector car pulled up in the alley next to the armored truck. Minal got out, accompanied by a middle-aged woman. She spoke quietly over the electric hum of the vehicle's engines. "You needn't concern yourself, Minal, he will be grateful for his chance to do his part for the Alliance, just as you are."

Nodding slowly, Minal replied, "There's just one thing, ma'am, how did you know he was in this building. You can't have cameras everywhere and Abling is good. He would have noticed a shadow on his way to the café."

Protector Tanya Gallyon said nothing, glancing at the ginger cat as it jumped down the dumpster and approached her. She crouched before it and smiled as it leaped into her arms, purring happily. She rose, scratching behind the feline's ears. "Sorry, Minal, but that's a state secret. Don't worry, the Alliance takes care of its own. Let's go."

Some distance away Gallyon's surveillance expert watched Minal through the ginger's prosthetic eyes. He spoke to his aids through his headset. "Good work people, I am sure the director will be pleased. Bring the cats in. Have them rested and ready for the ball tonight at 2500 hours."



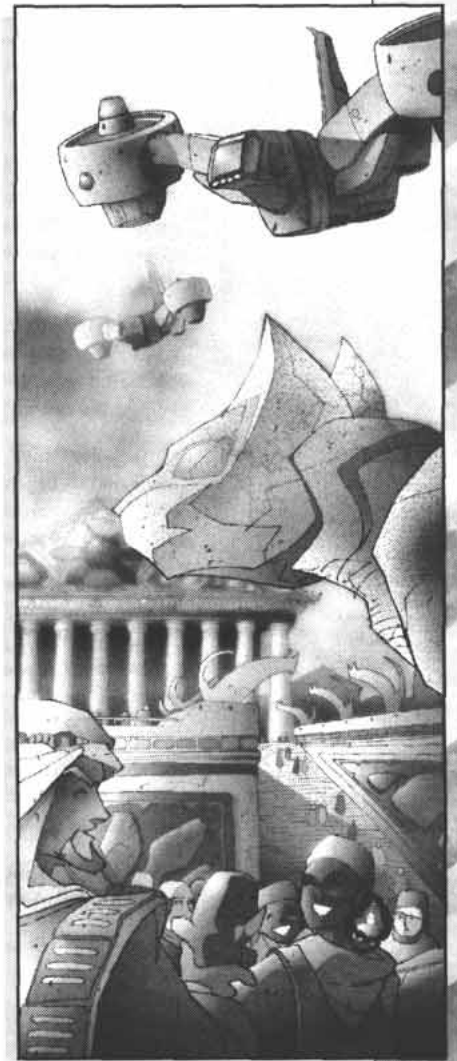
1.1 LAND OF THE PHILOSOPHER KINGS

The **Humanist Alliance Leaguebook** details perhaps the strangest league on Terra Nova. Created around the plans for the ideal community of its founder Yuri Gropius, it has grown and evolved, always aspiring to be the utopian society. The Alliance's approach to life tends to be very different from that in other leagues, because Humanists live by ideals that most outsiders would find impossibly invasive and oppressive. They strive for the betterment of mankind through a combination of philosophy and science, and consider all members of society part of a greater whole. All members must thus act as best they can to work for the greater good. Humanist culture borders on a religious fanaticism for maintaining this utopian vision, and treats all difficulties with the sometimes harsh medicine of science.

In this society, there is no such things as crime; rather there is "deviance born out of overly self-centered motivations." Deviants are treated like a diseased part of a living body — they are either healed or excised. For the most part, however, the Humanist approach to deviance control is very humane and has been very successful when compared to the crime rates of other leagues. The price for this peaceful life is a lack of privacy and susceptibility to government powers of surveillance and inquiry that would never be accepted elsewhere on Terra Nova.

The Humanist populace is divided into three castes. They are based closely upon the model proposed by the ancient Greek philosopher Plato in his work *Republic*, as implemented by Yuri Gropius. The upper caste of Humanist society, known as the preceptors, has the task of guiding the league in its utopian vision. They are chosen for their intellect and their willingness to act for the betterment of all. The requirements to be a preceptor are so high that less than one percent of the Humanist population is accepted into this caste. The protectors form the second caste and are the defenders and monitors of society. They too are chosen for their great selflessness and devotion to the utopia. Protectors are also selected for their ability to fight, whether on the battlefield or in the battle of wits to catch deviants. The vast remaining majority become commoners, who work with the guidance and protection of the other castes.

Although the Humanist Alliance can still claim to be the most peaceful nation on Terra Nova, a land of health and prosperity for all, 250 cycles of Republican influence have not been without cost. The Republic's growing efforts to open up the Humanist way of life to its own values has polarized conflict within the Alliance at several levels. Secret plans and covert activities are all part of the effort by the preceptors and protectors to maintain Yuri Gropius' vision in the face of Republican-sanctioned dissension. *Unbeknownst to all but the Illuminatus' Inner Circle*, the secret Operation: LongNight directs activities to help the Alliance survive Republican domination. For the general populace, however, the recent erratic leadership from the league's ruling Illuminatus only adds to the uncertainty. The truth is that the Humanist Alliance has more to fear than the inevitable war to come with the North; it must first win the shadowy war within in order to keep its way of life.



1.1.1 CONTENTS

The **Humanist Alliance Leaguebook** gives **Heavy Gear** Gamemasters and Players all the resources they need to set roleplaying campaigns in the Humanist Alliance. Chapter 2 provides an overview of the geography, history and economics of the Alliance. It examines the melding of Plato and the science and technology of the seventh millennium, showing how this society emerged. Chapter 3 discusses the social structure, main government bodies and other important established groups — including the major players in the secret war for the survival of the league. These include both official bodies like the secretive Humanist Insight and Regulatory Authority and unofficial movements like the Hehli underground in Gardena. Chapter 4 looks at the Alliance's place in Terra Nova, and gives a detailed overview of the current diplomatic situation. Humanist views on their Southern neighbors tell of a struggle to keep their society whole and unsullied. The outlook toward the North shows just how isolated the Alliance really is. Chapter 5 describes the seven cities of the Alliance and its most important regions. It provides information on the major personalities, and what the local economies and industries produce. Details about several of the major projects underway are given, including the designing of secret war machines. Maps are included for all the city-states. Chapter 6 looks at the makeup of Humanist culture and society, with a particular focus on its historical development and their philosophy of life. Chapter 7 provides rules on designing a character from the Alliance and details new equipment and archetypes. There is also information on specialized technology, campaign seeds and several characters directly involved in the struggle sweeping through the Alliance. Chapters 8 gives a sampling of Humanist flora and fauna.

Welcome to the Humanist Alliance. Welcome to Utopia.

MIK AND WAL TAKE A DETOUR

Across the rolling Tobian Plain, towering grasses swayed in the gentle breeze ejecting seedlings to the sky. The wallaby crouched at the side of the road, nibbling distractedly at the discarded husks that littered the ground. Its ears twitched towards the road crest and it immediately raised its head. Alarmed at the rising din, it sprang off in flight down the dirt road. Precious seconds later, an airborne jeep hurtled over the crest, pulling with it a cloud of dust and seeds in its wake.

"Yeee-haaaa!" whooped Mik and Wal until the jeep realized that it could not fly and plummeted to earth, driving their heads into the cabin roof. "ZEFF!" Mik yelped. He struggled to maintain control as the jeep fishtailed down the dirt road. Wal giggled. The jeep straightened and began to accelerate. Mik jinked the steering wheel right and an audible double thud could be felt through the floor of the jeep. Wal guffawed. Mik feeling like he earned it said, "Toss us a tinnie Wal."

Wal reached between his legs into a sea of cans and pulled out a Pickled Crow beer. He grabbed the ring tab and pulled. The contents of the can jetted out and sprayed the inside of the cabin. Wal cackled. "You're a wally, Wal," Mik stated as he took the proffered half-empty cool can and raised it to his lips. Mik drained the amber nectar, crushed the can and tossed it outside the window.

The jeep continued down the dirt road, scooting up a small hill and over into a herd of layabout wallabies. The jeep's chassis began to judder as it plowed through the stunned animals. Spinning over the front, a furry projectile impacted the windshield with a righteous thud leaving a web of fractures. Mik cursed and slid the jeep to an abrupt stop with the carcass rolling off the hood. A wave of dust and seeds enveloped the jeep.

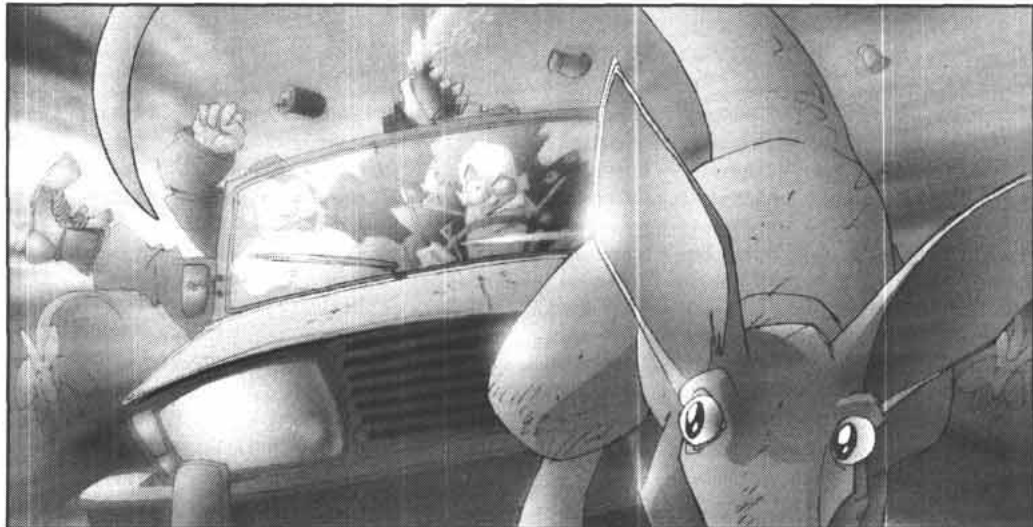
The dust cloud slowly dissipated revealing a lone, defiant wallaby. Wal cheered, raised his can and saluted the survivor. Mik, muttering obscenities, gunned the jeep. The wallaby sprang down the road, its ears flattened on its head in terror. The jeep inevitably closed the gap to a meter and then coasted in cruel anticipation. The wallaby vaulted into the wall of grass and on reflex Mik plunged in after it.

The long stalks of grass whipped down the windshield and under the jeep, shredding clusters of seeds and pollen to the air. Mik gouged a serpentine channel through the field as he chased his elusive prey. The grass curtain vanished as the jeep intersected a large, perfect circle of grass laid flat in a spiral. A stunned Mik spotted and tracked with a slow twist of his head the wallaby standing in the spiral's center. The jeep sped past the wallaby, exited the circle and wrapped its engine block around a 2-meter wide armored pillar.

The protector popped the hatch of his Fire Dragon, and climbed down to the wreckage encasing the strider's leg. The passenger of the vehicle was fumbling with the air bag. "Are you hurt citizen?" asked the protector.

The man groggily raised one finger and bent down to bring up a metal tube. The protector drew his Sfika pistol barking "Drop your weapon!"

Wal burped and offered the can while pulling the tab. "Phstt" sprayed the can. "Thut" spat the Sfika. The protector took a step back drenched in foaming beer and continued to train his gun on the passenger. Wal snored with a dart in his neck and a beer on his belly.



2.1 GEOGRAPHY

Much like its other Southern neighbors, the Humanist Alliance stretches from the cool tundra of the south pole to the burning desert sands of the Badlands. Its borders shelter several geographically distinct regions, including the towering Pacifica Range and great cultivated fields of the Tobian Plain.

In the southern extremes of the Alliance lie tundra and grasslands, where animals are raised on vast ranches and protector towers stand watch over the border that separates the Alliance from its neighbors. Moving north then west from the pole, the land falls away into the western part of the Esperance Basin, which the Alliance shares with the Southern Republic. It is a region of steaming jungles, murky swamps, rivers and lakes. Just east of the basin lies the southern hemisphere's second largest lake, Lake Hawkins, surrounded by fertile grasslands and small fern forests.

Dividing the league's north and south, the great Pacifica Range rises as a formidable wall of stone above the surrounding landscape. For the most part, it remains an untouched splendor of nature, providing a natural barrier from the Southern Republic and Eastern Sun Emirates for the northern part of the league.

The Humanist Alliance's northern half lies within the natural borders made by the Pacifica Range, which sweeps down from the Karaq Wastes and up again into the Eastern Desert. This broad area encompasses the Emerald Belt wetlands and the savannah of the Tobian Plain. Much of the jungle remains unspoiled, except in areas where the pursuit of science or security has created islands of civilization. In the plains, however, the huge farms and grazing ranches that feed the Alliance have tamed much of the land.

2.1.1 ESPERANCE BASIN AND PACIFICA RANGE

From its southernmost edge, the Alliance begins as tundra changing to grassy plains as one travels north. In the east these plains continue to Lake Hawkins, around which live much large and diverse flora. In the Alliance's southwest lies the Esperance Basin: a vast area of ferns and swampland, cut through with algae-choked rivers. In many places in the Basin, the underground MacAllen river network opens onto the planet's surface, forming large pools. The abundance of water creates a rich environment for agriculture and human habitation. Huge sapa tree fern plantations operate in this area. Even so there still remain vast reaches of uncultivated terrain. The ferns themselves are of various giant varieties, reaching heights of up to fifty meters.

Dividing north from south, the Pacifica Range dominates the landscape as it cuts across the Alliance. The range provides views over incredible distances due to the relative flatness of the surrounding Tobian Plain and Esperance Basin. The western stretch of the Pacifica is made up of the highest mountains in the Southern hemisphere; the largest, Mount Seldon, rises 7231 meters above the ground near the mountain city of White Rock. This range, together with extraordinarily violent high altitude winds, creates a formidable physical barrier to land vehicles and low flying aircraft.

► Flora and Fauna

The southern tundra and grasslands are home to cold clime grazing creatures, such as the polar iguana and white springer. The Humanists raise them on ranches covering hundreds of square kilometers. The Esperance Basin hosts the Alliance's greatest variety of fauna and flora. Multitudes of ferns and giant plants live on the swampy land, many supporting the parasitic plants that live in and on the trunks and branches. These parasites grow vines that clings onto adjacent plants as they grow for further sustenance, and dangle down to the jungle floor for nutrients. Tens of thousands of species call the Basin home, from the tiniest of insects to the largest of reptiles. Inhabitants and travelers need to be wary of giant mud crabs, novian crocodiles, and many other dangerous swamp and jungle creatures. In the Pacifica Range, flora changes from verdant jungle in the foothills to resilient scrub and ferns higher up, finally giving way to mosses and lichen in the highest climes. The local fauna includes a great many flying reptiles that use the ridges and peaks as nesting areas.

► Climate

The Antarctic plains are cool and dry, suffering from freezing temperatures in the middle of winter. The northernmost plains reach to Lake Hawkins, where the climate is between 20°C and 30°C with a comfortable humidity level. Esperance Basin temperatures range from 25°C to 35°C, with humidity on most days over 90 percent. Two rainy seasons per cycle, Spring and Autumn, deliver an annual rainfall of 2000 millimeters. At other times, the Basin is typically wet and has occasional thunderstorms. The Pacifica Range varies immensely in climate since it stretches from the dry heat of the Badlands to the humid fringes of the Esperance Basin. Its altitude makes for lower temperatures amongst its peaks, not cool enough for snow except under freak conditions. The winds in this region can be quite violent due to the instability of the planetary atmosphere. Electrical storms rising off the Tobian Plain are not common and send spectacular shows of chain lighting up the slopes and among the peaks of the range. Although the Alliance is best known for its perfectly planned cities and omnipresent technology, images of massive electrical discharges in the stark beauty of the Pacifica peaks have become popular around the globe.



2.1.2 TOBIAN PLAIN AND EMERALD BELT

The Tobian Plain makes up a sizable part of the inhabited Alliance territory. The cities of Oxford, Gardena and Raleigh are situated here. The plain's dominant features are undulating hills and vast stretches of flat savannah — most of this land is covered with enormous farms and grazing lands.

The Tobian has a reputation for the bizarre that dates back even before the Alliance formed because of the mysterious appearances of flattened crop circles and patterns near the ancient stoneheads on the plain. Preceptors say that it is either a natural phenomenon or the work of pranksters, yet the locals speak of nocturnal lights and alien visitations, not to mention walking stoneheads.

Nestled between the western Tobian Plain and the Lonely Hills lies a stretch of verdant wetlands and jungle known as the Emerald Belt. Dominated by thick luxurious ferns, murky swamps and lakes, in many places the jungle stands have developed thirty-meter-high canopies. The various strains of dense green-brown algae on the lakes can easily be mistaken for the moss that covers the jungle floor. Several fern varieties make their home floating on the lakes, making identification even harder. Dangerous bogs of thick, oily black mud are found everywhere in the wetlands and can swiftly suck careless travelers down to their deaths.

The Northern fringe of the Alliance borders the Badlands savannah and the Lonely Hills. The western part of this border begins where the low rolling hills form a protective belt from the desert winds. On the eastern side of the Lonely Hills, the border region flattens into savannah, finally ending in the Karaq Wastes. The Alliance border zigzags following the lines drawn by treaties made with the numerous oasis towers and minor Badlands' villages that dot the savannah fringe and Lonely Hills. Most of these treaties predate the Republican conquest of the Alliance, but have been renewed in one form or another over the centuries. The Alliance continues to feel it is important to have a layer of buffer communities protecting it from the deep Badlands. Marigold stands as the most important of these border communities and the Alliance (through AST auspices) provides some support to the paranoid gold-mining community. Preliminary discussions are underway about possibly building a tributary extension to the alpha maglev that would link Marigold directly to the transhemispheric transport system (a traditional rail line now links the city-state to the maglev). Marigold itself has been reluctant to open itself to the world, however.

Flora and Fauna ◀

Tobian Plain vegetation is predominantly made up of many different forms of grass. Some drier, rougher parts are covered with knee high scrub grasses like dryweed or fields of jade colored greenstick. Small clumps of fernwood and the huge solitary thorny fern known as the skyscraper are common sights. In Autumn many grasses cast off their seeds, creating huge airborne clouds for several days. During this season, any engines — especially aircraft — are prone to damage when encountering these dense clouds. Locals wear filter masks to avoid ingesting the seeds and pollen, since some varieties cause fatal allergic reactions.

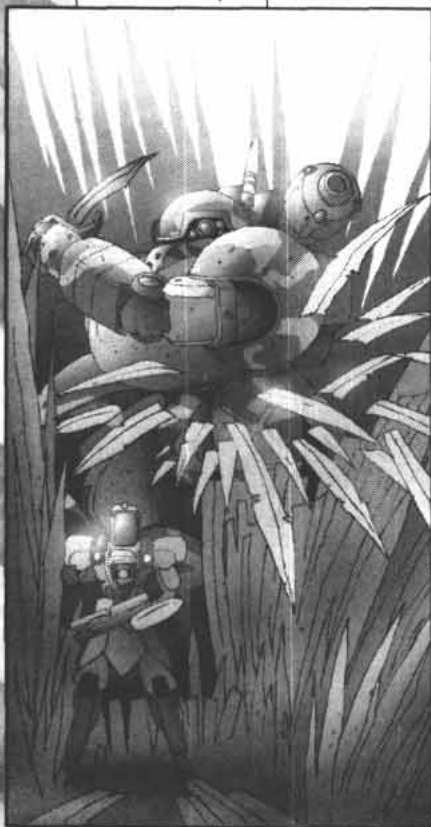
Unique to the Tobian Plain, the giant grasses account for over half the plain's vegetation. They grow to five or six meters, and come in a variety of colors, from the common light green to flaxen yellow and deep ochre. These "giant" species are actually linked by their extensive root systems. This characteristic, coupled with their natural resistance to burning, allows them to survive in this hot, dry region. The periodic fires that sweep through the plain rarely destroy the entire plant, allowing them to achieve their extraordinary height. To connect and draw moisture, they secrete an acid byproduct which allows them to tunnel through rock to the subterranean water of the MacAllen tunnels. Locals carry special staves that help them navigate among the giant grasses. Most of these grassy plains are used to raise native creatures, although a small proportion are harvested for processing into particle board for building construction and furniture.

Like all Southern wetlands, the Emerald Belt commands a healthy respect from travellers. Many forms of flora and fauna pose a threat, including novian crocodiles, mud crabs, thornfall fern and countless swarms of biting insects. The regions' exceptional heat and humidity must also be contended with. The Emerald Belt is famous for the constant background hum of insects, which continues day and night unabated except during the occasional summer storm.

Climate ◀

The Tobian Plain can get hot and dry, with temperatures averaging 30°C, reaching peaks of 45°C in summer under the right conditions. This region is well known for its unstable atmospheric conditions, with a constant threat from tornadoes throughout the cycle (late Summer in particular). The Pacifica Range is subject to very erratic strong winds caused by the thermals created from the heat rising off the Tobian Plains. The wet season during late Summer brings relief from the heat, but with it comes even more disturbed atmospheric activity, resulting in powerful electrical storms.

The Emerald Belt is somewhat cooler than the surrounding plains but has an almost one hundred percent humidity level all cycle. In Winter the temperature averages about 25°C, while in Summer before the storms this can climb to around 40°C. The Emerald Belt also has just one rainy season (Summer). It stays so moist for the rest of the cycle because water is drawn out of the numerous openings into the MacAllen tunnels.



2.2 HISTORY

From the earliest days of colonization, the area that is now known as the Humanist Alliance has been predominantly controlled by scientists. It was initially populated by the head researchers of the field missions. Later, communities formed to open Terra Nova to colonization and resource acquisition. Scientists wielded great influence because they were the authorities on where colonists could best survive and what areas held the greatest potential yields for natural resources. Even though these men and women of science worked for the corporations and governments, on a strange and somewhat hostile planet, deference to scientific know-how created a shift in authority towards these experts.

As more people arrived, they clustered together to share resources and for mutual protection, eventually forming communities. After a time, rudimentary local governments developed to better organize resources; many scientists, being project directors, played a large role in this process. With the support of Earth, communities at this time could afford to stay relatively small, and only a few grew to any substantial size.

In the Alliance, the most settled region was the Tobian Plain, where great farms were established to feed the nearby communities. Where Oxford and Gardena now exist, communities focused on manipulating plant DNA — in Gardena's case, the emphasis was put on adapting Earth plants to the Terranovan environment. In the Pacifica Range, several mining operations prospected ores to satisfy the demand for metals. White Rock was established by Moloton Heavy Industries. In the jungle, biological research centers tried to face the overwhelming task of collecting and examining flora and fauna. Over time new drugs and substitutes for existing ones were produced. Where Perth now stands, work on a city began near the end of the colonial period in preparation for large scale colonization from Earth. When Earth suddenly left Terra Nova, this all changed dramatically.

2.2.1 EARTH ABANDONS TERRA NOVA [TN 1454-1481]

In what became known as Reconstruction, the communities of the Alliance tried their best to recover from the loss of senior staff and the global authority after Earth severed all ties with Terra Nova. Many records from this time are sketchy. It is known that fights broke out over the limited supplies and resources that were essential for survival, but the communities that would become the Alliance did not suffer as badly as others. Humanist historians put this down to the abundance of resources in the region.

During this time, communities came together, many isolated groups of people having no option but to work with the larger groups in order to survive. Several were lost to wildlife or accidents, while others fell into semi-barbarism. Self-proclaimed leaders took different paths trying to lead in this new dark age. Many projects were abandoned or scaled down for the sake of survival, and fights over resources left many dead.

● RISE OF THE ROVERS [TN 1468-1475]

About TN 1468 word came of groups of looters and scavengers moving en masse. The time of the rovers was at hand, with bandits joining together and becoming more of a threat than they ever had in the past. Defenses that had once been adequate to secure the populace's safety were no longer capable of deterring these self-styled warlords. The still-influential scientists turned their minds to devising tools of war to defend communities from this rising threat, while these destructive groups grew more powerful and daring. Community leaders managed to maintain control over their territories but many remote research stations and communities were lost. Refugees with tales of chaos created panic while they sought safety in the larger towns. Many communities raised higher walls and built more towers to fend off this new threat. A siege mentality reigned.

Terror overcame everyone when the community of Lardom was torn to pieces by Zeff Bloodhand's rovers in TN 1474. Leaders of all communities knew a combined force was needed to repel these rovers, but mistrust and infighting thwarted all efforts to establish one. Ongoing philosophical discussions intermingled with personality attacks hindered the communication mediums in what was known as the Great Debate. Unable to reach a consensus on the makeup and leadership of this force, the communities of the Tobian Plain could make little effective preparation to defeat Bloodhand.

Bloodhand is known to have begun his attacks somewhere near Raleigh. He appeared from the Badlands with a large group of scavengers and bandits. His rover army slowly moved south through the Lonely Hills, preying on isolated farms and scientific communities. It is common knowledge that he was a most unusual brute of a man and a clever orator. He managed to bring together and control his group through a combination of violence and charisma. His greatest success was the destruction of the small city of Lardom. He led his followers on a dawn raid, but the fighting took almost a season before the city fell completely.

Bloodhand was not to enjoy his success for long. According to official records, he was killed within two cycles thanks to a plan instigated by Yuri Gropius and his followers. It is rumored that Bloodhand's three wives and two sons managed to escape into the Badlands during the chaos that followed. The clan head of the community of Jefeze, in the Lonely Hills just north of the Alliance, claims a direct lineage to Zeff Bloodhand.

• YURI GROPIUS SPEAKS (TN 1475)

Yuri Gropius had risen to prominence during the Great Debate conducted by many of the regional leaders on the form that the inevitable society must take. Gropius directed his attention to the threat presented by Bloodhand. As Bloodhand's rabble looted more communities, Gropius started to organize men and women experienced in fighting bandits into a combined army. The communities around where Tanalom (now renamed Gropius in his honor), Thebes and Perth were to be built heeded his call. The debate held its collective breath while training and equipping took place. Finally, Gropius accompanied the commanders and their troops north to the conquered city of Lardom in an attempt to destroy the rovers' power base. The fight promised to be long and destructive to all, but Gropius insisted the commanders hold off their attack. He instigated a plot to kill the bandits' leader, Zeff Bloodhand. Upon his suggestion, a group of more experienced men, many of them Badlanders, entered the city masquerading as rovers. Gropius' plan was successful and Bloodhand was killed, though the volunteers who had carried out the task did not survive the mission. The rover army in Lardom fractured, and Gropius' troops took advantage of the infighting to hunt the survivors. It took well over a season to finally destroy the threat.

Yuri Gropius returned a hero, and when the Great Debate resumed his personal theory on government started to receive widespread interest. An extension of the work of the Athenian philosopher-dramatist Plato, the Unified Determinist Biological Evolution Theory (see *Teachings of Yuri Gropius*, p. 73 in chapter 6) slowly picked up support. Opposition in some quarters was fierce at first, since his ideas would require a massive restructuring of society — especially a significant alteration to the family structure. Most religious groups found Gropius' politics an anathema, since God and spirituality played no part in his conception of society. The majority were in favor, however, or at least more open minded as to what it had to offer. Two cycles later, Gropius succeeded in getting elected as mayor of Tanalom. A renewed sense of purpose and hope flourished, and Tanalom's economy boomed.

2.2.2 CREATION AND GROWTH OF THE ALLIANCE (TN 1481-1678)

The nearby city-states of Perth, Thebes and Oxford watched Tanalom with interest. Although detractors raised doubts, most were envious of Tanalom's financial and social successes. Gropius managed to convince the Perth leaders to vote on whether they would adopt this way of life. Previous strong trade ties between the communities helped this decision. More importantly, Gropius' speeches and debates around Perth brought about a groundswell of public support for his vision of a better way of life. Most of this support came from the many Badlands refugees and northern parts of what is now the Alliance. They had fled all the way to Perth to take advantage of the preexisting housing and safety, but were unhappy with the discrimination they suffered from locals who resented them "stealing" jobs by working cheap, especially since the rover threat had passed away. Championed by Perth photographer Victoya Brook, who cultivated sympathy for their plight, these refugees eventually convinced other Perthians to listen to Gropius' solutions. When the Perth council finally held a referendum, a favorable outcome brought about the signing of Terms of Alliance, and in TN 1481 the Humanist Alliance was born.

Gropius instigated his reform with speed. The beginning of the caste system was soon properly established in Perth, and he started a campaign to bring in other city states. Within five cycles Thebes, the new Alliance's closest neighbor was keen to solve its own resource and defense problems. In 1487, impressed with the consistent growth of the Alliance, the Theban government held a referendum. It came out in favor of the Humanist way of life and later that cycle, Thebes became the third of the Alliance's main cities. Gropius sent teams to all the nearby city-states and major rural areas in an attempt to bring them into the Alliance. He attracted many immigrants during this time with his offers of shelter, work, and a loving, supportive community. Over the next 15 cycles, Gardena, Oxford and Raleigh joined the Alliance. Smaller communities who refused to join found themselves facing steep tariffs if they wanted to trade with members of the newly formed league, which proved to be a deciding point for many — notably the citizens of White Rock, who acquiesced in TN 1509. When Yuri Gropius died in TN 1558, the Alliance was growing and thriving. In honor of all he had done for them, his place of birth Tanalom was renamed Gropius. The Alliance went on to grow and evolve, establishing itself as Terra Nova's first successful league. Unfortunately, this very success would be seen as a threat by others beyond the Alliance's borders.

2.2.3 SOUTHERN WAR OF UNIFICATION (TN 1678-1681)

In the Summer of 1678, the Southern Republic declared that along with the Mekong Dominion it was forming a polar confederation called the Allied Southern Territories. It was clear from the details, however, that the Dominion had really been made a subject state to the Republic. The Dominion's reasons for not fighting this move were never really clear for Humanists, but their submission doomed the remainder of the South to Republican domination. With a call for the surrender of the other leagues, Republican forces marched across the Alliance borders on 23 Autumn 1678. The politicians in Port Oasis knew the advantages it now held and expected a relatively short battle from the "peaceful philosophers" of the Humanist Alliance. Humanist leader Illuminatus Hysert had for the previous three cycles made several public speeches saying that the Alliance wanted no part of a unified South under Republican rule. Much to the surprise of the Republican invaders, however, he had also prepared his people to fight.

- **INVASION OF THE ALLIANCE [AUTUMN TN 1678]**

The first city to fall was Gropius, after Republican troops sent a huge force from their own center of power in the Esperance Basin through the city towards the Alliance capital of Perth. Knowing Gropius would not be defensible, Humanist protector forces were pulled back to defend Perth. Preceptor Mandi Taylor-Cohen, Gropius' City Leader, approached the lead tanks by herself the day the first forces made it to the Trondheim Valley. Her speech is still related in childhood, especially her somewhat rhetorical question to the Prefect in charge of the conquest of her homeland: "Why is it, no matter the age of mankind and the lessons learned in history, that despots and warmongers are still made kings and emperors?" Following that event, the population of Gropius surrendered and a sizable number of the Republican task force troops found themselves on occupation duties.

With minimal interference, the main Republican task force headed for Perth through the jungle of the Esperance Basin. Talk in the Estates-General of an overwhelming victory within the cycle prevailed. Already troops and light armor were parachuting in near White Rock and into the Tobian Plain. Elite tactical units had cut the Alpha Maglev, and along with it any thoughts of support from the North. As a stormy night started in the western part of the Esperance Basin, it was considered just a matter of time before the Illuminatus conceded defeat and terms of surrender could be decided.

On 39 Autumn TN 1678 at 2605 hours, the protectors of the Alliance retaliated against this imperialistic aggression. Thousands of men and women assaulted the Republican battle group from all sides. The Alliance's troops began a war of skirmishing strikes and rapid retreats that would keep Perth from falling for another two cycles. Although the Republican forces outnumbered those around them, poor tactics and an unwillingness to go up against the city defenses without having secured supply lines slowed down and even halted the advance.

Many protectors from Gardena, Raleigh and Thebes fought with those from Perth to defend the capital. The protectors fought hard. In bloody jungle battles, the Republicans learned quickly that the Humanist troops they took for no more than brainwashed inferior soldiers were in fact dedicated highly trained and motivated soldiers. Technology was also a factor, and the effectiveness of local striders proved a shock to the confident Republicans. Another great success story, the Ghost stealth reconnaissance aircraft allowed close monitoring and targeting of Republican arms, fuel, command and communication sites. The Republican advance slowed to a crawl for over a cycle as the Republic fought on several fronts in the Alliance and Emirates, against much heavier opposition than they had been prepared for.

- **ISOLATION OF WHITE ROCK [WINTER 1679]**

White Rock was besieged by elite Republican forces that had been dropped into the mountains, and later by more conventional forces that were brought, at great human cost, across the treacherous terrain of the Pacifica Range. The battles were hard and Republican forces were compelled to fight a semi-guerrilla war, targeting transport links to keep White Rock from aiding the rest of the Alliance. Fairly soon, the production yards deep within the mountains found themselves lacking supplies from Thebes and Perth, and were unable to maintain full production. Although several convoys did make it in and out of the mountain city, Republican harassers made them pay dearly for their efforts. Within half a season, several strategic landslides and the destruction of bridges had all but left the city isolated for the remainder of the war.

Although it the Southern War would drag on for another two cycles, the successful neutralization of White Rock was perhaps the most critical Republican victory in the invasion of the Humanist Alliance. The industrial city-state was just too important to the overall Humanist war effort to lose. After it was eliminated from the war, the Republicans had time on their side. As long as they could hold the ground they had won and keep their own supply lines healthy, they could outlast the Humanist defenders. Humanist strategy had to change gears with the loss of the city to break that advantage, but they ultimately could only manage to stall Republican forces. In the end this would not be enough. With White Rock, so fell the Alliance.

- **ATTACK ON GARDENA [SPRING-AUTUMN 1679]**

As the new cycle began and now that White Rock was neutralized, a sizable force of Republicans moved over the Pacifica Range in the league's far north and eventually moved southeast to attack Gardena. Fighting occurred in the wetlands of the Emerald Belt, with the Republican harassers digging themselves in. The increasingly reduced protector force at Gardena decided to wipe them out before more Republicans could arrive. The few striders and jungle-capable vehicles they had were incorporated into a task force. They assaulted the enemy stronghold, but difficult conditions and the clever tactics of the more experienced Republican forces ended up killing enough protectors and destroying enough equipment that once the assault was over a stalemate ensued. The Gardenan's cultural fear of the open and dislike of bright light is considered by many strategists to have played a large part in their failure to mount a decent effort in the war.

The attack on Gardena was just an effort to pin the Humanists down, to avoid having a force of any note behind the main force that was landing mostly unmolested far south of the city. Although the Alliance was aware of this, they refused to draw forces away from the main front near Perth or from the protection of their cities. The Republican force took several weeks to prepare before it moved on Oxford, the most important food production center in the Alliance.

• DRIVE TOWARDS PERTH (WINTER TO AUTUMN 1680)

As the Republican battle group finally neared Perth, fighting was halted when they found themselves confronted by ten of thousands of commoners who had been told to trek from Perth and surrender. Some Republican units shot whoever came near them, suspecting a tactical diversion or duplicity. Others ignored them, but the commoners proved to be a major impediment to the movement of forces. Nor had the commoners brought any food and the order was finally given to use the armies' own rations and quickly shift the prisoners onto Gropius, where they might add to those already under guard. This diversion gained the Humanist forces a valuable few weeks.

Republican landships finally got into range to start a tactical bombardment campaign. Using strategic analysis of the terrain and vegetation, the Humanists predicted where the Republicans would be taking their main landships. When the bulk of the fleet crossed into position the Humanist command detonated a massive explosion within the MacAllen tunnel network. The previous season's efforts paid off and an area of over a ten square kilometers collapsed under the weight of the vessels, sending the *Napoleon*, *Dauntless* and the *Grandmarshal* crashing into a shallow watery pit and damaging several others in the battle-group. The *Dauntless* suffered severe damage to its lifter arrays and took on board a great deal of water which almost destroyed it. Only when the war was over could it be salvaged. The *Grandmarshal* crashed unevenly and rolled. The hull split in several places and its fusion generator fractured, causing a cascade radiation effect that flooded the ship with fast neutrons and killing all hands. Fires then raged out of control, igniting explosives and causing further casualties and damage among the nearby vessels. The *Napoleon* fared better and although most of the aircraft aboard needed repairs, it was able to escape the huge manmade lake and continue in the reserve. The lake was named after the *Grandmarshal*, pieces of which are still visible in the water today. It is now a popular tourist attraction.

• OXFORD FALLS AND WARS END (WINTER TN 1681)

Early in the new cycle on the Tobian Plain, the Alliance fought its second most decisive battle. Since the first days of the invasion, small groups of harassing Republican troops had used paratroopers and the newly designed Jäger Gears to keep the Humanists in Oxford and Raleigh preoccupied with defending their own cities, rather than aiding the rest of the Alliance. When the Republican forces were finally gathered on the Tobian Plain, they approached Oxford en masse to face a gallant defense. The initial fighting kept the Republicans at a distance and it was thought that relief forces from Raleigh might turn the attackers away.

At this point the Republic had no other option but to subject Oxford to orbital bombardment, supplemented by a long range bomber attack. After the tungsten tipped space-launched projectiles had destroyed most of the city's air defense systems, a huge quantity of fuel-air explosive bombs and incendiary devices were dropped onto the city by Republican bombers. The cost was horrendous, with over 80,000 people killed as fires raged in and around Oxford, burning the vast fields; more people died in the flames and smoke than the actual bombardment. Some days later, the invaders took over what was left of the city and looted the surrounding countryside for supplies. Oxford remained a half-smoldering refugee camp for the rest of the war. Almost half a million people were displaced to other cities, most never to return. The Humanists had paid the price for their obstinacy. Three days later, Illuminatus Hysert called for a cease fire and within a week the treaty of Allied Southern Territories was signed, bringing the Humanist Alliance into the new Southern coalition and under Republican control.

Operation: LongNight ◀



The greatest plan of the Alliance's ruling Inner Circle, Operation: LongNight is designed to allow for the rebirth of the Alliance at some future time without the corrupting influence of Republican domination. Founded by Illuminatus Hysert during the early days after the successful invasion of the Alliance, it encompasses all the details needed to sustain Gropius' vision until the day the Republic can be thrown out. The Inner Circle has tinkered with Alliance society over the cycles to maintain this goal. Both the Cult of Gropius and Gavin Hypolite's Free Alliance movement are results of their activities (see 3.3.1 *Cult of Gropius*, p. 30, and 3.3.3 *Hypolite's Free Alliance Movement*, p. 33).

Operation: LongNight is designed to work on several levels to maintain the Alliance, and is structured so that the loss of some of these efforts does not collapse the whole operation. Some of the operation's efforts seem contradictory and damaging. LongNight has this effect because there are several different directions the Alliance may be forced into to survive Republican domination. The main focus has been to instill the Humanist virtues and ride out the Republican domination until such a time as they release control. Operation LongNight is also behind the increased training being given to protectors, so that they might be best prepared to defend the Alliance in the war to come.

LongNight is under severe strain, however. The War of the Alliance derailed many of the plans that were coming to fruit during the Judas Syndrome. The current Inner Circle is struggling to keep the Alliance together in the face of growing external and internal pressures, while others race to get it ready for liberation. The Illuminatus fears jumping the gun and exposing his league to retaliation, while others think that the time for freedom is now.

2.2.4 EARLY REPUBLICAN RULE (TN 1681-1723)

Incorporation into the AST brought about immediate changes to the Alliance. First, the protectors were broken down from a standing army into city and rural garrisons and border guards. Many of the better troops were forcibly incorporated into the MILICIA (after its formation) and were moved away to serve elsewhere in the AST. Similarly, Republican troops and foreign MILICIAmen swiftly moved in to work closely with the protector garrisons and keep an eye on them. All minor rebellions against the Republic, of which there was a fair number, were quickly rooted out by the Humanist Insight and Regulatory Authority (HIRA) and Department of Health and Morality (DHM), at the urgent request of the Illuminatus and the Inner Circle. This was done to avoid Republican reprisals and to preserve the newly formulated plan to survive as long as necessary under Republican rule. This plan evolved into Operation: LongNight (see sidebar, p. 12).

2.2.5 ST. VINCENT'S WAR (TN 1723-1729)

Just when the great southern war seemed to have become a distant memory to most Humanists, St. Vincent's Plague dragged them into another one. The plague was not as debilitating to the Alliance as it was to other leagues. Gardena, with its strict quarantine system, even managed to keep the plague out altogether. Elsewhere, warnings were quickly heeded by Alliance scientists and crèches of children were whisked away to isolated protector bases and resorts. Involvement in the fight with the North was very costly to the Alliance. The Republic used protector forces to spearhead several assaults, resulting in terrible losses within their ranks. Most Alliance cities were attacked by long range bombardment or by skirmishing forces. Industry was exhausted trying to meet the Republican demands for supplies. Soon after the Mekong Dominion refused to continue the war, the Alliance voiced its opposition; a peace accord was reached shortly thereafter.

The eighteenth and nineteenth centuries passed without major incident after this. The Humanists openly accepted the domination of the Republic, though all the while Operation: LongNight continued to work behind the scene to minimize any efforts to change the society away from its design. Secret preparations were also made for a time when the Republic might falter in its control of the South, and the Alliance could once more control its own destiny.

2.2.6 WAR OF ALLIANCE (TN 1913-1917)

The invasion of the Colonial Expeditionary Force (CEF) in the summer of TN 1913 changed everything. During the initial cycle of fighting, all the Alliance cities were attacked by orbital bombardment. These indiscriminate attacks did a great deal of damage to Raleigh, Thebes and the outer areas of Perth. Humanist advanced defensive laser systems managed to destroy or blind most of the satellites and ships that attempted to bombard Perth, Oxford, White Rock and Gardena.

In TN 1916, when the CEF landed 80,000 troops near Baja, the people of the Alliance felt a real danger. A massive Alliance task force marched north through the Lonely Hills to join the assault on the city being led by the Legion Noire. Many commoners received special reconditioning during this time and were sent under the control of protectors to fight to save their homeland. This literal brainwashing of commoners to turn them into soldiers is still considered an unprecedented use of hypnotherapy and psychological alteration.

2.2.8 POST-WAR REBUILDING (TN 1917-1935)

Since the war, the Alliance has been able to almost completely repair itself, rebuilding its cities, transport links and military forces. As the war with the North looms again, fortifications along the Badlands border and other strategic locations increase in number. The league is now caught up in a secret war between the Alliance's government agencies and the Republic, as the latter try to bring about sweeping cultural change to the Alliance. Meanwhile the Illuminatus and the Inner Circle work through Operation LongNight to keep the Humanist Alliance intact.

Operation LongNight has been accelerating and increasing its activities since the War of the Alliance. Recent cycles have seen several important moves, including the so-called Oxford Agreement. The result of a covert meeting in the Humanist center of learning, this arrangement was brokered by Illuminatus Salvador Anastapulos and Humanist Lord Chancellor Farzahn Hemami to limit the extent of the growing revolts in the Eastern city-states of Basal, Okavango and Bangweuleu. This struggle began to spill over the Humanist border in TN 1934 and Anastapulos used these concerns as an excuse to gather ESE Lord Chancellor Kenichi Tanaka, Rebel leader Nigel Shirow and Republican Prime Minister deRouen in Oxford at the end of the cycle. Hemami and the Illuminatus then brokered an agreement under which the Republic would maintain limited involvement in the rebellion as long as it remained an internal Eastern matter.

Shirow and deRouen were open to this accord because they wished to buy time: Shirow to secure his territories and deRouen to deal with his political opponents. What neither realized was that the Alliance created the deal to keep the Eastern rebellions a going concern, weakening Republican resources and creating opportunities for freedom. The plan seemed to be working perfectly until the assassination of Revisionist Second Follower Thor Hutchison. Some of the Inner Circle now fear it will drive the Republic to drastic action to secure the AST before a war breaks out.

2.3 ECONOMICS

The Alliance concerns itself with being as efficient as possible with all its resources. Just as its citizens are carefully controlled, so are its natural and technological resources. Computers keep track of the vast details concerning supply and demand around the Alliance, and use sophisticated statistical analysis to plan and cater for all major future demands. Preceptors in the Department of Administration (DA) claim the system is very successful, although no independent review has ever been done. The Alliance is also careful to prepare for shortages and natural disasters, and each city has a procedure for storing additional quantities of imported products to cover short-term difficulties.

Many goods are mass produced in the Alliance. The dedicated work force concerns itself with producing high quality items, and the quality control in factories ensures that no defective goods leave the premises. Employees are instilled with strong work ethic, and many consider dedication to work as important as dedication to their community. Considering that almost all commoners have mentors in the business they are in, there is a very personal obligation to impress superiors and mentors by performing to the best of one's ability. Commoners run most companies, although audits are conducted on their practices by preceptors and protectors. All businesses are given security ratings and receive appropriate levels of protection from industrial espionage. Many companies are the result of a preceptor's research and even though the commoner business leader may benefit financially from production, the Alliance takes a proportion of all sales. Commoners are taught to always accept this deduction for the betterment of the Alliance, although it does not always happen without question over percentages.

2.3.1 INDUSTRY

The Alliance specializes in developing and manufacturing high technology products. Firms specializing in computers, complex mechanics, sensors and laser technology usually have their home offices in Perth, Thebes and White Rock. Most firms offer specialist work and maintain their businesses through advertising in the league-wide information network and through government tenders. The Alliance is on the cutting edge of robotics and drone technology, and computer-aided engineering firms produce a wide variety of specialized equipment for markets all around the globe. The Alliance also has some of the most advanced plant automation processes in their factories and their automotive industry in White Rock, with commoners handling primarily supervisory and maintenance positions.

A surprisingly large proportion of work in some factories is still done in fairly labor-intensive ways. Preceptors regard this as an important way to maintain a skill base for when technology fails or is unavailable, as well as a useful way to provide employment to those who would otherwise be unemployed. The clothing, glass and ceramic industries have the highest proportion of "handmade" products. Many designers and companies lay claim to long traditions of producing the finest quality goods by hand. The fashion industry in Gropius is perhaps the best example, with such companies as Ellem and VP Designs successfully catering to the rich of foreign leagues.

The quality of Alliance products is very high. The Humanists have made a name for themselves with various components and several vehicles over time. The Ghost and Fire Dragon, being good examples. The Alliance — especially Perth — is the place to produce custom-made technological items. The Humanists are also very protective of their industrial secrets and HIRA has a specialist force dedicated to protecting them and finding out about foreign competitors.

Medical technology is another field in which the Alliance excels. Although the Nortlight Confederacy is the recognized leader in this field, thanks to the work of the Yele Medical Center, the Alliance has conducted far more work on trying to control deviance through the application of science. They know a great deal about psychiatry and associated drug use, which has culminated in their extensive use of hypnotherapy to both train and "heal."

2.3.2 AGRICULTURE

The Alliance is also a leader in the use of chemistry and biology to advance their animal and crop production. Bioengineering of plants and animals has allowed the Alliance to produce strains and breeds to cater to specific demands. Most of these have been adapted to resist disease and in some cases to grow more rapidly. Agronomic research, specifically aquatic farming, has made Alliance farming very prosperous. Key sectors of Humanist agriculture are also kept somewhat artificially labor-intensive to maintain survival skills in the population base.

In Gardena, hydroponics and specifically engineered soil have allowed the production of Earth fruit, corn, coffee beans, cocoa and many other plants that cannot otherwise be grown on Terra Nova. Consequently, Gardena makes excellent profits on its monopoly. Port Arthur has shown a high demand for "native" food, although many cannot afford the prices.

Raleigh and Perth are the centers of the bulk of the Alliance's food production, with massive wheat, millet and barley crops each cycle. Oxford produces quantities of bioengineered plants which are tailored to produce specific by-products, such as the petroleum producing nut. Raleigh also produces a bacterial culture which turns waste into a bonding pre-polymer substance known as Gorp. Many of the buildings in Raleigh are cemented together using Gorp. Raleigh also produces large quantities of homemade alcohol, in a variety of types and qualities.

2.3.3 TRADE

The Alliance has tried to make itself as self-sufficient as possible, although this desire has fallen short because of a lack of natural resources and a wish to profit from commerce. Much trade involves the sale of advanced electronics, machinery, high technology goods, agricultural produce and specialized items in return for raw materials, luxury goods and other specialized equipment. The Alliance has good commercial ties with the Republic, Port Arthur, Peace River, New Baja and various neighboring Badlands communities. The Mekong Dominion and Eastern Sun Emirates trade refined metals and gemstones. The Dominion has also tried to buy up Alliance land, but because the state owns the land, the Dominion has been forced to turn elsewhere. This has resulted in a large investment by Dominionites in Alliance companies.

The Department of Economics, Trade and Foreign Affairs (DETFA) monitors all trading by Alliance citizens. Unregistered trading is considered a serious offense. All trade routes, whether the alpha maglev, overland caravans or trains, are carefully monitored by the Department and the protectors to maintain the security of these resource routes. DETFA has learned how to play the international market, and many of those Humanists making the decisions have worked and studied in the Dominion. Trade now forms a substantial part of the Alliance's income.

Smuggling continues even with all the attention to border security. Apart from typical smugglers bringing in goods to avoid taxes or "morality laws," there is an organized smuggling network conducted by Humanists to avoid the notice of the Republic. Gavin Hypolite's Free Alliance movement is also developing its own extensive network to bring in weapons and other supplies. Government-backed operations also bring in military equipment and specialized technological supplies. Gardena's Bluewater complex (see 5.2 *Gardena*, p. 44) with its secret submarine fleet is perhaps one of the best examples. Many of the smuggled supplies come from the Badlands and indirectly from the Northern leagues through various front organizations.

2.3.4 TOURISM

Since the Alliance was "opened up" after coming into the AST, it has attracted a surprising number of tourists. Compared to the violent, sordid splendor of the Emirates or the hustle and bustle of the Dominion, the Alliance, with its sedate lifestyle, inspiring architecture and extraordinarily crime-free environment, has proven to have almost magnetic qualities for many Southerners. Most popular are the huge tourist resorts where Humanists relax as a reward for work well done. To enter the Alliance, one must subject oneself to a substantial series of inquiries as well as a health check. Criminal or military discipline records, as supplied by member leagues of the AST, mean that one has to be interviewed by a preceptor to decide if entrance to the country will be allowed. Any contagious disease immediately bars entrance until approval by an Alliance doctor. Such rigorous and invasive processing of applicants has done little to slow the steadily increasing number of visitors each cycle.

Perth, Gropius and Thebes are popular for their architecture and have developed a growing cosmopolitan atmosphere since the War of Alliance. Artists and wine lovers make frequent pilgrimages to Gropius cycle round. Many scientists also hold symposiums in the "country of science." Archaeologists, especially from the Mekong Dominion, travel to Thebes to visit the ongoing digs, something local archaeologist Preceptor Ferten Saboliski is hard at work to promote. Oxford's wall markets are also very popular for their bohemian atmosphere. Oxford is considered the most romantic of the Alliances' cities and many newlyweds visit there. Only Gardena and White Rock resist tourism, both cities having limited space and several reasons to keep strangers away. Raleigh has simply proved to be unattractive to most tourists because of its climate and surroundings, with the exception of some sport and beer lovers. For Humanists, the presence of the Tatant Reeducation Facility is an almost superstitious deterrent to visiting Raleigh.

► Preceptor Ferten Saboliski, [Sth Tier] retired

Preceptor Ferten Saboliski, has been working on dig sites in Thebes for the last fifty cycles and despite having reached the respectable age of one hundred cycles, he has officially been allowed to remain on as project leader. Saboliski has been to Olduvaï more times than he can remember and is highly regarded there. Some five cycles ago he initiated negotiations within the archaeological community to conduct a planet-wide sharing of information. Presently the Dominion and Alliance are the only full subscribers to the scheme. Saboliski has decided that in conjunction with the Dominion, the Alliance will hold an archaeological conference open to all Terra Nova's best archaeologists to try and attract support for his international archive. Saboliski has suggested in private circles that he is soon to have evidence that will revolutionize current thinking of the origins of the first Homo Sapiens on Terra Nova, involving biological testing that indicates the existence of a freak virus that attacks the immune systems of only fully mature individuals. Saboliski believes this is what brought down some early civilizations and led to the primitive societies now being researched.

Unbeknownst to all, Saboliski obtained some of his information from a religious fugitive named Gundar Smythe. Saboliski sheltered the monk from his pursuers and was given an incomplete copy of Smythe's notes on the biology of human survival on colonial-era Terra Nova. Smythe has since left Thebes, but Saboliski is trying to find him again because of the value of his data. The preceptor is especially curious about just where such data could have come from.



THE STING

HIRA operative Polm West slid along the wall, holding the pistol with his elbows locked. He kept the Republican agent's head in the center of the gun's heat sight. It showed as a red blob through the prefabricated wall. Polm could hear Tzuiki chatting away in her singsong voice, knowing that she would be trying to get the target's trust or lust, whatever would do the job. Around him the air stirred gently from Lake Hawkins, taking the day's heat away. He had been sliding his feet because of the irregular ground of the dig site, but once in place he relaxed and went over in his mind the positioning of the team.

Taind had the main console and Tara would be watching in her motherly fashion, taking mental notes to criticize any sloppy procedures. Mafin should be standing guard nearby, just on the other side of the hut. And of course, Tzuiki would be doing her best to pacify the target in her own seductive way, which probably meant that Tara would call for plan "B" — the one that had him kicking down the side door and plugging the target; not that he didn't look forward to that.

"Plan Bravo, execute now." Even as he grabbed the "flash bang" with one hand and knocked his visor down with the gun barrel in the other, he wondered if Tara was not letting this obvious love interest turn into an obsession. The hut door proved easy work for his armored shoulder, and he tossed the grenade in, waited for the bang, then leaped through the doorway, diving to the right.

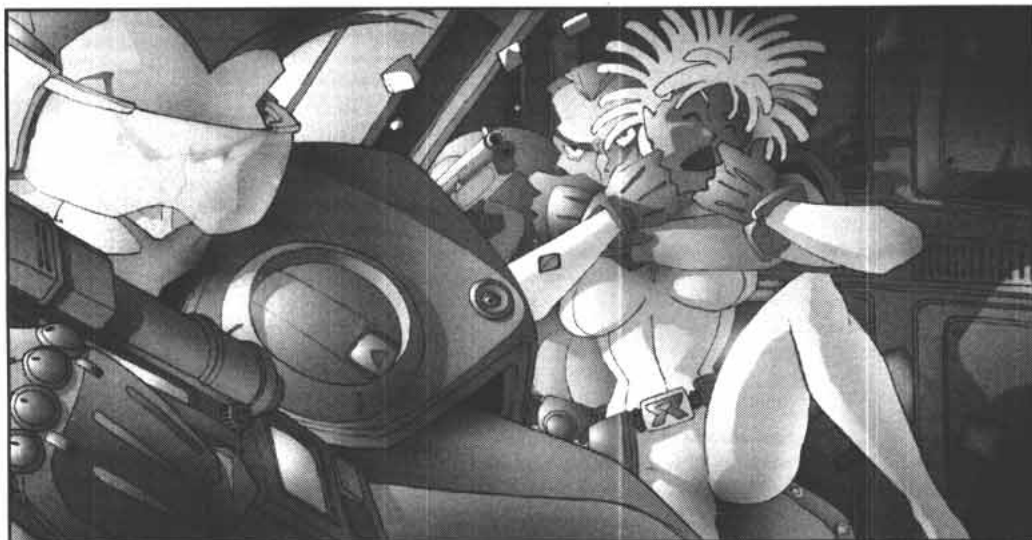
"Three seconds, Polm," came Mafin's voice over the ear receiver. Polm could see the target had Tzuiki by the arm and was pulling her up to shield himself. For some reason the explosion had not done anything to really slow him down and his heavy pistol was waving around wildly. Tzuiki was screaming like there was no tomorrow, which there may not have been for her the way things were going. Polm saw rather than heard the shots fired around the room in rapid succession from the big black silenced pistol. He squeezed off a double tap of his weapon at his assailant, then was thrown off balance when a bullet hit his left shoulder. Mafin's lanky figured suddenly barreled in through the door, knocking the target and Tzuiki to the ground. Polm leaped up and brought his pistol to bear, but Mafin already had his slim silenced gun in the target's face.

A short time later Mafin's calm voice came over the general channel. "Target secured. Awaiting pickup."

As he stood and lifted the target's unconscious body, Polm felt some pride at the yellow tufted dart that fell away from the man's throat. A smile cracked his face as he saw Tzuiki flopping weakly on the floor and then collapse. He removed the dart from her shoulder and picked up the other projectile, shell casings and the gun that was the cause of his aching side. Mafin had the expended grenade casing already safely pocketed.

Polm then picked up Tzuiki, slinging her unconscious form over his shoulder. She only stirred slightly, almost as if she were making herself comfortable. Smiling at this not unpleasant situation, Polm followed Mafin outside. On cue, the van pulled up at the door. Tara's head appeared from the gloom of the van's inside, her scowl a contrast to Polm's smirk. "Get in, all of you."

"Guess you're going to want to talk to her about sleeping on the job again," he said and patted Tzuiki's rear. Mafin chuckled under his breath. Tara seemed less amused. Why did all preceptors have to be such stuffed shirts?



3.1 THE HUMANIST CASTE SYSTEM

Humanist Society is divided into three distinct castes: preceptors, protectors and commoners. Like in any complex living organism, the parts act collectively to make a more effective whole. Where there is unity there is strength, and in the Humanist social model the role of each citizen and the ideals they aspire to are carefully enforced for the betterment of the whole. All citizens are brought up to hold these ideals above all else (see 6.1 *National Character*, p. 73) and the various organs and agencies of the state keep an ever-present vigil to make sure that all parts conform to the higher purpose of the whole.

The Alliance is ruled by the Illuminatus, a preceptor selected by his peers and the previous Illuminatus for exceptional skills in leadership and social planning, and supreme appreciation of the fundamental virtues that are required for enlightened leadership. The Illuminatus is hence the Philosopher-King spoken of in Plato's *Republic*.

Specialists from the Department of Health and Morality (DHM) determine the caste of each member of society when they reach 16 cycles of age, based on a barrage of tests and observations. This determines their life-path. Once, citizens had no choice but to accept this decision — something few considered a burden because the selection process found them the career that would benefit them the most. Since the War of the Alliance, however, it has become possible to change caste by applying to the Department of Administration (DA) and this is happening more frequently now (see also 3.2.5 *Humanist Insight and Regulatory Authority*, p. 26). The strongest arguments used to support this call for adult advancement to other castes are studies that have shown that a fair proportion of humans mature reach their potential slower than their peers and are less developed when they undertake the exams at age 16. Proponents of this opportunity also point to life experiences (and even injuries) that can cause profound changes in character, making a caste change in the best interests of the individual and society.

Caste change is still thought of as distasteful by traditional Humanists, however. Those who seek it out are always seen as suspicious by their neighbors and the request is generally thought of as selfish.

3.1.1 COMMONERS

The commoner caste makes up of the bulk of society, and is considered the least able to uphold the selfless values that are required of those who will protect and lead society. All commoners are assigned a job at the age of 16, and from then on become apprentices to their assigned mentors and learn their trade. They have their careers effectively mapped out based upon their performance, and generally remain fully productive until they enter semi-retirement at 75 cycles. Of course, during his career a worker may for reasons of interest, experience and changes in demands in society be advanced in a different direction than planned or be retrained to do other work. The positions of commoners cover all tasks that do not involve combat and weapons training, scientific research or the management of society. Commoners are expected to be qualified for their career by age 30 at the latest.

Commoners do most of the work in the Alliance and have the most dealings with outsiders. There is a broad spectrum of work available to them, and although commoners perform manual labor and many mundane tasks, they are also involved in very important and demanding activities. Many are doctors of medicine, although they are not allowed to advance beyond the rank of general practitioners. Many others have lives in the military as support staff, freeing up the protectors to be deployed in positions more relevant to their training. Most engineers, skilled tradesmen, civilian pilots and mid-level bureaucrats are commoners. As long a job does not involve policing, fighting, the pursuit of science or the control of society, a commoner can do it.

Commoners are not all happy to accept their lot in life, however, and their caste accounts for most of the applications before the Department of Administration (DA) for caste change. Even though they receive further education for the first four cycles after lower education on how and why they should accept their place as a commoner, there is a significant percentage that find the limitations set on them overly restrictive. Many who have studied as doctors, engineers and research assistants find themselves wishing to achieve greater things. Tensions have eased somewhat now that the Allied Southern Territories administration is making sure that the DA allows such advancement.

3.1.2 PROTECTORS

Protectors have the role of police and armed forces. Most perform a tour of duty in the Humanist Alliance Protection Force (HAPF). This rotation is considered important by the preceptors to reinforce their identification as defenders of the Alliance and to establish an effective "ready reserve" for times of war. There are ten ranks for protectors, both civilian and military, with the lowest rank known just as "protector" and the highest position being that of Consul — also known as the Archon within the HAPF. The Archon reports only to the Illuminatus and is also part of the Inner Circle that rules the Alliance. Preceptors work in tandem with protectors in the upper five levels. The Inner Circle considers this bending of traditional rules an essential part of the security of the Alliance, to make sure that influential protectors never stray from their intended roles. Such preceptors form an intelligence network within the HAPF and the civil policing garrisons.

• THE RIGHT STUFF

As defenders of the Alliance, protectors must have a number of qualities. First and foremost they need the ability to raise themselves above the baser "primitive" desires of humanity, such as the need for belongings and other forms of personal gratification. They must show promise in both body and mind to be defenders of the Alliance, particularly in respect to their "good moral fiber." They must be willing and able to devote their lives to the defense of the Alliance.

Protectors undergo rigorous training between the ages of 16 and 25 cycles, then are placed into active service with a rank that suits their skills and abilities. Ranks are the same whether they serve in the HAPF or at other protector duties around the Alliance. Naturally, protectors do not work in positions where they are not qualified, much like no armored cavalry officer would be placed in command of a naval unit. For members of other government bodies such as the Humanist Insight and Regulatory Authority (HIRA), DHM, and the various civic policing jurisdictions, the powers of protectors are defined by each body's own legislation. Any conflict of authority or jurisdiction is officially handled during a direct conference between the immediate superiors of those involved and a DA preceptor. The growing mistrust of the Republican-influenced Department of Administration in certain circles has made unofficial negotiations the order of the day.

• THE MILITARY BRANCH

The jurisdiction of the HAPF protectors revolves around their duty to defend the Alliance from external military attacks. They operate out of garrisons situated close to and in major cities, with smaller bases set up along the borders and in rural areas. Almost half of the two 200,000 protectors serving in the HAPF are off serving in other leagues and the Badlands as part of the Southern MILICIA (MILitary Intervention/Counter-Insurgency Army). The MILICIA is the Allied Southern Territories' combined forces army made up of soldiers from all the Southern leagues. These HAPF contributions mean there is no traditional MILICIA conscription in the Humanist Alliance.

• CIVIL POLICING

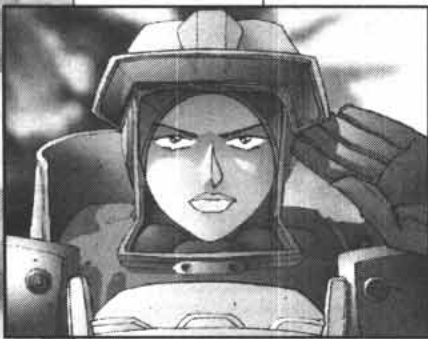
Each city and rural area also has protectors working in roles that equate to typical police work, from street patrol officers to homicide investigation detectives. These civil protectors operate out of garrison-like central headquarters in each city and major rural district, with satellite stations in less populated areas. Most of these protectors are formally known as Public Order Protectors (POPs), and work closely with the Department of Health and Morality — since criminal activity is viewed as something much like a disease that can be cured. Protectors are conditioned to treat offenders much like a concerned citizen would a mentally unstable or drunken relative who was out of control. They pacify them and bring them in for preceptors to cure. When things get too dangerous the Violent Deviance Security Specialists (VDSS) are brought in.

Border posts and important non-military facilities in rural areas are kept secure by protectors who specialize in long range patrols and operations isolated from close support at resorts and science facilities. They come under the broad title of Border and Isolated Facility Security (BIFS), and operate out of the many border towers and at customs points around the Alliance. Within the BIFS are the well-recognized Mounted Patrol Rangers (MPR), who use Tobian bred riding springers and vehicles to keep the borders secure. They maintain close links with the HAPF, whom they call upon if needed.

Each department and authority also has protectors specially trained to operate within them. HIRA has protectors specializing in espionage and counter-espionage, diplomatic protection, counter-terrorism and political deviancy investigation. DHM protectors are specialized in studying criminal nature and conduct surveillance for deviance on the general population. Other protectors work for non-governmental organizations as security personnel since protectors are the only ones allowed to do these jobs in the Alliance. Specialists in this field do such things as security, industrial counter-espionage and bodyguarding.

Protector Ranks ◀

Lvl	Rank	Preceptor Advisor	Unit Command (Size)
10	Consul (Archon)	-	All Protectors
9	Stratarch	Stratagos (4th Tier)	Stration (10000+)
8	Penhiliarch	Penhiliagos (5)	Penhilion (5000)
7	Hiliarch	Hiliagos (5)	Hilion (1000)
6	Penkosarch	Penkosagos (6)	Penkosion (500)
5	Kosarch	Kosagos (6)	Kosarion (100)
4	Pendekarch	-	Pendekion (50)
3	Dekarch	-	Dekarion (10)
2	Penarch	-	Penarion (5)
1	Protector	-	Self (1)



3.1.3 PRECEPTORS

The preceptors work in a tiered rank structure ranging from tier eight (the lowest) to tier one (the Inner Circle). Preceptors spend their lives progressing through studies as they advance to the highest levels. Their mentors generally maintain at least a tier advantage on them, although prodigies are almost never stopped from advancement by this rule. Tier eight (ages 16-20) is reserved for initial training. The first cycle as a preceptor is a rigorous one with a focus on psychological conditioning. It is mentally very tough on participants and it is not unusual for these trainees to have mental breakdowns during this time. Those who fail are given a second chance, but if they fail again they are assigned a new life as a protector or commoner.

The remaining three cycles of tier eight teach the higher levels of science and philosophy that form the basis for testing and directing new preceptors into their future life. After this conditioning time they are set off under a mentor in their field of study, which usually involves working for a firm or government organization. Many such "private" firms are actually government backed, but they are still expected to operate and support themselves like any private enterprise would. From there, preceptors begin advancing up the tiers.

● STUDENTS AND MENTORS (TIERS 7-6)

At the seventh tier, specialized education continues for 6-15 cycles depending on the field being studied and apprentice's performance. All preceptors get field experience in their specialty and complete a doctorate equivalent level of education. Not all brilliant minds have the discipline to act as community leaders, however. Having been given special exemption into the preceptor class, they end their rise at the seventh tier. They work with other preceptors but are only given security clearance and unsupervised responsibilities that allow little opportunity for betrayal or significant abuse.

Preceptors reaching the sixth tier participate in leadership of some small part of the community, whether teaching new preceptors or guiding the actions of the other two castes. This is a mandatory seven-cycle period of work, from which only the most talented or specialized preceptors are exempt. During this time, all preceptors are expected to continue their studies or work, but they spend at least two thirds of their time in a leadership role in the community, learning and enhancing their skills of social control. They start on the path to mastering the science of making citizens realize their own morality, making them act as selflessly as possible.

● SCIENTISTS AND LEADERS (TIERS 5-4)

Many preceptors remain at the fifth tier; it is the system's typical end point for advancement of those not specializing in social control. Even preceptors aspiring to higher must spend at least five cycles at this level. To move on to the fourth tier, their professional path must have a large component of social control.

The fourth tier includes those preceptors who act as high-level community leaders. This includes many senior judges, high-ranking military intelligence and strategy officers, heads of schools and reeducation facilities. Preceptors must undergo a rigorous examination period to make it to the fourth tier. This includes psychological testing and stringent appraisal techniques, and all candidates undergo a conditioning process like none other in the Alliance.

Fourth tier status commands a great deal of respect and is considered one of the greatest achievements in the Alliance. There is no minimum time before advancing higher, but it is not a voluntary process. Those who will progress beyond this level are personally chosen by the Illuminatus and Inner Circle. Some disgruntlement because of this has resulted in normally loyal preceptors speaking out against the system and, since the incorporation into the AST, aspiring leaders have on occasion left the Alliance in frustration. Some have been drawn into working for the sinister Southern Republic Intelligence Directorate (SRID) in the hope that advancement will follow. HIRA have been running several operations to catch these individuals since the Judas Syndrome led to several prominent defections to the Republic, the North and even the Earth forces during the War of the Alliance.

● NATIONAL LEADERS (TIERS 3-1)

Third tier preceptors are the leaders of the various city states and research programs, including division heads within departments and authorities. The second tier is made up of the heads the various authorities and departments of society. This tier also includes senior HAPF intelligence, strategy experts and various important positions that look out for the internal defense of the Alliance. The first tier is limited to members of the Inner Circle.

Each Illuminatus appoints an Inner Circle, whose job it is to make sure his or her decrees are carried out and that all important information regarding the Alliance or global affairs comes to the Illuminatus' attention. Promotion can come from any of the tiers, although it is unusual to be promoted to the Inner Circle from any but the top four tiers. No commoners or protectors are involved in the Inner Circle in any other capacity than administration or security, save for the Archon of the Alliance, the highest ranking protector in the league. The Archon is not an official member of the Inner Circle, but his (or her) opinion is given a great deal of consideration.

3.1.4 HUMANISTS OF NOTE

The four key figures in the future of the Alliance are the Illuminatus, the Archon, the head of HIRA and Lord Chancellor Farzahn Hemami. They are the individuals central to keeping Operation: LongNight intact, while the Alliance endures both the increased aggressiveness of the Republic to open it up and the imminent threat of war with the North. For more details on Chancellor Farzahn Hemami, see also **Life on Terra Nova**, p. 81.



Illuminatus Salvador Anastapulos



Illuminatus Anastapulos has spent many, many hours with members of the Inner Circle to see how soon Operation LongNight can be brought to fruition. He desperately wants his people free, knowing that without freedom, sooner or later events might end any chance for the Alliance to survive. This contemplation has led him to a cycle of depression that has caused the Inner Circle great concern. To ease this burden, they have allowed him to take paths proposed by Operation LongNight that are considered statistically riskier. The most notable move has been allowing Anastapulos to pursue a semi-divine role as leader of the Cult of Gropius. Operation LongNight has always encouraged the growth of this Cult for this very reason, but Circle members felt it was premature by at least a decade to make this move. Although the Cult is more than an elaborate trick, with two Circle members being devoted to it, religion has always come second to science in the Alliance. This path then may divide the Alliance, with the pure Humanists on one side and the religious on the other. The Inner Circle struggle even harder to seek a better solution within the precepts of LongNight, but other choices are even riskier.



Mikael Navar, Archon of the Alliance



Archon Navar is head of the Alliance's protector forces. Where ever he goes, aides and security travel with him, and his military vehicle convoys and dedicated command trains are an impressive sight to behold. He rarely spends very long in one place, except the HAPF command bunker in White Rock. He likes to keep the HAPF regional commanders on their toes, and tries to make most of his visits surprise ones. Navar began his career as a Gear pilot, and has ever since had a fondness for these war machines. He was one of the main supporters for the Orion strider project, which he believes will allow him to place more senior and experienced officers close to the front lines. He is generally well-liked, known for his care and compassion for his troops. Navar is a brisk and disciplined man, with a barely controlled hatred for the Republic. He uses his position to meet with as many senior MILICIA officers as possible, building ties with those from the Emirates and the Dominion whom he believes also chafe under the Republican boot. A careful man, he gets information from HIRA and DETFA on those he wishes to contact, in order to avoid any SRID traps. He has thus far been successful and made contact with several Easterners covertly tied to the rebel movement.



Preceptor First Tier Faelon Laton, HIRA Director



Faelon Laton wields incredible power through his control of the Humanist Insight and Regulatory Authority, and he prides himself on being aware of everything of importance that goes on in and outside the Alliance. Apart from being an expert in espionage and foreign politics, Laton is also a specialist in psychology and behavioral science. He spent several cycles in the DHM when pursuing his doctorate in psychology. Laton is a firm believer that the mind can be molded and all the secrets it contains can be uncovered with the right persuasion. He holds the Republic responsible for all the Alliance's problems and he has secretly placed fighting their influence at the top of HIRA's responsibilities. Being a cautious man, he has secretly established contact with Ambassador Gavin Hypolite through preceptor Lorelei Nande (see **Character Compendium 1**, p. 36). His support for Hypolite's nationalist movement (see *Hypolite's Free Alliance Movement*, p. 33) remains a secret even from Hypolite himself, and even Nande only knows that he trusts her to make best use of the branch she has control over. Nande acts as head of counter-espionage, but Laton knows that a great deal of her activities are anti-Republican and involve operations that he is glad he can officially deny.



Lord Chancellor Farzahn Hemami



Hemami has been governor of the Alliance for 20 cycles now, having been rewarded with the position after handling the AST's wartime budget during the War of the Alliance. During his time in Perth he has done little to interfere with local politics on his own behalf. A close friend of Illuminatus Salvador Anastapulos and known as an avuncular children's friend, he has a broad acceptance amongst the populace of the Alliance. The secret truth is that in his two decades in the Alliance, Hemami has come to despise the Republic and its imperialistic ways. He sees the most powerful men in the Republic — Lord Protector Jacques Molay and Prime Minister Louis Phillippe deRouen — as ruthless, megalomaniacal tyrants. He sees no future for a society that allows such evil men to rule it, and so has secretly become a Humanist, helping them as subtly as he can and scheming for the future. Hemami himself is unaware that his real doubts about the Republic have been consistently encouraged and reinforced by drug and hypnotherapy carried out by HIRA specialists under orders from his "friend" Illuminatus Anastapulos. Lysia Masao, Hemami's wife, is aware of her husband's "programming" but seems unable to convince her mate.

3.2 GOVERNMENT BODIES

The Humanist Alliance has the most organized and heavily monitored society on Terra Nova. The following government bodies are integral in nurturing, monitoring and protecting citizens in the Alliance. From even before birth, the Department of Health and Morality (DHM) and the Department of Administration (DA) work together to accommodate the future new citizen and all the resources that will be needed to raise and train him. As citizens go through the schooling cycles and beyond, both Departments monitor all aspects of their lives. It is their job to make sure that Humanists adhere to the caste system and the rules of society.

Conformity to a strict code of behavior requires careful monitoring for some individuals who stray, and the Humanist Insight and Regulatory Authority (HIRA) is there to protect deviants from themselves and to protect the rest of society from corrupting influences. For foreign threats, the Humanist Alliance Protection Force (HAPF) and the Department of Economics, Trade and Foreign Affairs (DETFA) have the job of making certain that neither force nor loss of resources threaten the Alliance.

The reality under this harmonious image is a polarized struggle within the government, focused around the Republican initiatives to "assist" the Alliance. The Southern Republic has managed to get a solid base of influence within the DA, and with the appointment of a Republican sympathizer as Director of Administration, much of the rest of the government considers it now firmly in Republican hands. The Immigration Authority (IA) is also heavily influenced by foreigners since a fair proportion of its staff are immigrants themselves.

Actively resisting this growing Republican influence, HIRA and the DHM work together behind the scenes to maintain the utopia. Since early last century, HIRA and the DHM have advocated and received support for tighter control over the populace in response to the threat posed by foreign influences on social morals and work ethics. Most recently, their fear has been that the DHM is the next target of their main Republican adversary, the Southern Republic Intelligence Directorate. To lose this fight is to lose any hope that the Alliance can cleanse itself of external corruption. A great deal of work by HIRA and the DHM itself is going into stopping this from coming about.

► LongNight Moves

My fellow members of the Inner Council, Illuminatus Anastapulos, I will get right to the point. I have learned from Lord Chancellor Hemami, undoubtedly our most valuable foreign ally, of a grave danger to our league and security. We have long known that the Southern Republic has maintained a biological warfare program despite the ban imposed by the Peace Provision at the end of St. Vincent's War. Indeed, we have also maintained just such a program within strict internal limits and the confines of Operation LongNight.

Lord Chancellor Hemami has brought us concrete proof, however, that our own program has been raided by SRID operatives. By using plants with the DA, SRID seems to have been able to acquire specifics on several of our research programs and these have been recreated or adapted to Republican use. The Lord Chancellor has also provided confirmation of the site of Republican bioweapons work — a facility known as Hades on the outskirts of Bethany.

I come here seeking approval to send a HIRA team to shut down this facility and destroy the records that have been stolen from us. This is a risky operation, but we can ill afford to let our own weapons be used against us.

— Humanist Insight and Regulatory Authority Director Laton's report to the Inner Council, 37•AU•33

► Aftermath

I regret to inform you all that we must assume that the Insight and Regulatory Authority's raid on the Hades biological warfare complex in Bethany was a failure. Although our agents were able to infiltrate the facility and damage the research center, we are unable to confirm whether they were able to fatally cripple Republican research. Our agents were apparently discovered earlier than expected and forced into a running gun battle with the Légion Noire Black Berets stationed as security in the Hades facility. Thanks to the use of drug weaponry, our agents were able to hold off the enemy long enough to continue with their task, but they were eventually hemmed in and forced to exercise their suicide option to avoid capture.

During the raid, one or more of our agents seem to have released a virus or other biological agent into the city of Bethany. Indeed, reports of serious illness and a Republican quarantine coincide with the raid. Reports from inside the city speak of widespread illness but relatively few fatalities, leading me to believe that our agents released a biological weapon designed to weaken enemy forces and tie down resources. I can only assume that the HIRA team commander attempted to cause enough chaos to get his team out. Unfortunately, his gambit did not pay off.

The Authority is already doing damage-control to try to limit any exposure as a result of this raid. All our agents in the Republic are now under orders to halt any dangerous operations and maintain their covers at all costs. I will shortly have a more complete report on the broader implications of the Hades debacle.

— Director Laton's report to the Inner Council, 42•WI•34





3.2.1 DEPARTMENT OF ADMINISTRATION (DA)

The DA is the body that tries to maximize the efficient allocation and use of the Alliance's resources. The department coordinates everything from where people live to what their work space looks like. It controls the growth and development of the Alliance's cities and all this underlying structure. The Department of Health and Morality may determine what jobs a person is most suited for, but it is the information from the DA about future demands for certain skills that is used to make the final decision as to someone's future.

The DA officially has access to almost every piece of information in the Alliance and hence a great deal of secrecy exists at all levels within this large department. Unfortunately for the Alliance, when the AST was formed the Republic established an official advisory oversight body known as the Combined Southern Resources Advisory Committee (CSRAC) within the DA. Early this century, Cult of Gropius members worked with CSRAC to establish an official mechanism for those who wish to change caste. Inadvertently, they have helped CSRAC better understand the Humanist Intralingua-based computer systems and culture, giving the Republicans the ability to make secret and subtle changes to the Alliance. CSRAC's director Wuan Karlos is secretly working — without Lord Chancellor Hemami's permission — to expand his influence to include the DHM. It is well known that the CSRAC is really controlled by SRID.

Since the DA effectively has links to the rest of the Alliance's essential departments, the Republic is very well informed on the Alliance's populace. In fact, the Republic probably has more details on Alliance citizens than they do on their own population, for very few people exist within the borders of this country without having their identity on the DA's databanks. Not all the Alliance's secrets are available to the Republican watchers, however, because a complex bureaucracy and paranoid secrecy have restricted access to the more sensitive activities of the other government bodies. The Republic has noted that a great deal of access has now been removed in efforts to "improve efficiency." The HAPF and HIRA have always maintained control over what the DA could monitor from their databanks, but this has now become more stringent. Various sections of the DHM and DETFA have also removed themselves from monitoring, only supplying what they consider necessary information to the DA. Their excuse has been concern over Northern moles and Humanist turncoats. During the Judas Syndrome period, the DHM and DETFA finally managed to disassociate themselves completely from direct scrutiny.

Vital Statistics ◀

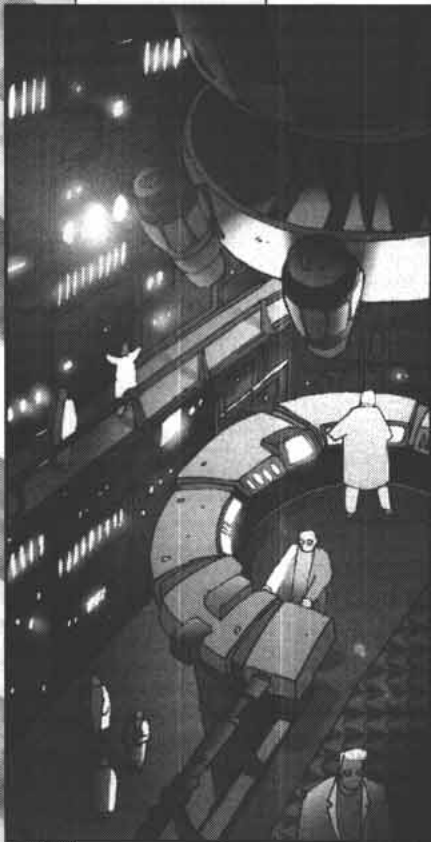
Legal Name:	Department of Administration
Headquarters:	Gropius Complex, Perth
Director:	Preceptor Rycardo Chambers (1st Tier)
Goals:	Management of the Alliance's resources and development.

Organization ◀

The DA is organized into a number of key divisions. These include Mineral Resources, Human Resources, Industrial & Technological Resources & Development, Agriculture & Animal Management, Urban and Rural Management & Development, and Future Planning. Numerous subdivisions cater to specifics. All division heads are third tier preceptors. Below them, a vast bureaucracy extends its influence throughout the league, with offices in every city and town in the Alliance. These offices act much like a city hall and combined government resources center, recording information on people, buildings, land use, utilities, taxes and other administrative assets. The DETFA and DHM sometimes share these premises in smaller communities, but with specific security provisions to keep them apart. All the information the DA gathers is channeled to Perth through the vast dedicated computer system for thorough analysis. The DA maintain a good half of its personnel in Perth to handle the vast amount of information stored there. The enormous and elaborate offices dominate a whole block near Acropolis Hill, with the Director actually having his office and staff in the Acropolis. Other staff are situated at different facilities in Perth or work from home.

Current Concerns ◀

Rycardo Chambers was promoted to Director of Administration by the Illuminatus only four cycles ago. Previously division head of Future Planning, he is known as an open-minded man who sees the need to incorporate the Alliance more closely with the Republic. Chambers, being an ardent follower of the Cult of Gropius (see 3.3.1 *Cult of Gropius*, p. 30), publicly supports the Republican initiative promoted by CSRAC to allow caste changing for citizens. This has made him Republican friends in CSRAC, and he is known to be on good terms with CSRAC's head Wuan Karlos. All this Republican "sympathizing" has attracted adversity from his peers in government, primarily the directors of HIRA, the DHM and the HAPF. In the Cult, some see him as a traitor to the cause because of his promotion of closer Humanist socialization with Republicans. What only the Illuminatus and the Inner Circle know is that Chambers positioning in the DA was deliberate, and that the current effect he is having on the other government bodies is part of a calculated risk to isolate this department and bring about a stronger resistance to further Republican efforts.



3.2.2 DEPARTMENT OF ECONOMICS, TRADE AND FOREIGN AFFAIRS (DETFA)

Most outsiders perceive the Alliance through their dealings with DETFA because this department handles both economy and diplomacy for the Alliance government. DETFA is careful to promote those aspects of the Humanist way of life that most appeal to the leagues and people it deals with.

DETFA staff are carefully selected for foreign postings and all undergo additional review by the Humanist Insight and Regulatory Authority (HIRA) and the Department of Health and Morality (DHM). All staff undergo a season-long foreign affairs induction to warn them about the sorts of espionage and "dirty tricks" that other leagues are likely to try. DHM officials are quite happy that their course generates a high level of paranoia in participants. All Humanist ambassadors are personally selected by the Illuminatus.

The department also controls, in connection with the DA, the import and export of resources and goods. All staff in a position to make important decisions have studied at the Perth Business Academy. More senior preceptors and commoners are expected to complete a foreign degree in some sub-field of economics to better understand international trade. Universities in the Mekong Dominion are the most common choice for such individuals given the strong ties between the two countries, although the corrupting nature of the Dominionite culture ensures that such individuals are closely watched by the DHM and HIRA.

The last of DETFA's tasks is to make efficient use of the Alliance's resources. While the DA monitors and controls resources, the economics division of DETFA devotes itself to the effective deployment of funds to generate further income. DETFA and the DA deal constantly with one another — the DA predicts resource surpluses and shortages and DETFA tries to use the surplus to offset the deficit through trade and good money management. DETFA withholds information from the DA, however, because of its mistrust of the Republican-influenced department. This has led to some cryptic advice to the DA when planning resource exploitation for the future. This takes away some of the Republic's economic advantage through its access to information within the vassal leagues. DETFA occasionally lies to the Department of Administration to mislead the Republicans.



► Vital Statistics

Legal Name:	Department of Economics, Trade and Foreign Affairs
Headquarters:	World Trade Center, Perth
Director:	Preceptor Holly Hopkyns (1st Tier)
Goals:	Efficient use of resources. Good trade and diplomatic relationships.

► Organization

The Alliance maintains embassies to facilitate good relations and trade in as many leagues and cities as it can. Some are small and act more as a source of local information and a contact point for Humanist travelers. Others are large, with facilities for social events, trading, visa processing and staff. All embassies maintain a high level of security, including heavily armed protectors, encryption systems and electronic security systems. Almost all facilities have sophisticated radio and trideo monitoring equipment, which is also used by DETFA and HIRA to communicate with their spies. DETFA's organizational structure is broken up below the director into divisions based on leagues and Badlands regions. It also includes a large dedicated economics division, situated in Perth and headed by Andria Sinklair, that works closely with the DA. Ambassadors are the heads of the foreign divisions, and they are responsible for organizing the gathering of information to keep the Alliance informed on their foreign relations. Ambassadors are routinely called on by the Inner Circle and the Illuminatus to present information directly to them. The director of DETFA, Holly Hopkyns, also acts as the senior liaison to foreign ambassadors in the Alliance.

► Current Concerns

Holly Hopkyns is a discreet woman who privately considers all other leagues as primitive cultures to be studied and, if possible, manipulated to the Alliance's gain. She particularly despises the Republic, but does a very good job of hiding the fact. Hopkyns has established her own secret network of trusted, ardent Humanists throughout the Department, known as the Utopian Loyalists. Loyalist operatives carry out their official work while also conducting activities for Hopkyns. They play a large role in helping HIRA and the HAPF by secretly siphoning off funds for their secret programs. Loyalist activities are very low-key and they leave it to HIRA to conduct the more dangerous and "black" operations. Hopkyns is secretly helping out the ambassador to Port Arthur and NuCoal, Gavin Hypolite, with funding for his Free Alliance movement (see **Character Compendium 1**, p. 34 and **3.3.3 Hypolite's Free Alliance Movement**, p. 33). In Port Arthur, she has arranged extra money for the adjoining property to the current embassy, officially for trade purposes. Secretly, parts of this expansion are being used to support Hypolite's movement by allowing room to train supporters and to provide a safe base of operations to coordinate efforts back home.



3.2.3 DEPARTMENT OF HEALTH AND MORALITY (DHM)

The DHM monitors and coordinates the Alliance's psychiatric and physical health systems and is one of the most important national departments. It regulates the population's nutrition, especially the food in crèches, and has complete control over the consumables available to the public. The Department keeps track of causes of death and has continuously implemented changes to what Humanists eat, drink and do in an effort to increase lifespan. The DHM also controls the testing and use of drugs within the Alliance, and employs many scientists in Gardena and Oxford who contribute to this ever-growing field. The department also carries out research expeditions across Terra Nova that examine the enormous variety of plant life for possible pharmacological uses. Rumors abound that the DHM maintains a complete genetic record of all Humanists since the founding of the Alliance, although it is unclear what this information would be used for.

The other main area of control for the DHM is the maintenance of appropriate education and the ongoing propagation of the Alliance's values. The DHM has strict control over all forms of media. It makes an active effort to filter out radio and trideo broadcasts from its neighbors through dedicated broadcast towers that fill those radio bands with white noise. All forms of independent print media also come under its scrutiny and are subject to censorship. The Department has full control over the education of children until the age of maturity at 16 cycles. All psychiatrists and counselors work for the Department. Most work for the reeducators, a section that receives much criticism from foreign leagues.

The Reeducation Section exists to deal with those members of society who are failing to meet the required ideals. Citizens who commit deviancy (crimes), have mental breakdowns or those whose actions show a disregard for social values are admitted to reeducation centers. For all intents and purposes, this section replaces what in other societies would be the prison and mental health systems. Many preceptors working for this section have degrees in psychiatry and psychology. Their job is to reform those admitted to a point where they can be returned to society as productive members. Their methods generates much outside criticism. They include typical methods such as counseling and therapy, but also the administration of drugs, deprivation and hypnotherapy. In extreme cases, surgery is conducted. Violent non-protector deviants have been reeducated as protectors on occasion, or sent to the Legion of Lead (see p. 71).

Vital Statistics

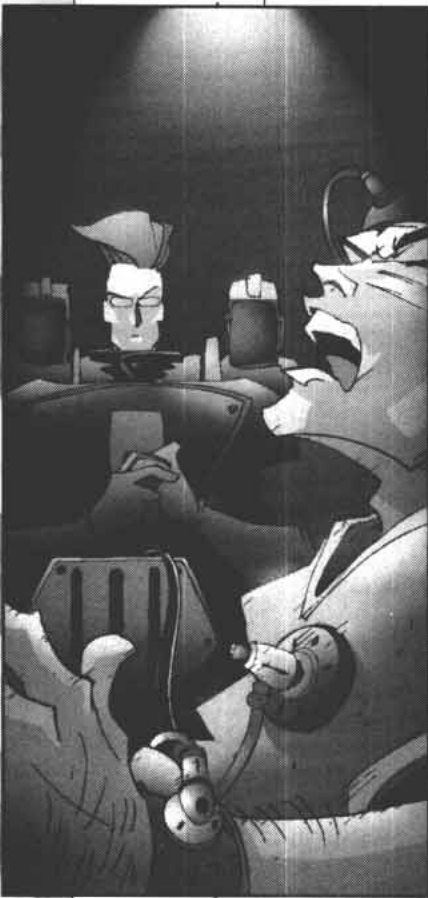
Legal Name:	Department of Health and Morality
Headquarters:	Tatant Reeducation Facility, Raleigh, Humanist Alliance.
Director:	Preceptor Han Speaker (1st Tier)
Goals:	To promote the physical and mental well-being of Humanist citizens.

Organization

The DHM has its central offices and research laboratories in Raleigh, in an underground facility known as Tatant Reeducation Facility (see p. 78). All the primary deviancy research takes place at Tatant, and most of the very violent and dangerous deviants are kept there for study. The DHM has regional offices and facilities for reeducation in each of the seven cities and in several isolated rural areas. DHM staff also work closely with the DA, and in many small communities they share premises, with special security arrangements to keep staff separate. The DHM also works closely with HIRA, and a similar arrangement of facility sharing exists. Some DHM medical specialists are specially cleared to act as advisors to HIRA. The DHM is also closely associated with the Alliance judicial process, since most sentences are established with expert medical help aimed at offering best treatment for deviants. Below the Director are several divisions with third tier preceptors at the helm. They include Lower Education, Higher Education, Criminal Deviancy, Mental Health, Foreign Culture and Media Monitoring, Nutrition and Fitness, Occupational Health and Safety, Pharmacy, Surgery, Critical Care, Prosthetics and Cybernetics, Emergency Rescue, and Family Planning.

Current Concerns

The Department of Health and Morality is currently in dispute with HIRA regarding the study and treatment of criminal deviants. The DHM wants to sustain prolonged observation of deviants operating inside society, while HIRA does not want to tie up its resources nor risk others being corrupted by such deviants. Criminal deviants are defined as those who commit acts deviating from the defined norm, such as violent or rebellious behavior. Director Han Speaker is also having trouble with the Republican-influenced Department of Administration. It appears to him that the DHM is the next target in the Republicans efforts to better understand and control the Alliance. Given the power of the DHM in Humanist society, Speaker is convinced that surrendering his department to Republican influence would be tantamount to handing Port Oasis the keys to the Alliance. To prevent such a fate, Speaker has been using HIRA and DHM operations to remove from positions of authority those DHM staff prone to Republican influence. Speaker has also been involved in concealing important projects from the Republican officials that keep an eye on all Alliance activities. One of the most important of these program is headed by his estranged student Rolan Waltos (see p. 103). Waltos is developing a new drug weapon called RAGE, designed to turn enemy soldiers upon their own forces (see p. 88).



3.2.4 HUMANIST ALLIANCE PROTECTION FORCE (HAPF)

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

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

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

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

► Vital Statistics

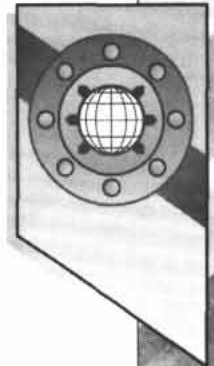
Legal Name:	Humanist Alliance Protection Force
Headquarters:	Humanist Defense Complex, White Rock
Director:	Archon of the Alliance, Mykael Navar
Goals:	Protect the Alliance from military threats.

► Organization

The HAPF is spread across the Alliance, with most units forming parts of the various city and rural garrisons, although they are separate from those formed by protectors doing civil policing work. Each garrison is headed by a protector of Stratarch rank, who in turn is responsible to the Consul of the Alliance (Archon Navar). Within the HAPF, there are also preceptors who work in conjunction with senior officers to make the HAPF as effective as possible. These preceptors have the authority to overrule a protector that is at the same rank as they are. These preceptors also have oversight, tactical and intelligence functions at many levels. At the highest level, the Archon reports directly to the Illuminatus, who of course has ultimate authority over the Alliance. White Rock is the HAPF's primary command and control facility, buried beneath hundreds of meters of rock. It is from here that the next war will be fought. The HAPF have arrangements with the MILICIA that are placed within its borders to coordinate in the defense of the Alliance.

► Current Concerns

The Protection Force has two separate Republican bodies interfering in its affairs. SRID tends to take a fairly subtle approach to wheedle out secrets and keep tabs on the Alliance's forces, supplies and weapons. The Republican Army's Military Intelligence branch, however, insists on playing a more active role to "advise" the Alliance concerning its defense. Intelligence officers use their position of authority to literally march into protector headquarters or war games to observe and criticize. The HAPF sometimes plays games with them by immediately activating emergency system to evacuate the vicinity. The fact that Republicans for the most part refuse to learn Intralingua makes it hard for them to monitor such things. The HAPF is also involved in the development and testing of new armored vehicles and has been deliberately keeping their effectiveness from Republican observers. Archon Navar has used his position to keep secret as much of the developments in White Rock and Thebes as possible. He also has used his student Wil Maness (see p. 102) to head up the testing of the Alliance's new hovertank upgrade at base Beta 42 (see p. 70). Navar is not afraid to confront Republicans and has been known to stare down SRID advisors that had his aids cowering. MILICIA commanders in the Alliance do their best to stay away from Navar because of his reputation. Nevertheless he knows he cannot push things too far, lest he invites even more stringent oversight from Port Oasis.





3.2.5 HUMANIST INSIGHT AND REGULATORY AUTHORITY (HIRA)

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

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

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

In the wider world of espionage, HIRA is known for their use of drugged dart guns (Sfika), sophisticated interrogation techniques and advanced electronics. HIRA is also known to play "nice" — they generally avoid killing enemy operatives. Many of those that have been captured and managed to get release, only dimly remember anything at all because of the drugs HIRA uses. HIRA has a notorious reputation for getting information out of anybody with the aid of drugs. The DHM Tatant Reeducation Facility (see p. 78) has a wing dedicated to holding and interrogating foreign spies.

Vital Statistics

Legal Name:	Humanist Insight and Regulatory Authority
Headquarters:	Baker Building, Perth
Director:	Preceptor Faoel Laton (1st Tier)
Goals:	To monitor and investigate acts of deviance in the Alliance. To protect society from such deviants.



Report to the Illuminatus — 39 Autumn 1935

The aftermath of our raid on the Hades biowarfare facility in Bethany last cycle continues to be felt across the full extent of our Republican operations. Although the operation was successful in damaging the facility and destroying many important files stolen from our own research, it has caused a tangible backlash against us. No HIRA agents were captured during the actual raid, but Republican analysts have apparently identified our involvement and launched a campaign against us as a result.

Republican efforts seem to be concentrating on uncovering our own agents with the Republic and its power structure. Most of our deep cover agents have been able to remain hidden, but we know of at least twelve who have been taken in by SRID or Republican Military Intelligence. Most of our other well-placed agents have had to curtail their activities as a result of this "mole hunt" to avoid being discovered. As a result, our own intelligence on Republican activities has become limited.

The allegiance of Lord Protector Hemami to our cause seems to have remained secret thus far, but I am concerned that he may become a liability. It might be advisable to begin separating him from key decisions and cutting covert links in order to both protect him from discovery and limit the damage in case SRID uncovers his treason. I also fear the gravity of the Republican response were Hemami's true allegiances to be revealed. That so trusted an official would betray them might well send megalomaniacs like Prime Minister deRouen and Lord Protector Molay into murderous fits.

The true allegiances of Lysia Masao, Lord Hemami's wife, are still unclear. Although her affection for her husband seems warm and genuine, she does not know (or at least has not been told) of his programming by our agents. Her relations with her deranged brother, the Patriarch of the Eastern Sun Emirates, are less than cordial and she has played an important role behind the scenes in dealings with the Eastern rebels. She was at Oxford for meetings between Nigel Shirow and Republican PM deRouen. It is possible she is using Shirow to make a bid against her brother, who has effectively put a price on her head. I fear she may be too dangerous to remain uncontrolled.

— Preceptor Faoel Laton HIRA Director (1st Tier)

● ORGANIZATION

HIRA is made up of a many relatively anonymous teams or cells working in a pyramidal structure, with the Illuminatus at its very top. HIRA cells have approximately five people and function mostly as self-contained inquisition units. All castes are involved, although commoners are never in control of other personnel. Each cell has a leader who reports to a controller in a separate cell further up in the pyramid. The controller's cell coordinates the efforts of several cells. Cell controllers only communicate with the leaders of the cells they control, which maintains a level of anonymity. At any given time, operatives do not know many others beyond their own cell and a cell or two they might control.

The HIRA cell system makes it virtually impossible for anyone in the system to be able to identify anyone they have not personally worked with. This further serves to instill trust and respect in all operatives. The controlling and controlled cell bond in a similar way as the student-mentor relationship does. In turn, this allows the close observation of all HIRA operatives, making it much harder for them to engage in subversive activities.

● CURRENT CONCERNS

HIRA is currently entangled in a dispute with the Department of Health and Morality over DHM's wish to leave deviants in society for study purposes. Faoel Laton is fighting this plan by claiming a lack of resources for the necessary work to limit the danger of allowing such deviants to remain in society. At the same time HIRA is heavily involved in helping the DHM Director keep his department as free as possible of SRID agents. Laton can not think of anything worse than having the DHM become an instrument of the Republic like the Department of Administration has. That would spell the end of the Alliance in his mind.

HIRA is also secretly involved in using funds obtained through DETFA's Utopian Loyalists to back operations against the Republic. Laton has set up cells of agents with strong anti-Republican sentiments to fight SRID and other Republican groups trying to spy on and manipulate the Alliance. Many of these cells are linked to Gavin Hypolite's own anti-Republican movement, based out of Port Arthur. Laton is also speeding up the implementation of HIRA's "spy and saboteur" program (see *Foreign Affairs Activities*, below).

● MENTOR

Mentor is a secret system of linked neural nets (NNets) that control vast databanks of information. Each city has its own Mentor NNet database system and they are all linked together by secure lines and heavy encryption. The name Mentor stuck primarily because operatives could not refer to its actual name, RARRS (Records Administration and Relational Referencing System), without breaching secrecy. The name Mentor developed as a joke on the mentor-student role that is at the core of Humanist society. Although Mentor's existence is assumed by many inside and outside of the Alliance, these guesses generally underestimate the size and complexity of the system. A handful of senior preceptors in HIRA are aware that the Mentor NNets in Raleigh and Oxford are learning. Several operatives have over the cycles noticed unusual involvement by a Mentor system in their work but suspect the hand of their superiors. Access to the Mentor network is only available through special terminals that identify the person by a magnetic resonance scan of their hand, voice print and personal password. All such accesses are carefully monitored and information is only accessible by having the required security clearance.

● FOREIGN AFFAIRS ACTIVITIES

Like all diplomatic bodies, the DETFA maintains spies in its foreign embassies and consulates. These take the form of HIRA operatives who use diplomatic immunities and channels to augment the Alliance's knowledge of its neighbors. Since rising to the head of HIRA in TN 1926, Faoel Laton has placed a greater emphasis on foreign affairs than his predecessors. He has shown himself to be a risk taker, willing to sacrifice operatives to obtain advantages in the lead up to the next war. Laton's current pet project involves identifying key personnel in foreign countries, particularly the ESE and SR, whom he believes have information that would greatly benefit the Alliance. One plan involves capturing some of these individuals and subjecting them to special interrogation with tools more typical of the DHM, such as hypnotherapy and drugs. Once the secrets are obtained, these personnel are extensively reprogrammed to either continue on as normal, play the role of a unknowing spy or act as saboteurs once they are returned to their positions.

Laton believes that these advanced techniques will allow his daring plan to succeed, although he appreciates that he must be able to transport targets to and from facilities capable of reprogramming them, while concealing or explaining away their disappearance. He is considering the possibility of temporarily setting up the required staff and equipment within the borders of the targets' own league. Laton has yet to get approval for his plans from the Illuminatus, but he is confident that it is only a matter of time.

Laton has undertaken a "pilot project" in Peace River, where HIRA agents have subjected several mid-level Paxton executives to hypnotherapy and returned them to their jobs. The targets have thus far successfully provided intelligence and Laton is ready to activate the saboteur agents next.



3.2.6 IMMIGRATION AUTHORITY (IA)

The Alliance appreciates the need to absorb anyone who honestly wants to be part of its social system. This is a complex and laborious task, however, and these people will be watched and counseled for the rest of their lives to make sure they do not upset the utopia more than is necessary — for such foreign inclusion will always be somewhat disharmonious. The Immigration Authority is distanced from the central government so as not to attract criticism of bringing deviant outsiders into the Alliance. As such, both citizens and government surveillance bodies keep careful scrutiny on the IA and many newcomers find work in the Authority since none could be found elsewhere. This has made the IA even more disliked and mistrusted, and census studies indicate that many are unhappy about being in any way associated with outsiders. They feel that such people have not earned the right to be Humanists, having not been properly indoctrinated or made the sacrifices that all citizens are expected to make.

The IA has had a long-term policy of bringing in Badlanders and refugees who wish to join the Alliance. This has been more successful and is seen as a compassionate gesture by most citizens. This has also included almost 100 Earth supersoldiers, or Genetically Recombined Experimental Legionnaires (GRELs), who, fleeing persecution elsewhere on Terra Nova, were attracted to the caste system of the Alliance. Six of these GRELs have represented the Alliance at the Olympics in Gropius, which has attracted criticism and debate regarding the acceptance of GRELs as human beings.

Since the beginning of last century, HIRA and SRID have fought a steady battle within the Immigration Authority. SRID sees the IA as a chance to truly introduce Republican culture and views into the Alliance and to tie up the DHM and HIRA as they rush around in damage control mode. HIRA and the DHM have in turn made efforts to counter this by advising the Illuminatus to resist having too many outsiders brought into the Alliance as immigrants. They have also made greater efforts to control society to resist foreign influences. This has placed greater strain on the Alliance as a whole. Since the War of Alliance, SRID has had a helping hand from the Republican-infested Department of Administration and now have more immigrants than ever entering the Alliance. HIRA has since withdrawn to defend the Department of Health and Morality from a similar fate as the IA, which ultimately could spell the end of the Alliance.

Vital Statistics ◀

Legal Name:	Immigration Authority
Headquarters:	Metans Complex, Perth
Director:	Preceptor Jaqy Dorset (2nd Tier)
Goals:	Indoctrinate foreigners to Humanist ways with minimal disruption to society

Organization ◀

The IA is a relatively small government body. The present immigration process involves newcomers being isolated from society for a few cycles and steadily subjected to Humanist education. This process is similar to that used in reeducation centers. Some individuals cannot be molded and are forcibly repatriated or, in the few cases of complete mental breakdown, kept in reeducation facilities. Most successful immigrants go on to Perth and Oxford for career placement. They are always monitored and are given a special mentor for the purposes of fitting in with society. Those who adapt and pass the numerous psychological tests are allowed into society in a gradual way. Because of their skills and insight, several defecting spies and military personnel have over the cycles found themselves playing a productive role as Humanists and there are a few even serving as protectors. In a very few cases, scientists and academics have been allowed a restricted role as preceptors, becoming permanent members of the 7th tier.

Current Concerns ◀

The AST's requirement to allow citizens of member-states to immigrate has not been very successful historically in the Humanist Alliance. Only since the last war has immigration picked up, and many refugees from the Eastern Sun Emirates have been allowed to become part of the Alliance. This has been the subject of some protest, but only during the last few cycles have numbers increased to the point where many of the isolated education centers are overcrowded and find it difficult to properly indoctrinate people. Considering the normal period of indoctrination is anywhere between one and three cycles, this problem is getting worse as time goes on. The chaos of the Eastern civil war has only meant more pressure and there are now reports of appalling conditions in the most crowded refugee camps. The IA has tried to get authorization for more camps, but its efforts are blocked by enemies within other departments.

The Republic has recently decided to tamper with the selection process, and now requires that an equal percentage of such immigrants be made Protectors and even Preceptors, as would be the case with people normally selected from the native population. Whether Lord Chancellor Farzadh Hemami will use his position to help bring this about is uncertain. DHM director Han Speaker has insisted that this new policy is a grave threat to the Humanist way of life and has pledged to fight it tooth and nail. IA Director Dorset takes this threat very seriously.



3.3 OTHER GROUPS OF INFLUENCE

Outside of the government, there are other groups that have power and motives that impact on Humanist society. Like all leagues, corporations and industry have an influence over trade and the work environment. The DHM and the DA have strict regulations and monitor these private organizations, creating a high standard of health and safety measures for employees. Many corporations in the Alliance encourage a sense of belonging in workers, creating a feeling of extended family. This fits in well with the hard-working ethos Humanists are brought up with. Many commoners feel a sense of ownership and strong responsibility for their corporation. Corporations in turn provide special bonus awards and recognition to employees. They sponsor after-work events, weekends away and sports teams. For the most part, corporations work happily within the Humanist regulations — not surprising given that most large companies are directed by preceptors. Corporations do voice their concerns on occasion over tariff protection and trading restrictions, but for the most part they act as a supportive, stabilizing influences on society. Other, more proactive groups do exist, however.

The Cult of Gropius is an informal alliance of Humanists who wish to see changes in society to fulfill what they believe to be Yuri Gropius' unfinished dream. Ardent supporters of the Alliance for the most part, they have recently assisted the Republic to bring about a mechanism to allow Humanists to change castes. This has earned them the enmity of some government organizations because it has helped the Republic gain a better understanding and more influence within the Alliance. All is not what it may first appear to be, however; the Illuminatus and the Inner Circle have their own secret motivations for appointing the Cult member Rychardo Chambers to a position where he can do much harm.

In Gardena an underground movement, known as the Hehli, are becoming more active in dealing with the Republican threat. Their xenophobia has grown to reject even other non-Gardenans for their failure to take action against the Republic. This powerful group has also perfected a technique to break commoner anti-violence programming. They have become more active and daring, and have drawn the attention of the MILICIA, which is now conducting searches of the MacAllen tunnels in response to these activities.

Preceptor Gavin Hypolite has his own anti-Republican movement, the Free Alliance. It is his belief that the Alliance must take advantage of the troubled times ahead to seek its freedom from the southern coalition. The Illuminatus knows of his student's secret cause but of late has not provided much assistance, or even demonstrated interest. Hypolite has struggled to train and arm sympathizers so that the Alliance will have the ability to strike when the time is right. He has several powerful Humanists in HIRA, the DHM and DETFA supporting his growing cause, and also receives help from Colonel Charles Arthur III (see **Life on Terra Nova**, p.120).

► Patrios Zelem

Zelem is in his nineties and spends most of his time hiding away in Republican territory just over the border from Gropius. As a Republican citizen, he denies any involvement in the militant activities of the Freewill, but he regularly broadcasts his views for an independent Gropius over the radio waves directed into the region around Gropius. His speeches are fiery in their attacks on the "oppressive" and "immoral" nature of Humanist life. He wishes to see the whole of the Trondheim Valley become an independent state, and for Gropius to revert back to its original name, Tanalom. Zelem is obsessive about his safety, and he has a round-the-clock bodyguard unit made up of outlawed Humanists and other "patriots."

► The Freewill Terrorists

The Freewill are a loose group of anti-Alliance terrorist cells operating in and around Gropius. Although their struggle has now been going on for almost 300 cycles, they have been wreaking more damage since the War of Alliance due to the greater availability of arms and the disruption the war brought. During this time, SRID agents have been secretly acting as gunrunners and tactical advisers. Since Freewill is made up of natives who do not wish to live under the Humanist system, SRID sees them as a perfect tool to support and be used as propaganda at home about the failings of the Alliance's way of life. Most of their activities center around the use of bombs directly or by threat to disrupt the activities of the city of Gropius. Each cycle, they manage a handful of incidents. It is rarely anything significant, although they occasionally try to assassinate prominent Humanist preceptors. They do their best to try and get public sympathy and have a particular hatred for the DHM and its "brainwashing and torture." The Freewill have been a constant thorn in HIRA's side.

SRID has encouraged Freewill members to move to Republican training camps and made efforts to help disgruntled Humanists join Freewill from other areas in the Alliance. The Freewill leader, Patrios Zelem, is making sure the pressure is not let up on the protectors and insists on regular strikes to try and achieve his dream of bringing Gropius into the AST as a independent city-state. Everything was going fairly well for the Freewill until recently when the 5th Penhilion, "The Silver Chalice," began a renewed effort to eliminate them (see also 5.3 *Gropius*, p. 98).

The arrival of the Chalice has pushed the Freewill into increasing the temp of their actions. Zelem's pronouncements have become more radical and the Freewill's mandate for violence has been expanded to almost anything that will disrupt the HAPF in Gropius. His Republican keepers seem to want chaos to spread.



3.3.1 CULT OF GROPIUS

A large number of Humanists hold semi-mystical belief in the origins and work of the Alliance's founder, Yuri Gropius. A secret pseudo-religion known as the Cult of Gropius binds together those with the most esoteric beliefs in regards to the historical leader. Followers believe that Gropius' vision for the Humanist Alliance has not been completely fulfilled. They are of the opinion that his later works on correcting some aspects of society were deliberately overlooked by the newly formed preceptor class in an effort to maintain their own powerbase. Cult followers also believe that their struggle involves removing all the baser human desires and fears that are a throwback to primitive survival instincts.

Part of the Cult's mystical beliefs focus on Yuri Gropius' death in TN 1558 at the age of 132 cycles. Yuri was on a regular private flight between Perth and Thebes when his aircraft encountered violent atmospheric conditions and crashed into the Pacifica Range foothills. To this day, there is a memorial stone set in marble where Yuri is reported to have uttered to his close advisor and friend, Meagan Merchant, to see his work finished. This particular event is frequently mentioned by the Cult to validate its efforts to bring about Yuri's other unfinished works.

One of the central arguments concerns Gropius' plan to allow a carefully controlled switching between castes. Only with the recent intervention of the Republic has this become possible, a result of clever scheming on the Cult's part. The Cult faces opposition because it wishes to implement other changes to society based on hypothetical changes proposed in Gropius' diaries. Cult members claim to have collected all records of Gropius' discussions with his Inner Circle, which they believe make it clear that further changes were planned and remain unfulfilled.

The Cult's role is to both preserve the Alliance and to make changes to the system, to finish what Gropius started. Most of their changes are fairly minor, but several stand out for their wide-reaching effect. They have so far been successful in seeing the establishment of the process of appeal to change caste within the DA. This effort, however, allowed the Republic, in the form of the CSRAC, to gain a great deal of control over the DA. HIRA and the DHM are understandably very unhappy about this and only the recent help of the Cult to provide them with information identifying Republican sympathizers has mollified them.

Vital Statistics

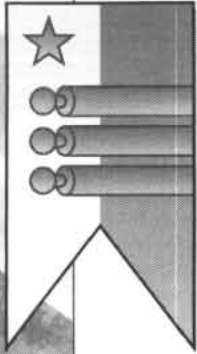
Legal Name:	Cult of Gropius
Headquarters:	Bayswater Complex, Gropius
Director:	Preceptor Aine Tomlin (4th Tier)
Goals:	See all Yuri Gropius' teachings and plans fulfilled

Organization

The Cult is organized into regional centers, with the central coordinator Aine Tomlin situated in Gropius. The structure is split into three levels, with the bottom level making about 60% of total membership. Cult members at this level are formally known as philosopher-students. The Cult is filled with many teachings of Gropius and includes as canon those views held by the Cult as the "forgotten teachings." The mid-level members are known as philosopher-associates. Preceptors may begin at this level because of previous training, if they so wish. Associates must aspire to believe in the Cult's acceptance of Yuri Gropius being divinely inspired. They must formally accept that Yuri's teachings are the only way humanity can evolve to the next level of being. Associates receive training on how to spread the belief to others. The top level of the Cult is made up by a handful of elected representatives from the associate level who are chosen in equal proportions from each of the castes. They are known as philosopher-mentors, and many have remained in this position for several three-cycle terms.

Current Concerns

The gravest concern facing the Cult of Gropius is the Alliance's relationship to the Southern Republic. The imperialist agenda of the Republic means that the AST presents a threat to the underlying values of the Alliance and hence Cult members. Despite this, the Republic has also, through a combination of force and persuasion, brought about caste changing — a highly desirable outcome as far as the Cult is concerned. This dichotomy has led Cult members into a difficult game of collusion with the Republic, while still trying to disrupt its growing hold on the Alliance. In the case of the Department of Administration, the Cult is divided, for although Director Rycardo Chambers is a senior member, he is regarded by many as a traitor for his failure to do enough to hinder Republican influence. Chambers himself is comfortable with his decisions, but he has found himself increasingly pushed out of his faith's inner circle. The Cult is also trying to rebuild favor with HIRA and the DHM. They have become much more active in working to remove or neutralize Republican sympathizers. Some members, like prominent commoner Doctor Elysee Yelopolous, still make calls for change against DHM and HIRA wishes. She has called for an easing of preceptor matriculation exams, and the Republican CSRAC has used her claims as a reason to bring the government further under its control.



● EVOLUTION OF THE CULT

After the Alliance was absorbed into the AST, citizens from all castes felt great anger at what they saw as the beginning of the end for their utopian society. Informed foreign observers believe that a number of preceptors in the highest tiers decided to harness this rebelliousness to protect the Alliance against the invaders. It was probably not hard to tweak the education system to give subtle underlying support and belief to a cult based around Yuri Gropius and the Illuminati who followed him. Some theologians consider that since Humanist society favors many values that are generally found in religious systems, it would not be hard for this cult to grow and be officially accepted, creating a mix of religion and science. If directed from the Inner Circle, such a move would more than likely be easily brought about since the Humanists are used to being led. The recent actions of Illuminatus Anastapulos (adopting a semi-religious air) have led some to believe that the cult may indeed be on the rise. The ramifications remain uncertain. Extremist Northern observers believe that the Alliance could not accept its role in the AST. If the cult became too popular, a war of liberation would begin.

To many Humanists, the role of Illuminatus has always had a semi-mystical quality about it and the lack of an official religion has left many people questioning their purpose in life to at least some degree. Historically, this was reason for reeducation, because it was contrary to Humanist beliefs. The rise of the Cult of Gropius, however, has helped to satisfy this spiritual aspect without explicitly violating Humanist precepts. Internal critics of the Humanist system see this as the result of a long-standing failure to instill a universal view on the afterlife, and consequently, a reason for life.

The most ardent followers of the Cult of Gropius actively work against efforts by the AST to assimilate the Alliance. Cult members believe that the AST and especially the Republic are run by dark forces intent on destroying the only chance humanity has for utopia on Terra Nova. How these dark forces work is fairly nebulous, but it is firmly believed by most followers that the weak-spirited leaders outside the Alliance are leading humanity towards self-destruction. The North is regarded with similar disdain because Cult members see that peaceful religious precepts have been turned into numerous personality cults by power-hungry officials. Northern statements about the godless and anti-family system of the Alliance only go to strengthen these beliefs.

Illuminatus Anastapulos exemplifies a more recent development within the cult of the external trappings of a traditional religion. For generations the Cult (and the more general belief in a semi-divine Gropius) has been focused mostly on issues of philosophy and Gropius' intent, rather than ritual. Anastapulos, in adopting more elaborate robes than his predecessors, has encouraged the growth of other such trappings within the Cult. Wearing icons of Gropius, ritualistic repetition of some of Gropius most famous words, and other such activities have become common among the most ardent Cult members — although largely behind closed doors. In public, practitioners are still more subtle in order to avoid unwanted attention from DHM Inquisitors unsympathetic to religious zeal for the Alliance.

● BELIEFS

The leaders of the Cult see Yuri Gropius as something of a prophet who came to save humanity from itself. Although some Cult members only verbally subscribe to this semi-divine status, others are truly convinced that the future of the Alliance, and indeed all humanity, requires that all Yuri's thoughts and teaching be fulfilled before mankind can advance to what is referred to as the next stage of evolution. They believe that humans must put away petty selfishness and unite before they can fulfill their destiny. This destiny is considered to be beyond our primitive conception, although it has been compared closely with religious interpretations of heaven, nirvana and enlightenment.

The Cult's belief is that Yuri Gropius himself was actually some sort of avatar, a being who was from the next evolutionary stage of human life. In genetic terms, he might be seen as a "throw-forward." Yuri Gropius is not officially considered strictly divine but rather an enlightened individual. Unofficially, there are many in the Cult who believe that his existence is part of a great divine plan linked to a "universal consciousness." They believe that the universe is actually one being operating at a level and for a purpose beyond our understanding. These cultists hence believe that Yuri's vision represents the way to fulfill the intention of this consciousness.

Beyond the actual belief in Gropius' nature, it is held that he was acting to create a society that would allow humanity to evolve into a new form of life, a life that many other prophets had spoken of but one that required a united effort to achieve. That united effort is the Humanist approach. Without this form of society, mankind will continue to stumble into the pitfalls and traps of human weakness, never to evolve further.

The Cult, in its "sermons," is fond of pointing to humanity's failures to remove natural emotional defense mechanisms. Their beliefs are that Yuri Gropius recognized that we carry in our genetic makeup inbred responses and ambitions that are throwbacks to our early evolution. To overcome this drawback, all people must be taught to recognize these baser motivations, which are primitive survival instincts, and fight them. Some scientists in the Cult are also involved in genetic research in the hopes of finding a way to remove these "biological defects." This research is understandably highly secret, and such is the Cult's influence in the government that it has managed to keep it out of mainstream scientific circles.

Several prominent Cult members look at GREs as a real step forward in this quest for human perfection. Indeed, the fearlessness and loyalty of GREs, even when orders are contrary to their survival instincts, are seen as highly desirable by Cult members. Arturo Nessen's work in Jan Mayen is partially sponsored by Cult members (see 4.3.1 *Jan Mayen*, p. 40).

3.3.2 THE HEHLI (GARDENAN UNDERGROUND)

The Hehli are a secret movement in Gardena. They are also known as the Gardenan Underground, as the DHM and HIRA call them. The Hehli was formed shortly after the Republic conquered the Alliance. At first, they were satisfied to meet covertly at an isolated site in the MacAllen tunnels to discuss efforts to hinder the Republic. At that time, long-term plans were put into place to keep their location a secret, and build up their headquarters so that they could be used to hide arms and people for the rebellion to come.

Once fifteen cycles had passed under Republican domination and little action against the oppressor was taken elsewhere in the Alliance, the Hehli realized they were the only ones who had managed to establish a viable resistance force. They assumed that SRID agents had managed to infiltrate and destroy all other resistance groups. The Hehli decided then that Humanists outside Gardena could not be trusted. This soon turned into an anti-Alliance sentiment focused on the "obvious weakness" of non-Gardenans who had allowed Gropius' dream to be tainted so easily.

Ever since, the Hehli have been improving their secret underwater base. Members have been drawn in growing numbers and many now have a parent-to-offspring tradition of membership. Preceptors in the group have noted that most of the commoners are involved in high-risk occupations, such as submarine piloting and underwater mining. Studies of the Hehli indicate that commoners who are selected for such dangerous work have the right psychological makeup to take an active role in the resistance movement. They are also much more likely to respond to the secret treatment the Hehli have developed that breaks down the commoner pacifistic tendencies.

Hehli members are a tough lot. Their socializing takes place under the cover of the AST's own attempts to alter the very insular culture of the Gardenans. Over the last twenty cycles or so, the AST has required that Gardenans promote a cultural exchange with other members of the AST. Although the AST officials are happy with what they consider the beginnings of a greater acceptance of their ways, the Hehli have not lost their ardent desire to get rid of their "conquerors." They find the more liberal atmosphere that exists attractive only because it facilitates their own activities.

Vital Statistics

Legal Name:	None
Headquarters:	Secret Hehli base in the MacAllen tunnels near Gardena
Director:	Preceptor <i>Marya Vassiliadys</i> (4th Tier)
Goals:	To remove Republican influence from Gardena.

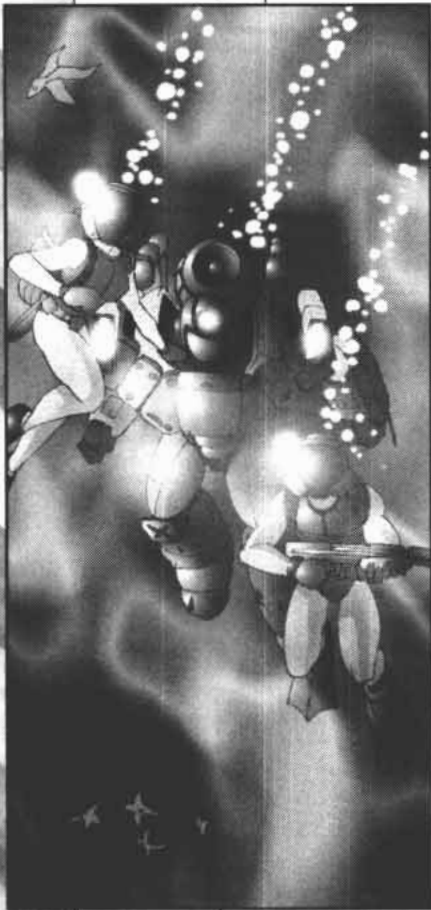
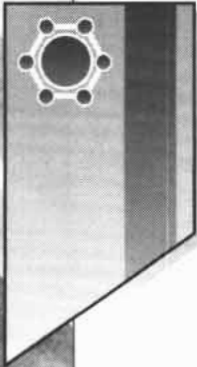
Organization

The Hehli are very careful about security, and their organization works around a cell system that incorporates strong community ties. At least half of the 900 or so members are not even aware of the Hehli's underwater base. The base is situated in a cavern some 38 kilometers from Gardena's Bluewater District. The tunnels around it are marked off limits on all Humanist databases as an area of dangerous currents and narrow passageways. There are over fifty permanent residents of this base, all either recorded as missing or fugitives by the Alliance. Fugitives are made up of those Hehli who have been identified as involved in sabotage and actions against the MILICIA troops stationed in Gardena. The organization is led by an inner council of ten people who are in turn led by a preceptor (currently *Marya Vassiliadys*). They plan and organize operations, and handle the coordination of resources to keep the Hehli base operating. Four of the council members are permanent residents of the Hehli base. *Vassiliadys* is the preceptor head of the DA in Bluewater, a position that has allowed her to secretly send resources to support the Underground.

Current Concerns

Only a few preceptors in the Hehli senior ranks know that the indoctrination process for new commoner recruits deliberately breaks down their original programming with hypnotherapy and other reeducation techniques. The result, in only a few short weeks, is a person who will take risks and even kill to keep the Hehli's vision of the utopia alive. Over time the whole process vanishes from the memory of those conditioned, ensuring the process' secrecy. There are signs that this further psychological programming is damaging in the long term, however. Indeed, those subjected to it can end up in serious internal conflict as one set of instincts demands passivity and another action. The stress of such indecision can cause a variety of disorders, including self-destructive outbursts. The Hehli suffer a suicide rate even greater than the Humanist average.

The Alliance is, of course, investigating submarine, equipment and personnel disappearances. HIRA and local Public Order Protectors are involved, but there has been little success, notably because many senior protectors are Hehli themselves. Gardenan City Preceptor *Tessa Bleu* has deduced that her niece, *Xian Welgon* (see p. 104), is a member of the Hehli. *Bleu* has decided to keep this a secret and use the Hehli against the Republicans in her own way. Lieutenant *Testlie* of the MILICIA has recently started training troops for underwater combat in Gardena as part of Republican efforts to seek out these suspected and elusive rebels.



3.3.3 HYPOLITE'S FREE ALLIANCE MOVEMENT

Preceptor Gavin Hypolite's Free Alliance movement (see also **Character Compendium 1**, p. 34) is a very secret, informal organization made up of men and women from the Alliance who wish to be rid of the Republican domination of their homeland. The nationalist movement is led by Hypolite, from his ambassadorial post in Port Arthur. He has used trusted lifelong friends and other sympathizers whose loyalty to the Alliance can be assured to build this movement. His links with the Cult of Gropius have helped him garner members to his cause. The movement is unofficially sanctioned by the Illuminatus, and Hypolite's long-time mentor, Salvador Anastapulos.

The Port Arthur base has slowly grown with the help of Colonel Charles Arthur III, and aid from movement members and sympathizers in various Alliance government bodies and agencies, such as DETFA and HIRA. Preceptor Lorelei Nande (see **Character Compendium 1**, p. 36) of HIRA is one of Hypolite's most valuable allies and has set up most of his movement's infrastructure within the Alliance itself. She has brought several HIRA cells to work directly for Hypolite. They smuggle people and guns into and out of the Alliance, handling the constant threat of the SRID and general troubleshooting. HIRA are also used to train new recruits in the Alliance and have a fair success at breaking commoner non-violence programming — although not as much as the Hehli. Hypolite has asked Nande to see if HIRA can find a more effective program to help with this, and Nande is looking at mounting an operation to get the needed files from the Department of Health and Morality.

Holly Hopkyns, head of Department of Economics, Trade and Foreign Affairs, is also supplying Hypolite with funds and resources. Her help has allowed the movement to purchase an adjoining property for its Port Arthur base in order to allow an increase in training. Hopkyns is very fond of Hypolite and is doing her best to organize arms shipments from Peace River through Badlands intermediaries.

Hypolite has had to move with great care to build his movement and to avoid the notice of the Republic and their murderous SRID watchdogs. Most Humanists have been very receptive for his movement, however, which has made things much easier. Unknown to him, this is a result of the long-term efforts of the Inner Circle and Operation LongNight. Hypolite has drawn members from his own connections, but some of his inner circle members maintain resources and followers that are deliberately kept from the others, so that damage from any leak can be minimized.

► Vital Statistics

Legal Name:	None
Headquarters:	Humanist Alliance Embassy, Port Arthur
Director:	Preceptor Gavin Hypolite (4th Tier)
Goals:	Free Humanist Alliance from Republican domination

► Organization

Hypolite has his own inner circle, modeled on that of the Illuminatus, which takes care of organizational details and reports what he needs to know to carry on leadership of the movement. His inner circle includes high level HIRA cell leader Lorelei Nande and Director of DETFA Holly Hopkyns. His powerful ally Colonel Arthur and he have an understanding. Arthur is an ally, not a trusted patriot and so has only limited information on the size and activities of the movement. The movement operates on a cell structure very similar to HIRA. Humanists who are recruited to the movement first undergo extensive background checks and evaluations, then a philosophical education process which focuses on developing their patriotism for the movement. After this indoctrination, suitable candidates are either trained secretly near where they live or brought to Port Arthur. Breaking commoner non-violence conditioning is not always completely successful, but those who prove able are taught small arms and small unit tactics in preparation for the "troubled times" ahead.

► Current Concerns

Hypolite's movement in Port Arthur has a mole in it, one Beatrice Winter a.k.a. Allied Southern Intelligence Lieutenant Beatrice Valois (see **Character Compendium 1**, p. 36). Preceptor Nande has placed counterintelligence HIRA operatives to protect Hypolite and flush out any spies, but it may be too late. Winter knows about Hypolite's contact with Colonel Arthur and plans to assassinate Hypolite have already been drawn up, pending the recovery of details on the Illuminatus' connection with this treason.

Hypolite has for some time been secretly assisting the renegade Emirs in the Eastern Sun Emirates. Starting at the beginning of the decade, he funneled arms to Nigel Shirow through the intermediary of Emir Boash of Bangweuleu. Hypolite organized several movement cells to work in the Karaq Wastes and within the savannah lands north of the Alliance, buying arms and supplies. Most of this responsibility fell to Nande's HIRA members. Hypolite is now using this experienced network to bring weapons and supplies into the Alliance and conceal them for when the time is right. Nande has placed a few of her best cells, including the "Purifiers" (see **Character Compendium 1**, p.114) to lay the groundwork for this.



BORDER PATROL

"Kosarch, a Mushroom has gone active at reference Gamma-Nine."

Kosarch Henduel looked down from his raised control area at the dekarch addressing him. It had been dark now for almost an hour, and the end of shift was near. "Mushroom" was standard Alliance military jargon for the lighter-than-air stealth drones that sat in the canopy of the surrounding jungle watching for any unsuspecting aircraft flying nap-of-the-Earth under the long range radar cover. Henduel took his time to pull up the tactical display. The Mushroom had already lost contact with the intruder as the terrain was now concealing the craft it had spotted. An enhanced optical capture revealed a sharp silhouette, which the system said was 96.3% likely to be a Northern Shadowfox stealth fighter.

Henduel checked the deployment of the border defenders, spinning the three dimensional picture around to get an appreciation for the most likely approach plan. He electronically verified the resources available to him. "Confirm condition three threat. Initiate intercept plan Omega Foxtrot. Get a crash recovery team into a Samson and get them airborne. Put all data onto the main imager."

He checked the three drone operation consoles that were directly below him, and saw all the crews trying to be the first to re-acquire the bogey.

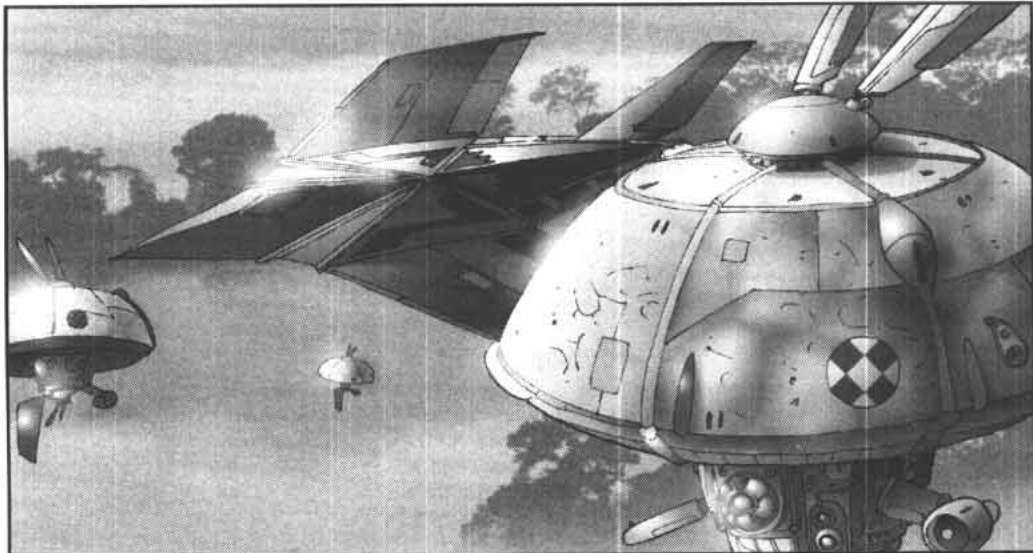
"Kosarch, Alpha-Sierra 83 has live feed on the intruder." Even as the dekarch spoke, a computer enhanced image appeared from one of the Butterfly drones which glided a few kilometers above the jungle in endless spirals, silently watching the landscape below. As he waited the drone started to get a better view of the Shadowfox. Overlaid on this image were the range limits of the weapons at his disposal.

"Intruder has fired upon Butterfly." Henduel saw the flash and then noted the air-to-air missile peeling up towards his point of view. The intruder was still too far out for a missile launch from the tower. Even though the drone was obviously executing a series of defensive maneuvers, there was a moment of blackness and then the screen rebooted. An image from another drone showed the plummeting fiery mass of the other Butterfly drone, descending towards the dark jungle.

Henduel spent the next few minutes analyzing his options with his kosagos. His preceptor advisor quietly discussed the situation with him and they agreed that in such a scenario as this it was a waiting game.

"Sir, SAM, airborne." There was no need to tell him. Henduel clearly felt the audible thump and heard the whoosh of the missile firing from the roof launcher. It was an automated intercept launch. One of the drones had tagged the target and then the Omega Foxtrot intercept command he had order allowed the expert systems to engage at their own discretion. Henduel realized he had a large smile on his face and saw his young Kosagos looked equally pleased. The Shadowfox was only six kilometers away, well within range. Although it was trying to evade its contact, it would be hard pressed to escape the tag on it. Seconds later the flash of the missile strike showed on the screens. Henduel felt a rush of patriotism and valor, and a cheer went up from his staff.

A confirmed kill. His first.



4.1 THE SOUTH

The Alliance's foreign affairs with the other Southern leagues is handled by the Department of Economics, Trade and Foreign Affairs (DETFA). Diplomacy within the Republican-dominated Allied Southern Territories (AST) is mostly reduced to trade delegations and tourism promotion. The ever-present and ruthless Southern Republican Intelligence Directorate (SRID) makes sure that Alliance and other AST leagues do not engage in any aggressive acts against one another. This threat is backed up with the large number of MILICIA (MILitary Intervention/Counter Insurgency Army) troops deployed in each league. Although the early cycles of the AST featured many other restrictions on international trade, the Republic has relaxed its grip since the St. Vincent's War (TN 1723-1729), allowing for greater economic productivity.

From the formation of the AST to the time of the Judas Syndrome, the Alliance had a fairly stable relationship with the Republic. In TN 1910, Cult of Gropius members decided to act and get their initiative to allow caste changing put into law. Having had no success through the Humanist government and acting from positions in the Department of Administration (DA) and other supporting bodies, they sought for and received support from the Republic. The outcome brought about the change, but at the cost of allowing the Republicans, under the guise of the Combined Southern Resource Advisory Committee (CSRAC), greater understanding of the Humanist computer systems and bureaucracy.

The Alliance policy regarding the Southern leagues is decided by the Illuminatus and the Inner Circle, based upon information provided by DETFA, the Humanist Insight and Regulatory Authority (HIRA), and the Humanist Alliance Protection Force (HAPF). The current agenda in dealing with the Southern leagues is to continue promoting the Alliance as a pacifistic nation, only interested in harmony with its neighbors. As a result, tourism is a booming industry in the Alliance and immigration is at an all-time high, especially from the Emirates.

Dealing with the MILICIA within the Alliance has proven to be trying for protectors. MILICIA soldiers, predominantly made up of lower caste Easterner units and Dominionites of dubious background, get out of control on occasions. Fortunately, protectors are issued with sfika (combination ballistic and dart weapons) because they have been trained to deal aggressively with threats to Humanist lives, and in their minds high-speed drunken chases and wild brawls require immediate pacification. MILICIA troops are under strict orders not to create disturbances under Hemami's reign as Lord Chancellor. As a sign of thanks and reconciliation MILICIAmen are routinely given sole admittance to various resorts, so that they can enjoy their rest and recreation away from overly sensitive Humanists.

Relations with the MILICIA are further complicated by the large numbers of Humanist protectors serving in the MILICIA in other leagues. These soldiers are all members of the Humanist Alliance Protection Force, but they are retrained at the MILICIA War College in Marabou and stationed far away from monitoring by Humanist authorities. Many high-ranking preceptors see these troops as subject to brainwashing or as glorified Republican hostages. They point to the fact that the Curia can reassign Humanist units to deadly stations if the Alliance rocks the political boat.

► Lord Chancellor Farzahd Hemami and Lady Masao

Hemami has had a rewarding term as Lord Chancellor of the Alliance, apart from some recent incidents. Three separate attempts were made on the lives of himself and his wife. One was by an extremist Humanist Gardenan farmer, who tried to blow them up with a fertilizer bomb. The second attempt was stopped when HIRA agents halted a car carrying a bomb, driven by a native of the Emirates. At the time, it was only three blocks away from Hemami's residence in Perth (see p. 57), just around the time he was due to leave for a public engagement. The third was when two Easterners — heavily suspected of being professional killers — were captured after explosives were detected on them by a sniffer squad patrolling the subway for illegal substances. HIRA believes that Lysia Masao, Hemami's wife and the sister of ESE Patriarch Oliver Masao, was the real target of at least the last two attempts. Indeed, the Patriarch — identified by DETFA as a megalomaniac and psychopathic sadist — effectively put a price on her head in 1933 when he announced his throne would go to the last surviving member of the Masao line.

Lysia Masao has responded to her brother's psychoses by becoming a virtual icon of public responsibility, both toward the Alliance and Emirates. She has been active promoting the Alliance as a tourist destination to Southerners on trideo for the last four cycles. Lysia was also involved in planning the so-called Oxford conference on the Eastern rebellions that effectively limited Republican involvement. She is also believed to be behind Hemami's request to the Immigration Authority to allow a greater number of Easterners, fleeing their homeland, to join the Alliance.

Lysia has made a show of cooperating with HIRA when necessary. She does so mostly to keep her enemies close. She has realized that HIRA has programmed her husband and she is searching for a way out that will not result in Farzahd's torture or death. Reporting to the Republic would surely turn Farzahd into a target, so for now she seeks hidden allies. She hopes the rebellions in her native land will one day allow her to return to the East safely.

Lysia's personal safety is ensured by Tomo Namura, her personal bodyguard. Namura owes Lysia his life because her innocent infatuation with him as a young girl saved him from a death in the Eastern arenas. Since then, he has pledged his life to protect her and is her constant shadow. A master of personal combat, he has trained her to defend herself for those times when he cannot.



4.1.1 THE SOUTHERN REPUBLIC

The biggest publicly known blemish on Humanist-Republican relations is recent demands by the Republic for more soldiers and equipment to be supplied for the MILICIA. The Illuminatus argues that this order from the AST legislature, the Curia, will only increase the likelihood of a war with the North. The Illuminatus also believes his league is already over committed, and needs at least six cycles to be able to meet the new annual demands. Lord Chancellor Hemami has been mediating this conflict.

Out of the public spotlight, the Alliance is locked in a grim struggle with the Republic. Internally, various government bodies of the Alliance, led by HIRA and the Department of Health and Morality (DHM), continue their fight to keep SRID from gaining any more hold over their society. Already SRID has complete access to and a great deal of influence in the DA and IA. SRID now realizes that control of the DHM is the only way to really make the general populace of the Alliance more supportive of the Republic, and so that is their current target. HIRA and its allies use both subtle bureaucratic manipulation and outright execution to eliminate SRID infiltrators — although it does its best to hide its own efforts behind coincidences and accidents.

External conflict with the Republic has become a grave concern over the last five cycles. HIRA director Fael Laton authorized a large number of intelligence operations in Republican territory or targeting Republicans — the most successful of which was the “turning” (and subtle brainwashing) of Lord Chancellor Hemami himself. Starting in TN 1929, the Republican Army’s Biological Warfare Corps used several important discoveries stolen from DHM and DA sources to advance their own research. In 1934, Laton authorized a raid on the secret Republican Hades to eliminate the fruit of this research — the raid was apparently successful, but confirmed Republican suspicions of large-scale Humanist intelligence operations in the SR. The last two cycles have seen SRID and Republican Military Intelligence shift their priorities to expose HIRA spies in the Republic or tainted Republicans. Hemami’s secret seems safe so far, but some wonder how long that can last.

The Republic is also causing the Alliance financial losses through the imposition of heavy taxes, unfavorable tariff levels and favoritism for Republican manufacturers. Although the SR claims to be fair and impartial, most military and supply contracts from the MILICIA still go to Republican corporations. Some Humanist companies like Aardman Electronics (see **Character Compendium**, p.94) still manage to win some substantial deals, but for the most part they know there is not much they can do to change the status quo.

Tourism to the Alliance is perhaps the only real area that both leagues actively promote. Middle-class Republicans have a fascination for these hard-working, clean-living people, and for their large resort complexes. The Alliance is appreciative of the money this brings into the league. It also uses this trade to “humanize” the Alliance for Republican visitors in an attempt to create a general consensus of good will and appreciation. HIRA uses the tourism industry as cover to “turn” useful visitors and to keep in touch with moles.

SRID in the Alliance ◀



The most disliked and most influential foreign group working in the Alliance is the notorious Southern Republic Intelligence Directorate. It is seen as the main source of reliable Republican intelligence on the Alliance and consequently their analyses have instigated most of the Republican-backed changes to Humanist society. Changes in the DA and IA are fine examples of SRID initiatives. Of course, they are faced with efforts by HIRA, the DHM and the Illuminatus’ Inner Circle to limit their activities. Historically, this has been a subtle covert war, with SRID much preferring to turn Humanists to achieve their ends than use threats and force. Assassination and backing terrorists have generally been secondary tools kept from the public eye. Only since the Hades affair has the covert war become downright bloody.

Since the HIRA operation in the Hades complex, there have been several retaliatory raids by SRID operatives. HIRA assets in White Rock and Thebes have become primary targets for covert harassment and outright terror. In the last cycle, three senior directors have been killed by SRID assassins, only one of which was caught by Humanist authorities. SRID’s main concern is uncovering just who leaked details of the Hades complex to HIRA, but that intelligence gathering is handled by informants and computer experts. The assassinations are used as a punitive measure, making the Humanist spy masters pay for their arrogance. This “eye for an eye” policy may be backfiring, however, because HIRA does not seem to be backing down. Rather, they seem ready to answer blood with blood as well, and the number of SRID informants and sympathizers finding themselves in reeducation facilities or simply being eliminated is on the rise. MILICIA political and intelligence officers are also becoming targets. Some wonder how long it will take for this bloody shadow war to explode into all-out conflict.

Assistant Director Merydith DeMer is head of SRID operations in the Alliance. An ambitious woman, she has come far on her own merits in a world where connections and deals govern advancement. DeMer served in the Alliance from 1916 to 1924 before her promotion and has a particular hate for Humanists’ lack of individualism and honor. As much as she despises the politics and corruption of her own league, she thoroughly believes that no other nation on Terra Nova has a better way of life. DeMer’s main objective is to bring the DHM under control of SRID, to allow the Alliance to be “Republicanized” within the next few generations.

4.1.2 THE MEHONG DOMINION

For most Humanists, the Dominion is the epitome of all the Alliance has freed itself from. Dominionite ideals that place the value of money over that of citizens are regarded as just another form of animalism, which the Alliance makes so many efforts to rise above. Given this philosophy, the good diplomatic and trade links between the two nations seem somewhat ironic. In truth they are quite simply based on mutual benefit. When dealing with the Dominion, the Alliance maintains the simple facade of being simply a scientific resource, naive to the world of international business. It even gives off signals that it appreciates the Dominion's help.

Like all nations on Terra Nova, the Alliance sells scientific knowledge and technology, and its biggest sales are to the Dominion. The Alliance maintains strict control over exactly what gets released and when, keeping for itself the most advanced developments. Much of the advanced technology that runs the elaborate commerce systems in the Dominion was manufactured in the Alliance. The Alliance knows a great deal more than anyone would suspect about the activities and assets of the Dominion, because it uses specially designed sub-systems to spy on the merchant league. Principal imports from the Dominion include various raw materials, Northern products and local delicacies.

There is an academic exchange program between the leagues' major education facilities. Perth University's commerce degree has benefited greatly from Dominionite lecturers and, in return, many Dominionite scientists are trained in the Alliance. Preceptors specializing in science can also be found lecturing in Dominion universities. HIRA has taken advantage of these ties to tempt Dominionite scientists to work for the perfect scientific state and have so far established two espionage cells within the Dominion.

In terms of counter-espionage, HIRA is aware of Dominionite attempts to influence important commoner business people in the Alliance. Kym Seato, a wealthy Dominionite industrialist who has made several large investments in the Alliance, is suspected of assisting industrial espionage activities in Perth and Thebes. The Alliance lets the Dominion invest capital into its enterprises, knowing full well what they are up to. Humanist officials publicly turn a blind eye to these flagrant attempts to control the Alliance, but keep a careful covert watch so that the Dominion does not actually manage to achieve its aims. Meanwhile, the Alliance takes full advantage of this financial bonus.

4.1.2 THE EASTERN SUN EMIRATES

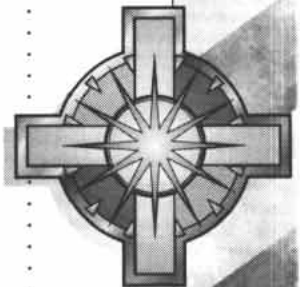
On the whole, relations with the Emirates are strained. Although both leagues found themselves pushed together against incorporation into the AST, the cycles have worn away at the relationship and left a void. The only good connections are between individuals from both nations that fought together during the War of Alliance. Mostly, however, the Eastern Sun Emirates are seen as what the Alliance would be if all the preceptors and protectors decided to enslave the commoners with no concern for their welfare. Humanists see in the Emirates a reminder of what might be if the virtues of the Alliance were not upheld.

The Alliance is mindful that at one time the Emirates had values similar to its own with regards to the obligation of those in power to the commoners. This has created a lot of popular support for the rebel Emirates of Basal, Okavango and Bangweuleu. Emir Nigel Shirow, who began the call for a return to the honorable ways of the past, is especially popular among the Humanist people and leadership. Patriarch Masao's draconian response has only made this sentiment stronger. Political speculation about the future of the Emirates is a major point of discussion among Humanist philosophers and social scientists on the league wide preceptor computer discussion network, known as the fiber-optic forum.

That the Eastern rebellions are occurring near the Humanist border has created security concerns, however. Weapons and supplies smuggled to the rebels from Raleigh led to a series of battles between Patriarchal and rebel troops that crossed over the border. A joint initiative of the Illuminatus and Lord Hemami to both support and limit the scope of the rebellions led to the "Oxford Agreement" of 15 Summer 1935. After a series of covert meetings in Oxford, Emir Shirow and Republican Prime Minister deRouen agreed that if the rebellions remain an internal Eastern affair, the Republican Army would not get involved and the MILICIA would be restrained. All parties seemed to realize the agreement could not last, but that everyone could benefit from gaining some time. Archon Navar of the HAPF has come out in favor of a plan to establish a "security zone" in the East, along the Humanist border. This zone would be equipped with drone stations to provide early warning of possible attacks aimed at the Alliance. The Inner Circle is currently divided on this issue, which might breach the Oxford Agreement.

Like the Dominion, the Emirates export raw materials and local specialty goods in exchange for high technology items. DETFA and HIRA are currently running an operation to secretly support minor Easterner nobles in return for intelligence on the court and local resources for covert operations. Covert trade also takes place with the rebel emirs, especially along the Raleigh-Bangweuleu corridor. These exchanges are authorized by the Inner Circle but operate covertly so as not to attract Republican or Patriarchal ire.

This same corridor is also a region ripe for smuggling because of the chaos caused by the rebellions. HAPF and other Humanist forces do their best to contain and track those carrying illegal supplies, but some skilled "delivery experts" still get through. This also helps cover up Humanist-approved supplying of the rebel forces.



4.2 THE NORTH



The Alliance does not have many contacts in the Confederated Northern City-States (CNCS). Only amongst the scientific community and in the area of high technology does the Alliance have friends. It is quite clear that the Alliance is a popular target of Sorrento Revisionist dislike. With its caste system and what is seen as unethical use of drugs and hypnotherapy, the Alliance is viewed by much of the Northern hemisphere as a society of brainwashed workers living under an intellectual elite. Some speculate that this Northern attitude alone may keep the Humanists closely allied with the Republic just to maintain their society, which would be quickly destroyed under Northern rule.

The Alliance has been restricted in its diplomatic links with the North because of the Republican dominance of AST foreign policy. Worse yet, there is little the Alliance can do about troop movements in the Badlands. The deployment of extra MILICIA forces in the Karaq Wastes since the late TN 1920s is only escalating the probability of conflict with the North. The assassination of Thor Hutchison seems to have sealed the planet's fate as far as many are concerned. Several leaders are counting the days before war breaks out.

The Alliance's strong interest in technology has promoted several efforts by HIRA to get secret information on Northern developments. DETFA and HIRA are actively pursuing information on military developments. There are some sympathizers to the Humanists plight in the North who wish to help the Alliance get out from under the heel of the Republic. HIRA runs these valuable resources very carefully so as not to alert SRID or Northern intelligence groups. One of their best contacts is actually a mysterious individual going under the code name "Indigo." Indigo communicates to them from all over the CNCS and is very good at counter-surveillance. HIRA has been careful to test information in case Indigo is front for a Northern intelligence operation acting against them, but so far technical details provided by Indigo on the new Mammoth variants have been corroborated by preceptors in Thebes.

There is a certain amount of tourism from Northern leagues to the Alliance. The conservative nature of the league has made it one of the more popular destinations for many. The Alliance makes special allowances for scientists and technicians to visit some of its unclassified facilities as well as its university campuses. The Illuminatus has personally initiated this program after the War of Alliance in an attempt to maintain friendly links between the Alliance and the North. In the last five cycles, it has also brought about the defections of two Northern scientists who could not resist the offer to stay and work.



Preceptor Traecy Hunphrees [2nd Tier] ◀

Hunphrees is director of HIRA's CNCS monitoring and operations efforts, known as "North Watch." Working for HIRA Director Faol Laton, Hunphrees was chosen for her cleverness and subtlety, two qualities needed to keep agents alive in the deadly game of international espionage. Her main adversaries in Valeria are the Nortlight Intelligence and Security Agency (NISA), the NLC's major civilian intelligence agency (see **Northern Lights Confederacy Leaguebook**, p.119), and the Northern Guard Intelligence Service (NGIS). Operations throughout the CNCS must contend with a dizzying array of espionage and counter-intelligence agencies.

Hunphrees background includes training in politics and religion, but her real love is literature and poetry. Her agents find her attention to detail, including spelling and grammar, somewhat annoying, but that same precision ensures their covers are not blown and escape routes are sound. Hunphrees rarely leaves Perth, delegating the field work to her underlings. Much of her time is spent dealing with the various DETFA division heads for the Northern leagues, comparing their findings with her own information, and using their embassies and diplomatic immunity to protect various agents.

Operation Testimony ◀

One of Hunphrees' most promising operations concerns a mole that has been recruited in the UMF military procurement branch, based in Rapid City. The mole, Robyn Pine, is a firm believer in the Sorrento Revisionist Church, and she has been deceived into cooperating with HIRA because she thinks her contact is a NISA agent. Pine believes that the secret information she passes on regarding military vehicles and weapons goes to the help faithful in the NLC. Information that Pine (codenamed "Cherub") supplies allows the Alliance to get a picture of some of what is being tested and purchased by the UMF military. In the aftermath of Second Follower Thor Hutchison's assassination, Cherub has become less stable and more demanding. She now insists on a meeting with an upper-level church member to confirm the righteousness of her acts. As an incentive, Cherub has offered to hand over a copy of the WFP's five cycle plan on arms purchasing.

Hunphrees understands the need of a deep cover mole to have reassurance that their lonely secret life is worth the sacrifice. She does not want to lose one of her best spies and plans to fulfill this request through what will prove to be a very complicated act of deception. Somehow the Alliance must get a HIRA cell which includes someone capable of doubling for a well-placed cleric and conduct a brief meeting with Cherub at a religious location in Valeria. Already, HIRA's linguistic and disguise sections are preparing for this great task, having identified a half-dozen senior reverends suitable to be mimicked. HIRA are carefully deciding which cell they can trust to carry out the operation, most importantly who will "play" the cleric.



4.2.1 THE NORTHERN LIGHTS CONFEDERACY

The NLC's relations with the Alliance are even more strained than those with the CNCS as a whole. Militant Sorrento Revisionists see morally questionable aspects in most of the Humanist ways. Although Humanists are not decadent or barbaric, they are viewed as heathens for their complete lack of democracy and apparent lack of freedom of will. The wildest rumors about Humanist society circulate in the NLC. There are stories of human webbling, genetic manipulation to breed a super-race and similar attempts to produce GREs, to name a few. Others involve the prevalence of drugs and hypnotherapy which the Revisionists see as tampering with the ability of human beings to have a free will. Scientists who communicate with the Humanist scholars are occasionally harassed by NISA or the Prophet's Shield.

Humanists see some personalities in the NLC as perfect examples of mindless religious fanatics, caught up in knee-jerk reactions to a society they do not even try to understand. The general Humanist population does not really distinguish between Norlights and their overall image of Northerners because they see Norlights as setting the agenda for the hemisphere. Norlight Ambassador Julian Marsh (see **Northern Lights Confederacy Leaguebook**, p. 35) speaks well of the Alliance to his superiors and blames the Republic for the Alliance's severe social control. A NISA cell operates out of the embassy and is in contact with Gavin Hypolite.

The Alliance's embassy in Valeria is led by Ambassador Patryk Fysh. Fysh, a trained theologian, struggles to create a better public image of the Alliance. A popular trideo talk show guest, he regularly appears to rebut attacks on the Alliance. His goal is to soften Norlight views on the Alliance by appealing to the tenets of their religion and the teachings of the Gentle Prophet. Fysh's efforts have largely been undone in the aftermath of Hutchison's death. With circumstantial evidence of Southern influence on Neel Garner Fulan — the assassin — even Fysh's smooth style is falling on deaf ears.

One of the few successful cultural exchanges involves Sesshu and Raleigh, who have cricket competitions each cycle. Teams play off for one week each cycle. The Sesshites' moral influence on Humanists is carefully monitored, and several protectors and one DHM preceptor are sent with the team when they go to Sesshu.

4.2.2 THE UNITED MERCANTILE FEDERATION

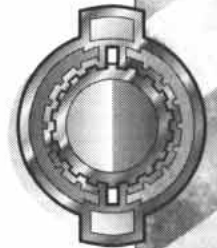
Truth be told, the UMF does not know what to make of the Alliance. They do not understand a people not motivated by money. Although they have dealings with the commoners who do have such a motivation, they are bewildered by the fact that the protectors and preceptors who control and order the society have no such desires. The Humanists see the Federation in the same eyes that they see the Dominion — a people obsessed with wealth. Trade is better than it is with the NLC, because the UMF is not as religiously dogmatic and will overlook Humanist "strangeness" if profits are to be made. High technology products are in demand, and the UMF and Alliance have offices in each others' cities to promote this trade.

Trade, tourism and diplomacy have all been facilitated by the presence of the Alpha Maglev. Since the Alliance is short of metals, quantities of refined material are transported from Djakarta Point. There are also scientific exchanges with Zagreb, which endorses the Humanist use of re-education. Both leagues also trade in various local delicacies.

Tourism between the UMF and Alliance is quite healthy, with Perth, Gropius and Oxford being the favorite places to visit. This is the result of careful promotion by the Alliance which has made special accommodation to make UMF visitors feel right at home. Some of the few Humanist Revisionists hold special religious study camps, inviting foreign nationals to attend. They are careful not to support the militant views that most Northerners have, but focus more on breaking down the culture barriers to promote peace and harmony. These camps are still fairly new and have come under criticism from various Northern religious leaders, but are steadily increasing in popularity. There are plans to allow a group of Northern reporters to document the whole journey, which also includes a side trip on the way back through Massada.

4.2.3 THE WESTERN FRONTIER PROTECTORATE

Historically, the Alliance and the Western Frontier Protectorate have had very little to do with each other. Located practically on opposite ends of the planet, their relationship has always been through the auspices of the AST and CNCS. Political conflict is augmented by profound cultural differences as well. Indeed, the people and government of the WFP have great difficulty understanding and accepting the Alliance. This lack of comprehension stems from the fact that Westerners place a high status on family values and the Alliance deliberately undermines them. Consequently, Westerners generally mistrust Humanists and want nothing to do with them. The only recent trade has been for railway rolling stock exported to the Protectorate, but little else takes place because of cultural misunderstandings. Westerners do have some demand for Humanist products, however, but receive them through intermediaries like the Mekong Dominion or the United Mercantile Federation. Each league has an embassy in their respective capitals, although both are modest. Humanists see Westerners simply as better organized Badlanders. Clan structures are considered a throwback to primitive Earth tribes and are a special sticking point with most Humanist observers. Only the global détente that followed the War of the Alliance has helped soften attitudes, but the good will of the TN 1920s is fading quickly.





4.3 THE BADLANDS

Most Humanists see this rocky desert wilderness as a natural barrier from the Northern threat, but the buildup of MILICIA and Northern Guard troops in the Karaq Wastes (especially around Massada) has focused public attention, as the fears about an imminent war grow. Protectors and scientific groups who work in the Wastes have a fondness for its beauty and strangeness. The DHM pay particular attention to those Humanists who spend too long wandering the wilderness away from the support of the Alliance. On occasions, scientists and other Humanist travelers have "gone native," hitching up with a Badlands caravan or hiding out in isolated communities. HIRA agents always go to great lengths to recover such souls and oversee their safe return to the Alliance.

With no real control over the increasing number of North-South clashes in the Karaq Wastes, the HAPF has made security of the Alliance's northern border a high priority, moving in additional forces to reinforce existing towers and facilities. Secretly, through HIRA and DETFA, they have been purchasing submersible vehicles and Gears from New Baja. In addition to being useful for strengthening the underwater forces in Gardena, Baja is likely to be an important strategic location in any global war. The Alliance wishes to strengthen ties to assist them if and when war breaks out, although unofficially Baja is also the target of Humanist covert activity.

The Alliance has a good deal of trade with small Badlands neighbors in the Karaq Wastes. Much of it is done to build up strong ties and get communities to join the Alliance. Protector border response forces are ordered to answer distress calls from those being attacked by rovers or suffering from the elements. This has created some strong ties with these communities. Even though the Humanist lifestyle is strange, many emigrate from these settlements to find security. The Allied Southern Territories' Savannah Regional Defense Pact is used to further these ties (see **Southern Republic Leaguebook**, p. 40).

The Alliance also deals closely with Peace River and the Port Arthur/NuCoal group. Both of these communities have resources and technology to offer the Alliance. Secretly, DETFA have been facilitating weapons purchases for Gavin Hypolite's movement from Paxton through intermediary Badlands merchants.

4.3.1 JAN MAYEN

The Alliance officially maintains cordial relations with Jan Mayen. A Humanist research group studies the local agriculture and works to improve crop yield in the area. Secretly, a small underground scientific base has been set up to study the GRELS and their fertility, led by Preceptor Arturo Nessen (see **Life on Terra Nova**, p.112). Nessen has been in residence in Jan Mayen since TN 1933, although official records list him as being on extended sabbatical in the Emerald Belt region. He works closely with local scientific leaders Isaac Padross and Isabella Domosa, and they are currently looking for ways to overcome the grave problems of chromosome transfer failure, as well as determine if a hormonal drug treatment could make natural sexual reproduction possible. They are still some way from reconstructing the artificial womb in which GRELS are normally manufactured.

Nessen's closest partner in research is Isabella Domosa, an Isabella class GREL whose original purpose was to tend to wounded GRELS on the battlefield. Domosa was with the first ground units that landed during the war and saw a great deal of fighting. Since coming to Jan Mayen, her desire to see a better future for all GRELS has grown. She set up the first hospital staffed with GRELS when settled in the Seneschal Plateau and, along with Isaac Padross, was instrumental in forming the GREL fertility clinic.

Domosa is keen to address the growing depression and resignation that many GRELS feel as a result of their apparent inability to procreate. The only society she has any regard for is the Humanist Alliance, for its acceptance of GRELS and its scientific basis for life. This has allowed her to become fast friends with Nessen, who has finally managed to arrive, after cycles of acting through underlings. Nessen has been supplying Domosa with training manuals on psychology and genetics, all of which she has struggled to absorb in her quest to resolve the infertility problem. With his help and that of her chief technician Padross, she is certain that hope can be returned to her people. Until then, she will continue her daily cycle of work, study and sleep. Domosa, like many GRELS in Jan Mayen, is also feeling the pressure of time. She suspects that her people were never "designed" to live beyond fifteen or twenty Earth years and fears that congenital diseases may begin to manifest among older GRELS.

With complete approval of Mayor Morgana Kiroso, many GRELS and humans are assisting the team. Recent cycles have yielded several promising advances, including controlled insemination of a human ovum with artificially created GREL spermatozoids. Creating a GREL ovum has proven far more difficult. Of the 25 human-GREL zygotes created since TN 1933, only two have been brought to term without crippling genetic damage. Both children are apparently sterile, however.

The fate of these children — Tara and Derek — has become a very hot issue among GRELS in Jan Mayen and in the New Human Republic. As the only known second generation GRELS (although technically only half-GRELS), they have gained a semi-mystical aura among the supersoldiers. Rumor has it that the NHR's Colonel Proust feels Tara and Derek would be best under his care and not Jan Mayen's.

4.3.2 PEACE RIVER

Peace River is of great interest to Alliance social scientists. Their adoption of a caste system and overall neutrality show strong parallels with the position the Humanist Alliance would like to take if it could be free from the AST. For many cycles the Alliance has traded with Paxton and attempted to maintain friendly relations with the Badlands communities that Paxton protects. Protector patrols and forces attached to trade caravans from the Alliance have on several occasions helped the Peace River Defense Force (PRDF) to fulfill its obligations. Protector forces in the desert use Paxton-produced equipment to help maintain good relations.

The head of the PRDF is General Lesli Moreshead, former archon of the Humanist Alliance. Moreshead fled the Alliance in TN 1913 during the Judas Syndrome after he was framed as a Northern spy. Faced with prosecution by the Republic and perhaps execution, he decided that it would be best for his homeland if he slipped away before matters became public. HIRA facilitated his escape to the Badlands with two officers to maintain his safety. During the War of Alliance, and more of out fate than any strategy, Moreshead found himself in charge of the Paxton Arms military. Considering the technological advances Paxton has been making recently, like the advanced Black Wind stealth hopper, some wonder whether the general will be asked to supply details of weapons technology or other assistance to help the Alliance survive in the troubled times ahead.

4.3.3 PORT ARTHUR AND NUCOAL

Ambassador Gavin Hypolite has managed to establish good relations with Colonel Charles Arthur III. For 10 cycles, Gavin has acquired high grade diamonds for military projects in Thebes and White Rock under the cover of more innocuous commercial sales. In return, large quantities of pure strain Earth food have been traded to Port Arthur, Gardena being the only place on Terra Nova that produces authentic Earth vegetables outside of the laboratory.

HIRA has also been involved in gathering information on Port Arthur to assist weapons development in Thebes and White Rock. Colonel Arthur has secretly made available inspection and details on his battered and worn fleet of hovertanks to assist the Alliance in developing its own. He expects that GREL-sized models will be manufactured in return and sold to him once production gets underway or even perhaps built in Port Arthur with Alliance aid. Presently, he is happy to have a supplier who can reproduce the precious parts required to keep his tanks operational. HIRA have been taking no risks letting this information get out and all parts run from White Rock to Port Arthur are done through carefully manipulated intermediaries — while HIRA personnel ride “shotgun” to make sure the deliveries arrive safely.

Colonel Arthur has started to send some of his people to train members of Hypolite’s movement within the Alliance, and of course at the embassy in Port Arthur. So far, field training camps have allowed protectors and even commoners to receive education in small arms and small unit tactics. Part of this process involves extensive reeducation of commoners to overcome their previous non-violence programming.

4.3.4 NEW BAJA

Baja is a focus for Alliance espionage. The Alliance having maintained a sizable fleet of submarines and aquatic Gears themselves, Baja’s visit to Gardena in TN 1930 (see **Life on Terra Nova**, p.106) was not entirely unexpected, although it was publicly played up to obtain concessions. Since then, apart from stepping up their own exploration program and tunnel security, the Alliance has decided that they need a well-funded and highly organized espionage campaign to find out what their desert neighbor had achieved in the MacAllen Tunnels.

Bajans have a very insular culture, not unlike the Humanist’s own, and espionage has been difficult to conduct. AST efforts to open up Bajan mining efforts to Southern workers and companies have been a boon for HIRA, who now have several cells operating in the major mining platforms and their attached MILICIA forces. Gardenans are in high demand for their expertise at underwater and subterranean operations.

The Alliance has also overtly tried to get involved by using its own submarines, and submersible vehicle development and is at an all-time high in Thebes and Gardena. The next generation of submarine drone explorers has just been released, as well as a wide range of equipment and clothing for underwater work. The Alliance has also have been supplementing its own submersible production with machines on sale from Chindo-Sludge Industries of New Baja. They have so far purchased a handful of Cave Vipers and a more sizable number of Deep Sea Wasserjägers.

The Inner Circle hopes that New Baja can become a partner of sorts in Operation: LongNight. Intelligence recovered thus far indicates that AST officials are as much in the dark about Bajan intentions as Humanists and some have taken this as a sign that they have no love for Port Oasis. If secure covert connections between Baja and Perth could be established, there might indeed be a basis for cooperation. The Hehli underground movement in the city-state of Gardena is also interested in the Bajans, mostly because they take their visit in TN 1930 very personally. Outsiders traipsing around “their” caves is a serious matter indeed for the xenophobic Gardenans, and the Hehli are doing all they can to derail any Humanist-Bajan cooperation.



KICKING UP DUST

"For Gropius!" yelled Jackhe Diturno and his gunner over the rumble of the vectored thrust engines. The hovertank shot from beneath the heavy cover of the vegetation and into the open, the padded driver's chair hugging Diturno tightly against the acceleration. The HUD painted the surrounding nighttime landscape in amber and green. Even with the storm ragging, Diturno felt in control, thanks to the vehicle's excellent sensors. Targeting boxes leaped up, marking and identifying a light tank and two Jägers. Diturno's gunner had already turned the turret around and was acquiring one of the Gears. With the help of the hovertank's neural net, Diturno decided on an attack path that would place the twin rocket launchers' fire on the light tank ahead.

In the next few seconds, simulated weapon fire showed they had scored two kills, in return for minor damage to the aft thruster from autocannon rounds. His gunner had destroyed the Jäger with the Dragon Breath pulse cannon, and Diturno had managed to get both rocket volleys dead on the tank. Jinking his vehicle violently to avoid a shot at the hovertank's rear, Diturno spun the craft around on its air cushion and reentered the fray.

"Ha, what did I tell you Asyl, with this Hetairoi, we could wipe out a whole Republican cavalry regiment."

Amber symbols on the HUD showed that infantry had now entered the equation and one group had a missile system running. Asyl, his gunner, was still looking a little wild eyed from the sudden change in direction. Diturno watched as she quickly recovered and locked the grenade launcher onto the troopers. Simulated enemy rocket fire was shot down by the antimissile system and the computer showed that Asyl had neutralized the soldiers. With reluctance, Diturno relinquished control of the rocket pods to Asyl, knowing there was only a single target left.

"Wait for the green my friend, wait for the green," he cheerily ordered Asyl.

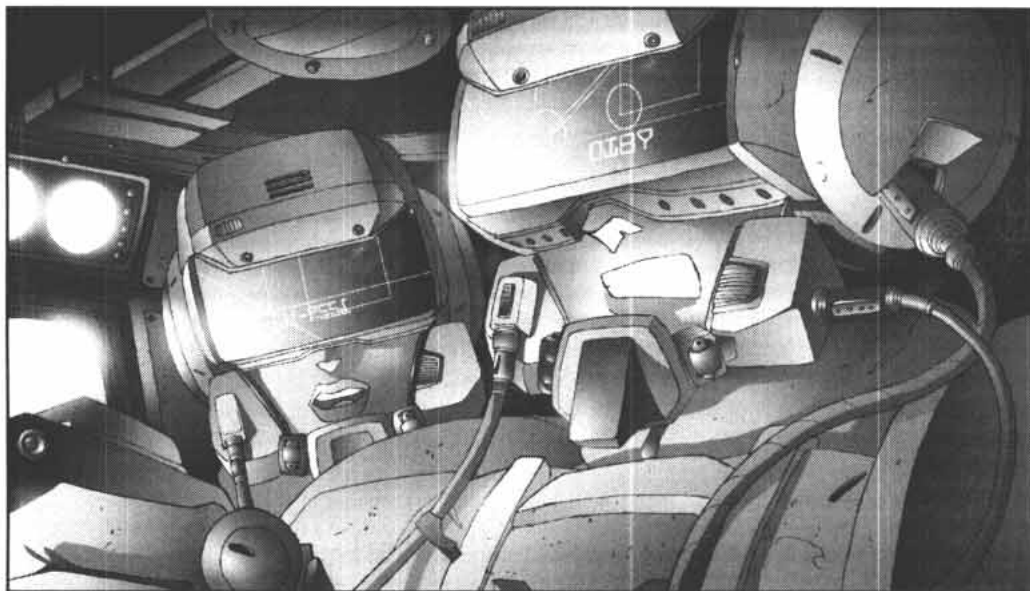
As they tore towards the lone Jäger, Diturno weaved to dodge the incoming fire. At two hundred meters, racing at eighty kilometers an hour, he toggled a button to signal the firing order to Asyl. She opened up almost instantly on the last Gear. It raced towards the concealment of the jungle, only to be consumed in the simulated destruction of the wide spread rocket attack. Diturno brought the craft to a rest at the next way point.

"Jackhe," said Asyl with a sigh, "once we finish this run in the Emerald Belt, how much more testing do you think they'll want before we get to go live firing on drones in the Lonely Hills?"

Diturno scowled, "you know those intel idiots, they're constantly evaluating and reevaluating. We'd probably be back chasing wallabies around Raleigh if it wasn't for Penkosia Manefues. He's under a tight deadline to get this system properly tested. After tonight I am going to recommend we get placed in a border response unit in the Wastes so we can take full advantage of this thing's speed. Maybe shoot up some rovers, heh!"

A high pitched warble sounded at that moment, as if in alarm at his statement. A strider appeared from the jungle with a crash. The HUD quickly displayed a threat assessment indicating a turret energy weapon being brought to bear on them. Diturno gunned the engines to try and avoid its attack, but it had them cold. Their systems went dead, simulating a kill. He slammed his fist into the console.

"Return to base theta four," came the unimpressed voice of their superior across the communications channel.



5.1 HUMANIST REGIONAL DEVELOPMENT

The Alliance takes a uniquely coordinated and scientific approach to regional development, one monitored and directed by specially trained preceptors. This united approach has allowed the Humanists exceptional control over supply and demand, which makes for a much more efficient use of manpower and natural resources. The Department of Administration (DA) and Department of Economics, Trade and Foreign Affairs (DETFA) work together to plan and predict the Alliance's economic future.

To facilitate this efficiency, there exists a well developed infrastructure of communication and transport links. The "fiber-optic forum" — a great network of linked computers that conveys both data and trideo signals — runs throughout the Alliance. The system is used by everyone, but its name springs from its early use by scientists to discuss various fields of research in a virtual forum setting. The forum's fiber-optic network runs virtually wherever there are power lines. The system is designed to handle enormous amounts of data, and uses sophisticated logic protocols to coordinate the transfer of it all. Powerful computers support the local network in each city and in several other locations. Various levels of encryption exist to keep information secure, with gold, silver and copper "keys" used for the preceptor, protector and commoner class respectively. In cases of data bottlenecking, silver data gains priority, followed by gold and finally copper — protectors have the highest clearance due to their duties to protect the league.

Transport links are composed of advanced high speed railways and super-highways, as well as a small amount of nautical and air travel. The roadways connecting most Humanist cities are composed of separate six-lane highways. Speed limits, which are regulated by automated monitoring systems, reach 180 kph over the straight sections. Protector towers watch over the strategic and more remote sections of these expressways, enforcing the local speed limit. A network of smaller roads crisscrosses the rest of the Alliance, with several well-protected tunnel sections running through the Pacifica Range near Thebes, Perth and White Rock.

The train system used in the Alliance is a relatively new high speed design, its speed only exceeded by magnetic-levitation systems and air transport. The network is the predominant transport method in the Alliance. There are four separate lines running along different routes and servicing the intervening rural areas between Gardena, Gropius, Oxford, Raleigh, Thebes and Perth.

► Humanist Defense Overview

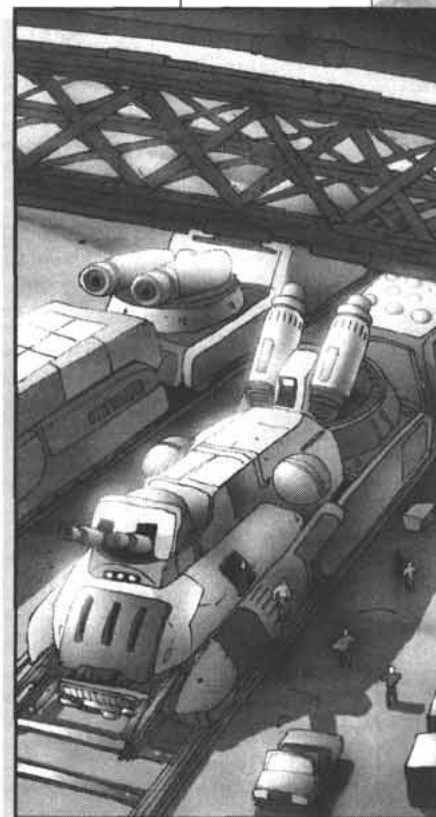
Resource maximization means more of everything for everyone in the Alliance, but this has been tempered by the reality that on Terra Nova only the strong survive. Whereas most other leagues are built around haphazard and historical lines, the Alliance has been literally designed to optimize both the exploitation and distribution of vital resources and the territorial defenses (mobile and static).

Prior to its incorporation into the Allied Southern Territories (AST), the Alliance raised fences and towers along its borders as a first line of defense against its neighbors. Considering they were all civilizations built — in Humanist eyes — on bloody conquest and harsh oppression, a great deal of thought and effort went into making sure the Alliance was not the next victim. To this end a professional military force was trained to defend it, their bases established near cities and strategic locations. Military industries managed to keep up with the rest of the globe on advances in weapons technology. Preceptors paid close attention to foreign forces and ran simulations to minimize weakness and capitalize on strengths. Preceptor strategists say to this day that if the Mekong Dominion had not gone unexpectedly "belly up" to the Republic, the Alliance would never have been conquered.

The Inner Circle of the Alliance's government has no doubt that there will be another war. With this firmly in mind, current strategy shows a strong emphasis on maintaining border security and maximizing the effectiveness of the much reduced military trained protector force. Although not designed as a purely military network, the high speed rail links and super-highways that cut across the Alliance are capable of moving large Humanist Alliance Protection Force (HAPF) task forces very quickly. Large armored road and rail trains sit in underground bunkers and tunnels ready to respond to the Illuminatus' and Archon's orders.

Although the HAPF train to fight alongside the Republic against the North, they also train to operate on their own. The Humanist strategy for the war will clearly depend on how it unfolds, but history clearly shows that they are willing to make sacrifices to achieve victory. Humanist tactics are analogous to a game of chess, where loss of a lesser piece for an opponent's more powerful one is clearly considered a success.

Humanist forces have a very defensive orientation. To begin with, they have constructed a huge border fence around the league which is patrolled by protectors garrisoned in watchtowers and bunkers. There are minefields and larger bases positioned in many strategic locations throughout the territory. The Humanists know full well that they should expect the enemy to outnumber them, and so the league has been divided up into defensive regions to allow for incursions and losses of city-states. Simulations have been exhaustive, and the Republic would probably be most interested to see scenarios that have included the loss of all cities south of the Pacifica Range. For the HAPF this has also meant a flexible training regime, where middle ranked preceptors are prepared to be isolated and act alone against a more powerful adversary.



GARDENA

5.2 GARDENA

Gardena is built into a natural cave formation which descends into the MacAllen Tunnel network and consists of three main sections, each at a different depth. The Upper District encompasses the city's surface domes, that appear as low white hills against the Tobian Plain savannah. Gardena was settled initially because of its natural caverns and room to build a subterranean community with access to an abundant water supply. The Upper District currently contains about a fifth of the city's population, and is primarily made up of businesses and industries that need access to the surface.

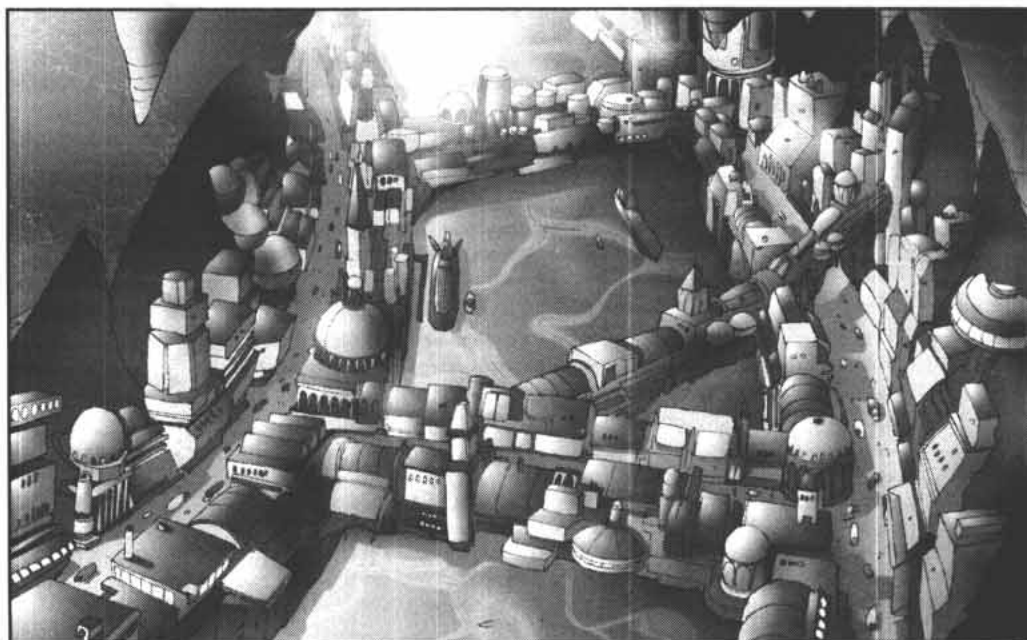
Most visitors never get any further into Gardena than the Upper District because they are regarded as potential spies and disease carriers by the xenophobic locals. Gardena maintains a policy of not allowing anyone in unless they have somewhere to stay. Since hotels in the lower River District are few and almost always full of dignitaries, scientists and wealthy foreign traders, it is very difficult to get further than the Upper District.

The second area down is the River District, where the majority of the city's population lives and works. It lies some 600 meters below the surface, and is built within a series of huge caves through which an underground river flows. River District architecture is famous across Terra Nova. Some residences are completely submerged, while others actually make up huge bridges that span the river every few hundred meters. Aquatic farms lie almost everywhere. Boats and submarine vessels ply the waters, linking the community to distant aquatic farms and mining sites within the MacAllen tunnels. Fortunately, typically Humanist orderly planning from the earliest days has resulted in Gardena being carefully symmetrical and well organized.

Bluewater District, which lies more than a kilometer and a half further underground, is restricted to Gardenan natives only. The only foreigners to come here are Republican investigators. The Southern Republic Intelligence Directorate (SRID) is very suspicious of local Humanist activities, but have been only able to get a few agents in to date, obtaining little useful information. Bluewater is built along a meandering half flooded MacAllen tunnel. The city's dispersed layout has allowed the Alliance to keep hidden the size and capabilities of its potent naval force. The District has similar farming and mining operations to River District, and its authentic coffee beans are world renowned. Some Gardenans are uncomfortable with the modicum of fame that the coffee export trade has given to Bluewater, a region they see as their final refuge from the corrupt outside world.

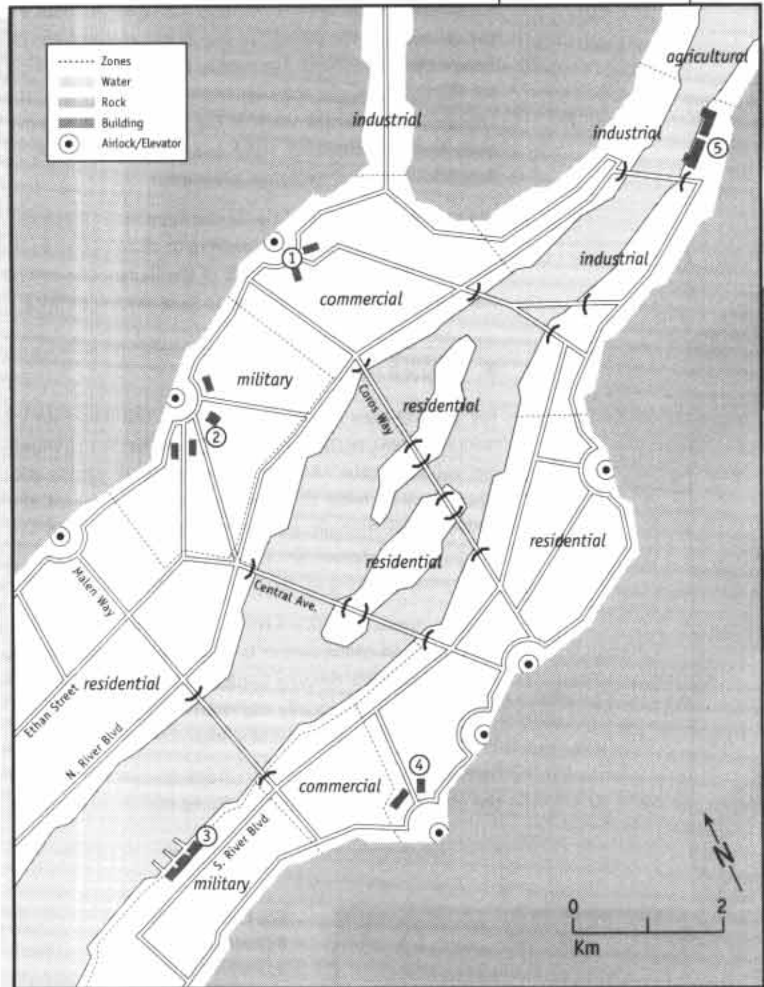
Vital Statistics ◀

Founding Date:	TN 573
Joined HA:	TN 1496
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Tessa Bleu (3rd Tier)
Population:	940,000 (1.28% Preceptors, 7.23% Protectors, 91.49% Commoners)
Principle Industries:	Agriculture (specializing in hydroponics and Earth strains), submersible construction.



► Map of Gardena (River District)

Location	Description
1. River Markets	The River District's central market is located near the elevator that comes down from the Upper District's Marché de la Grotte (The Grotto Market). Here, goods that have been carefully scrutinized and tested by DHM staff for disease arrive to be bought by Gardenans. Locally produced food and goods are also for sale and are more popular with the xenophobic clientele.
2. MILICIA Barracks	The barracks have become the center of Republican efforts to introduce their own culture into Gardena. Many of the shops and entertainment places nearby cater to Republican, Mekong or Eastern tastes. Deviancy is also the highest in this area and it is patrolled both by protectors and MILICIA police officers. The two forces often come into conflict over jurisdiction.
3. Submarine Docks	The main docks for Gardena's fleet are within several man-made caves, many accessible only by submersibles. The HAPF strictly controls this area, their patrol Gears and submarines intercepting all craft that enter Gardena here and at the eastern end of the river.
4. Bluewater Elevator	The entrance to Bluewater is completely sealed off by the HAPF. Smaller markets offer products grown in Bluewater, and the rich smell of coffee fills the area every Saturday (which is market day). Foreigners shopping at Bluewater market often get a cold shoulder, but are generally allowed to go about their business.
5. Neptune Const.	One of the three largest aquatic vehicle manufacturers (Aquadyne Industries and Seahorse Submersibles being the other two), Neptune Constructions has dry docks and manufacturing facilities located at the extreme east part of central River District. Neptune is involved in the top secret Project Diomedes (see p. 64) to develop Gears for use in the MacAllen cave network. Beyond this point lie only farms until the tunnel completely floods.



● LIFE UNDER A STONE SKY

Gardenans live almost all their lives underground, with few direct contacts with outsiders. Physically, they tend to be very pale skinned, have an aversion to bright light, and are susceptible to sunstroke and sunburn. Gardenans tend to be agoraphobic (afraid of open spaces), having always lived under a cavern roof. Being close to water all their lives, they are adept swimmers and are familiar with SCUBA gear, boats and submarines. Often very xenophobic (deep dislike and mistrust of foreigners), they almost always speak Intralingua, refusing to communicate in Universal French or Anglic and other languages spoken by foreign visitors.

These Gardenan character tendencies increase as one descends down the districts. In the Upper District, Gardenans are used to dealing with foreigners for trade or have jobs that take them outside, so these cultural traits are not as severe. River District dwellers tend to be about average, but it is the Bluewater natives who take things to extremes, even mistrusting those who live and work in the Upper District.

When Gardena was first incorporated into the Alliance, the newly formed Department of Health and Morality (DHM) identified these tendencies. A program to remove these cultural problems was quite successful for many cycles. When the Alliance was conquered by the Republic, however, the DHM deliberately ended this program as part of Operation LongNight in order to make it harder for Republican occupiers and spies to deal with Gardenans.

Since the War of Alliance, the Republic has tried to open up Gardena by running a program of Republican cultural exchange. The Combined Southern Resource Advisory Committee (CSRAC) has arranged for entertainment facilities featuring purely Republican cultural activities to be opened up in the River District. The MILICIAMen assigned to Gardena have made good use of these to escape the social hostility of the natives. Although the DHM try to stop them, many young Gardenans are experimenting with Republican music, trideo, drugs and fashion. This rebellious atmosphere has also attracted the interest of the secret Gardenan resistance group, the Hehli (see p. 32).

● FIRE AND WATER

The political situation in Gardena is not so much about a struggle for power within the government, as about dealing with the existence of the disruptive Republican element and MILICIA soldiers. The presence of the MILICIA in River District has always been a problem. The mostly Eastern and Dominionite soldiers are carefully shadowed by protectors and agents of the Humanist Insight and Regulatory Authority (HIRA) to defuse situations with the locals. Long tours in the underground seems to bring out the worst in the MILICIAmen, and over a century ago a series of tunnels were set aside to keep them away from the populace. HIRA and the DHM also pay special attention to those Gardenans becoming involved in the Republican cultural exchange programs.

The real threat at present lies in the Republican pressure to open up Bluewater District. Preceptor Tessa Bleu has outright refused this suggestion, not wishing to allow access to the secret fleet there. She has been quick to point to the growing problems of deviance as a result of the Republican cultural exchange program and several incidents of excessive deviant activity have been orchestrated to give her the political clout necessary to resist Republican efforts.

● PLUNDER FROM THE DEEP

The alpha maglev runs through Gardena, bringing with it trade from the Badlands and the North. Its primary freight yard rests right next to the main Gardenan market place, known as the Marché de la Grotte (The Grotto Market), although locals just call it "Grotte." A large conventional rail yard is also here, allowing the high-speed trains from Raleigh, Oxford and White Rock to bring their merchandise for shipment along the maglev or sale at the Grotte. Badlander trade caravans routinely trek through the Emerald Belt to reach Gardena's popular markets, and generally are escorted by protectors from the border. Gardenans force away all traders who do not choose to stay within the assigned domes at dusk, to avoid a shanty town setting up next to their city — which might encourage disease.

Gardena grows authentic Earth produce like corn, coffee beans, and cocoa in carefully controlled underground facilities. Because these goods cannot be produced outside of a laboratory anywhere else on Terra Nova, they command high prices. This is all possible because Gardenans take advantage of the plentiful water and moisture to run huge hydroponic gardens, combined with genetically engineered plants and soil. In this protected environment, they are able to produce high yields and grow produce to unusually large sizes. Most famous is Gardenan Coffee, made from Earth coffee beans.

Gardena has strict import restrictions stemming from fears of disease and will not allow any food stuffs to be brought into the city. Even plant produce and prepared hides are scrutinized and sterilized before being allowed in.



City Preceptor Tessa Bleu (3rd Tier) ◀

City Preceptor Tessa Bleu is a charming lady nearing retirement from public life. A native of Gardena, born in Bluewater, she rose to prominence in the DHM as a specialist in nutrition and ran projects to further develop agriculture in the city. Recently her niece, Xian Welgon (see p. 104) was placed under suspicion by DHM operatives as a potential subversive. Welgon had taken full advantage of the CSRAC's Republican cultural exchange program, and after investigation she was found to have a boyfriend in the MILICIA. Bleu took over the investigation personally. From surveillance video and careful analysis of her niece's submarine navigation records, lifted as part of the investigation, she now believes her to be a member of the elusive Hehli. Bleu has kept this information to herself, officially closing the investigation. With matters with the CSRAC creating more problems, she is considering using her niece to get the Hehli to help her in return for whatever they need.



Operation: Bashful ◀

"Two days ago the Bajan submersible explorer *Coverale* and her crew were captured by protector forces on the outskirts of Gardena's River District. The information was made public by Satellite News Services as per operational instructions. No secure areas or vessels seem to have been the subject of attention, although previous Bajan missions may have compromised security. My personal feeling is that we are in a strong position to call for sanctions. Panic and alarm activities have gone well in Gardena and Oxford, receiving global broadcast. The HAPF have mobilized forces along the border and helped seal off those sections of Gardena we wish to keep from the MILICIA and other foreigners. Data from the *Coverale's* computer records has been decoded and initial analysis has provided some useful information on the Albion Caves Network. Debriefing of her crew continues.

"In response to the Bajan actions we have launched two Capricorn class long range explorers north. It is hoped this will trigger a military response, perhaps detaining the crew. This should allow the Illuminatus the leverage to "contemplate" invading Baja in order to maintain the security of the Alliance. Within the next season I believe the time will be right to scale up our submersible construction and training programs without raising alarm. Given this, I feel there is no need to initiate Operation Avalon, since Bluewater is under no immediate threat from the Republic now that their attention is focused elsewhere. Although the falsified destruction of the Bluewater area would allow our fleet greater security, it would definitely complicate supply and construction."

— Faeol Laton, Director HIRA

• THE UPPER DISTRICT

The Upper District encompasses 259 surface domes and the large trade market: the Marché de la Grotte. Many domes are just family-dwellings for Gardenans who have not been found a “proper” abode deeper underground. The HAPF operates out of a number of domes that support turrets and other weapons to protect Gardena. Some domes operate as hotels for traders and the few visitors that are allowed into the city. Several large domes belong to the MILICIA, and this is one of the few places where one can always find people loitering around on the surface — MILICIAmen prefer to spend their off duty hours playing sport and relaxing in the open. On the east side of the city is the market, approachable after passing through a guard point. All trading occurs below the surface. A 500 meter long entrance slope under the lip of a chain of domes allows access to the enormous cave-like Grotte trading area. Vehicles, beasts, people and produce create a confusion of noises, smells and movement in the half-light that Gardenans prefer.

• THE RIVER DISTRICT

The River District is reached through one of six huge airlock elevators, although protectors also have two corkscrew tunnels for emergency access. The airlocks on the lifts and tunnels are needed to maintain ambient air pressure and moisture, as well as to avoid letting in organisms that might destroy crops. A quarantine station is built into each airlock and anyone coming down from the domes or the surface must first be cleared. Gardenan citizens can expect a brief palm scan and breath analysis, followed by a disinfectant and insecticide spray before finally being allowed to don new shoes and enter. Outsiders must pass a full medical examination that tests for all known infectious diseases. It can take up to three full days before the results are available and the subject is allowed in. MILICIA troops have a separate internal base area in the River District to allow them to maintain a guard in Gardena proper.

The River District is built around a 29-kilometer section of the MacAllen Tunnels running right at “sea level” so that it is only semi-submerged. Locks and pump systems keep the place from flooding. Large sections of river have been used to grow crops, and everywhere glowing pillars looking much like bizarre stalactites hang from the roof. These provide illumination to the citizens when outside their personal living spaces and other buildings. They also provide the plants with the right radiation for optimal growth. Other crops are grown in older tunnels, abandoned as the community expanded, and tunnels specially built to provide optimal conditions for each species.

The River District also sports some of the most incredible architecture on Terra Nova. Huge bridges made up of houses, offices and shops span the river. These constructions accommodate up to a thousand people, and include rail and road facilities. Many buildings are built high into the cavern walls, with rooms fronting onto the river. The height of luxury are the mansions which sit on the river, typically with one or two levels below the waterline featuring thick viewing windows and submarine garages.

• THE BLUEWATER DISTRICT

The Bluewater District is about 1550 meters below the River District, and is made up of a partially flooded sixty-kilometer section of a tertiary artery of the MacAllen tunnels. Initially a research base, it is now a community in its own right, supporting the remaining thirty percent of the Gardenan population. Although a special airlock elevator connects it to the surface, it is usually reached via submarine in the MacAllen tunnels. The lift shaft is always kept pressurized, to prevent Bluewater from flooding, and the elevators are required to take a very slow passage to the surface to avoid nitrogen bubbles forming in the bloodstreams of passengers. Safety and security systems are extraordinary in the shaft, with gravity powered emergency airlocks ready to halt any depressurization at three separate levels and stop the district from being flooded.

The only foreigners allowed to venture into Bluewater District are Republican officials, conducting inspections to check on any Alliance activities they are unaware of. The truth is the Gardenans are engaged in secret vehicle construction, with a sizable fleet of submarine research and protector craft being built and based here.

Aquadyne Industries has established a submarine construction and conversion facility here and in Thebes. They have been established for almost 30 cycles, but since the Bajan vessel appeared in Gardena they have obtained large government contracts for mining, survey and naval craft. Neptune Constructions and Seahorse Submersibles have also established themselves in the last six cycles.

Citizens of Bluewater consider their district to be the true heart of Gardena. Living the deepest under water and the furthest from undesirable outside influences, they feel they hold the key to the city-state’s future. Indeed, many of the Hehli’s staunchest supporters have never set foot outside of Bluewater and its surrounding tunnels. This elitism sometimes does a disservice to the district, however. Indeed, without the intermediaries of the River and Upper districts, Bluewater could not thrive as it does off foreign trade and national industry. Agricultural trade is especially fragile because Bluewater administrators tend to react with instant quarantines whenever there is a hint of disease in the district. This cuts off all coffee sales and crops have been known to rot before they can be treated for shipment. City Preceptor Tessa Bleu does her best to limit these quarantines in order to keep trade flowing and keep a lid on Republican frustrations with “unacceptable constraints of the free flow of trade goods.”

GROPIUS

5.3 GROPIUS

Gropius is actually made up of sixteen smaller towns in the Trondheim Valley. The city was originally called Tanalom until it was renamed in honor of the founder of the Alliance, Yuri Gropius, upon his death in TN 1558. The Trondheim Valley opens up onto Lake Waymar and features a microclimate which has proven to be excellent for growing grapes. The city is a conglomeration of the sixteen boroughs, with no central business district or administrative core. It appears to be made of vineyards, wineries and vine-covered whitewashed cottages all linked together by narrow cobblestone or paved roads.

From the air, the structure that dominates the valley is the Olympic sports facility that is the center of Southern attention every four cycles during the two weeks of Olympic events. Three large circular stadiums are surrounded by numerous buildings and fields. Since the Olympics are only held every four cycles, during the rest of the time local protectors and MILICIA use many of the secondary structures to house troops and equipment. Others are used for accommodating tourists and visiting teams who come to train and compete here in various seasonal sporting events.

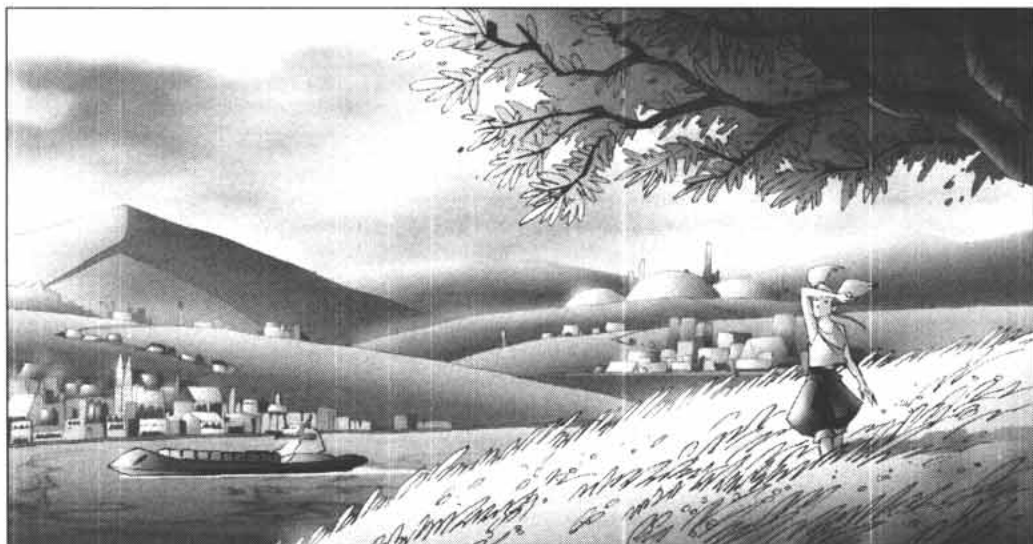
When people think of Gropius, it is inevitably about either art, wine, or terrorism. Gropius is the center for fine arts in the Alliance, and the best artists come here to learn and teach. The local wines are exceptional, and several labels are world renowned. The beauty of the region and the high level of tourism, makes for a notably cosmopolitan lifestyle. The only thing that mars this is the Freewill terrorist movement (see p. 29) that fights to see the city secede from the Alliance and join the Republic.

Gropius has a fairly extensive subterranean rail system and most wine is shipped to Perth in special vibration dampening freight wagons. The rail system is used in conjunction with communal mini-buses that are available for hire to those citizens who do not own cars. Gropius also sits on the rail connection between Perth and the Southern Republican capital of Port Oasis. It has an extensive underground station that acts as an exchanging point for cargo and passengers, since Republican trains travel only as far as Perth. This changeover also assists anti-smuggling and counter-espionage activities. The Republic accepts this and have similar requirements for shipments their way.

The activities of the Freewill terrorists have left Gropius with a legacy of heavy security. Most of the towns that make up Gropius are pedestrian only zones and are protected by sophisticated surveillance systems. Sniffer patrols, random inspections and discrete scanner systems are a common sight. Most town buildings have extra thick outer glass windows to protect against bomb blasts. At train stations and the airport, virulent prohibition against leaving luggage unattended reminds foreigners of the constant threat that exists. Most locals take all this in stride, but it can be very disquieting to other Humanist citizens who are so used to an almost totally non-violent way of life.

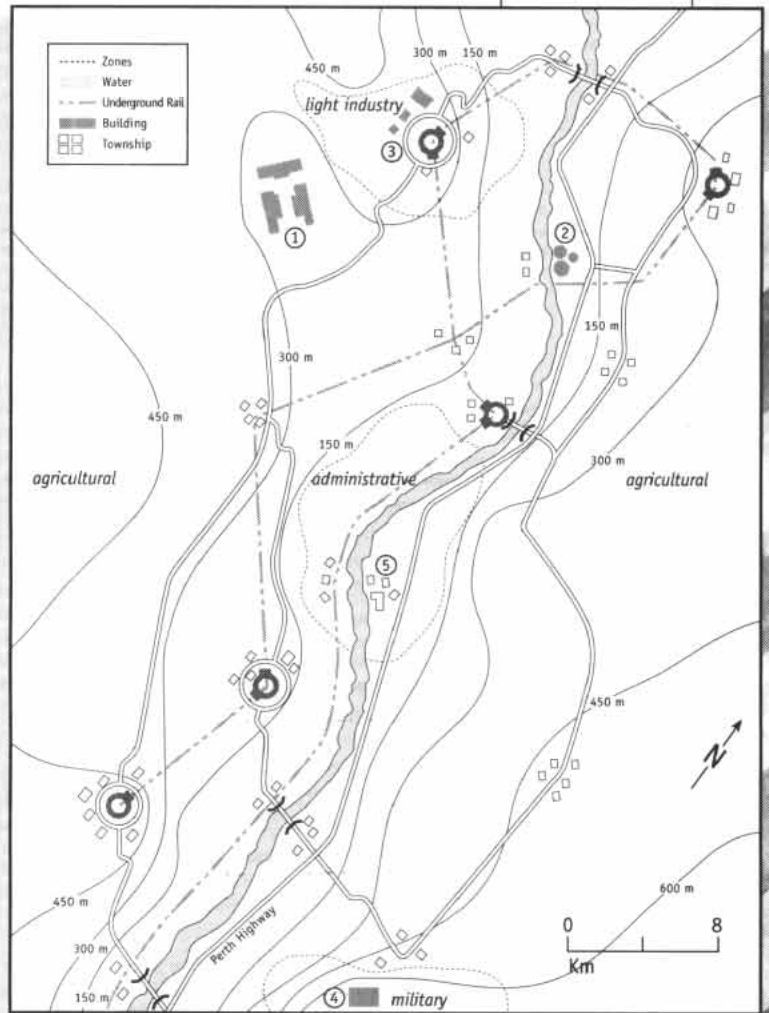
Vital Statistics

Founding Date:	TN 812
Joined HA:	TN 1481 (Had Humanist system since 1477)
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Fyona Nahvie (3rd Tier)
Population:	2.3 Million (1.07% Preceptors, 7.39% Protectors, 91.54% Commoners)
Principle Industries:	Agriculture, wine, fine art and glass blowing



► Map of Gropius

Location	Description
1. Leura Vineyard	This famous vineyard is owned by popular local artist Kray Stanten. A renowned painter of landscapes and nudes, his parties are considered the height of the Yurite social scene. His guest list regularly includes Republican and Humanist luminaries.
2. Olympic Facility	Three large circular stadiums are surrounded by numerous buildings and fields. Protectors and MILICIAmen use many of the secondary structures to house their forces and equipment. The town of Breton, home to the facility, is heavily policed by protectors to keep Freewill terrorists from striking at this symbol of Humanist pride. Breton also features housing for Olympic athletes and is monitored by the DHM to track foreign influences.
3. Rail Yards	Gropius has an extensive underground station that acts as a hub for cargo and passengers from the Republic. Much of Gymle township is involved in servicing and repairing the rail network in Gropius. Gymle has been targeted by the Freewill on several occasions and features a wide variety of security measures, including a high concentration of HAPF troops.
4. HAPF Barracks	The barracks sit on a rocky escarpment overlooking the Trondheim Valley. It is here that the Silver Chalice has begun their campaign to cleanse the valley of Freewill terrorists once and for all. Of course, the barracks are therefore a prime target for Freewill attack and feature impressive security measures.
5. Jago Vale	Jago Vale is the nominal "city" center. More for its locality than anything else, it has developed into the central administration area for the whole valley. Famous also for its pure Terran grapes, it has been subjected to numerous bombings by the Freewill over the decades. The DHM and HIRA offices here are fortified villas. The protector barracks supports tall watchtowers to assist surveillance and security.



● ARTS AND CLASS

Gropius has become the arts center of the Alliance, and many preceptor and commoner artists reside here. Since private hobbies are encouraged throughout the league, many members of all castes make pilgrimages to study and socialize with some of the finest artists in the Alliance. Foreign artists also come to study and are accepted because, according to Humanist tradition, an artist's skill can be measured by the number of people who wish to study under him.

Tourists come for the wine and art. Indeed Gropius' popularity as a holiday spot has been slowly rising for many cycles now, and it is second in the Alliance only to Oxford. Seaplane flights from Ashanti are becoming popular, and the Alliance has an extensive floating terminal and customs facility on Lake Waymar to cope with the growing traffic. Cruises depart from here on evening and day tours, with passengers sipping wine and enjoying themselves.

The Terranovan Olympics are held every four Summers and attract participants from the farthest corners of Terra Nova. Although dominated by Southerners, since the War of Alliance the games have become popular with Badlanders and Northerners. Most of the events are based upon traditional ones, testing skills and abilities that were important to the soldiers of the time. This idea has carried through to the present, incorporating events using more modern weapons and skills. The Humanists put on plenty of pomp and ceremony during the Olympics, and many members of foreign ruling classes can be found here making the most of the media attention and private parties.

Perhaps the best known local artist is Kreg Stanten, a renowned painter of landscapes and nudes. A tall, bearded man with long flowing black hair, he makes a striking figure, always dressed in the latest fashions. A strong supporter of the Republic for "artistic reasons," he flits between Gropius and Port Oasis in his personal seaplane. A lover of fine red wines, he has used his wealth to buy the Leura Vineyard. He holds parties for artists, Republicans and Republican sympathizers on most weekends. HIRA suspects him of being a Freewill sponsor.

• FINAL DAYS OF REBELLION

The presence of the Freewill terrorists in Gropius has always been a cause of concern for the protectors and HIRA. Many efforts to wipe them out have been made over the cycles. They have survived mainly by going to ground, for decades sometimes, before renewing their campaign of terror to free Gropius from the Alliance. The DHM explains the movement's persistence as a result of a complex combination of exposure to foreigners, some sort of susceptibility on the part of the artistically inclined, and careful cultivation by SRID. There is also public sympathy for the terrorists, with many artists seeing their acts as a form of influential radical interpretation. The DHM believes support will remain because the Freewill rarely take the lives of commoners or damage private property.

The increase in Freewill activities over the last cycle has brought about a major response from the HAPF. This season, the 5th Penhilion — the Silver Chalice — have been brought in specifically to end the threat once and for all. Led by War of the Alliance veteran Penhiliarch Kete Halt, the Chalice have begun a systematic sweep of all the vineyards and hills around Gropius for arms caches and terrorists. Halt is known for her zeal and hate for the Republic. She has already refused MILICIA aide from Commandant Tervas. Halt coordinates efforts from her armored command train, which moves around the boroughs of Gropius.

• FINE THINGS

The main industries in Gropius are art, wine and tourism. There are also some agricultural exports. Yurites (citizens of Gropius) encourage Republican tourism, or at least a large proportion of local commoners are interested in improving their profit margins in this way. Being so close to several major Republican cities makes Gropius an attractive tourist destination for visitors, although Humanist health requirements sometimes make it difficult for tourists to easily travel into the Alliance. Travel agencies do all they can to organize the required details in order to minimize delays and inconvenience for travelers.

Gropius is an unusual city, having no central business district and dispersed industrial areas. This does not mean that the region lacks large corporations or big business, just that things are carried out a bit differently. For example, Yurites have for many cycles mostly worked from home in those businesses that allow such remote staffing. Perhaps the best example can be seen in the widespread use of trideo interfaces for shopping. Companies that have staff working from home monitor productivity remotely and have weekly meetings, usually at one of the many vineyards or lakeside resorts, to sustain a sense of corporate identity among workers. Yurites are happy with this arrangement and Gropius has the fewest cars per capita and the lowest pollution rate of any above ground city in the Alliance. Yurites also save a fortune in related expenses on fuel, vehicle repairs and other associated costs.

Vintages of Gropius



Fine wines are an important part of Yurite society. Vineyards and wineries cover Gropius, each having a distinct label that comes from the time before the boroughs even formed a city, many even claiming ancestry back to old Earth. Glass blowing and bottling factories have similar far-reaching traditions and many agree that a fine wine is enhanced if it has been aged in a hand made bottle. Gropius has advanced laboratories for experimenting with grape genetics and the fermentation process, to develop more palatable wines.

Since grapes from Earth grow poorly on Terra Nova, only about 10 percent of the wine produced is actually made from original Earth strains. Elohar grape and its many variations form the basis for most Gropian wine. Elohar was genetically engineered from a native creeper vine and results in a wine considered comparable to one produced with traditional grapes, although the latter is still considered to produce the finest vintages and consequently commands the highest prices.

There are several major vineyards in Gropius whose wine is considered world class. Famous labels include Luera Red, Shyre, and Jago Vale. Each cycle the grape harvest brings the community to a halt for almost two weeks, as a large proportion of the population participates in the picking.

Wineries and vineyards regularly host tastings for the luminaries of the wine community. Visitors can usually sample local vintages on a drop-in basis, but the best place to taste new wines is at the annual Spring Wine Festival. The township of Jago Vale is taken over for the second week of Spring by a panoply of stalls, each offering tastes of new wines. Visitors pay a simple admission fee to the festival site then walk up and down the streets sampling the new vintages. Every winery in the region attends and the announcement of the finest wines at the end of the festival is the high point of the season.

For a long time, the Wine Festival was seen as a time of joy and quiet, even in a city-state plagued by terrorist strife. The Freewill movement had long stayed away from Jago Vale during the Festival, both because of its multi-caste, almost free-wheeling atmosphere and because they believed attacking a cherished celebration would create far too much bad blood.

Recent cycles have seen this tradition of peace come to an end, however. The 1935 Festival was marred by the execution of a DHM Inquisitor — branded a war criminal by the Freewill — while he was tasting an Elohar wine. This has led to an announced increase in HAPF and other security forces for the 1936 Festival, which makes it — in the words of Freewill leader Patrios Zelem — “a legitimate target.”

OXFORD

5.4 OXFORD

Oxford is the oldest city in the Alliance and the one that has suffered the most. It was reduced from a vast farming community, to smoldering ruins when the Southern Republic decided to demonstrate its power during its campaign to conquer the Alliance. A massive ballistic missile bombardment and long range air raid killed 80,000 outright and displaced almost half a million others. Shortly after this tragic event, the Alliance conceded to the Republican invaders. Even now the legacy remains and residents of Oxford have unique sympathy for New Baja, the Southern Badlands protectorate that was virtually wiped off the map by the Earth forces during the War of Alliance.

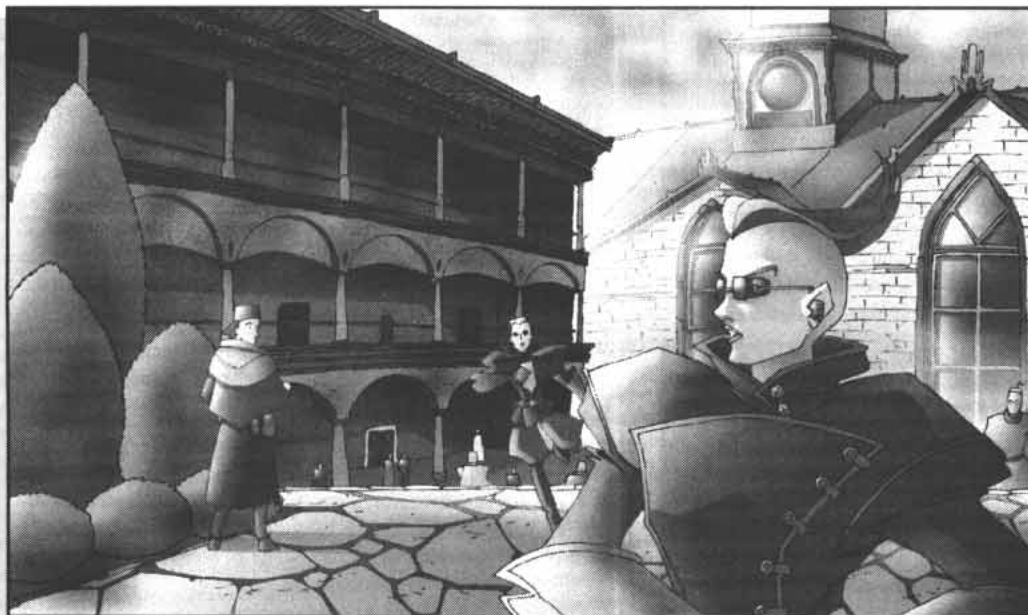
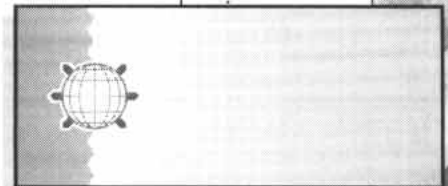
Oxford has been rebuilt and shows no clear signs of its former suffering. Much of the rebuilding was done with the help of Raleigh, which sent engineering and construction teams to rebuild the urban areas. The Raleites employed many of their native construction techniques, resulting in a great many stone structures in the government and the inner city areas. In an attempt to make Oxford even greater than it had been, the Alliance commissioned elaborate offices and public facilities. The legacy of this can be seen clearly to this day in the great sweeping arches, vaulted ceilings and tall spires that dot the city center. The sprawling Oxford Academy of Science (OAoS) is one of the best examples of this grand architecture.

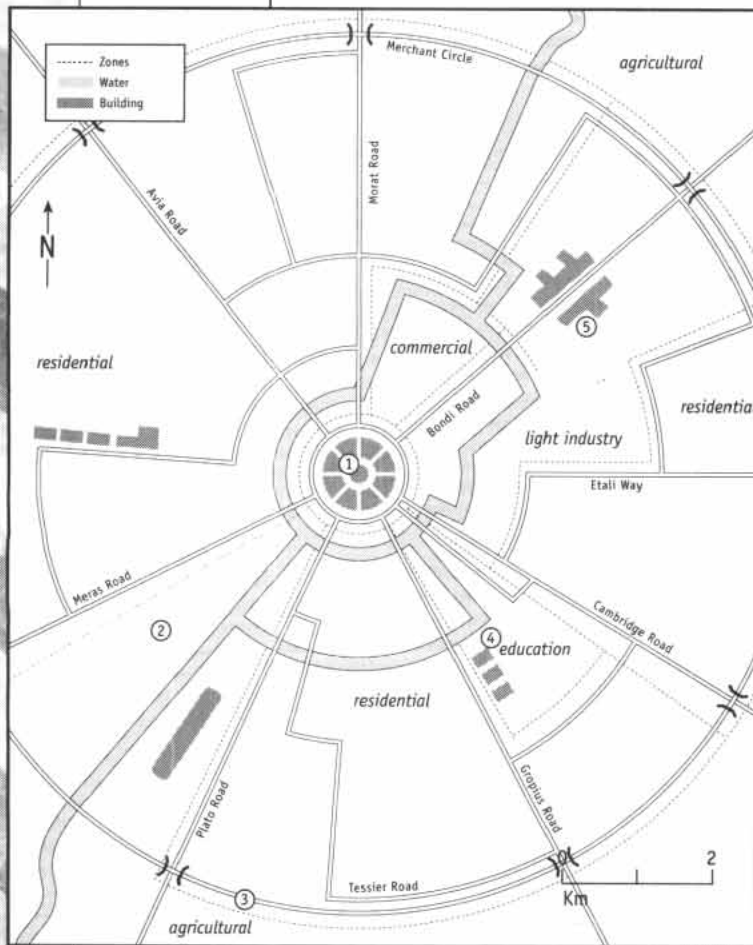
Much of Oxford's public transport system, warehouses and storage areas lie deep in the local bedrock. Oxford now has a giant stone wall and dry moat along its periphery, which defines the city from its surroundings. The seven meter high wall forms a perfect circle, broken in seven places by bridge gates. The wall is some forty meters thick and has a central walkway along its length. Most of the city's commerce is conducted in shops and offices that fringe the inner wall. Called the Merchant Circle, its dawn and dusk markets are a highlight of any visit. Massive stone bridges, to be destroyed in times of trouble, rise from both sides of the wall to allow citizens to access the Merchant Circle. Many of the outer bridges spanning the broad dry moat are famous for their carvings and sculptures. Protector towers stand above the wall, many adorned like the bridges they guard. Traders rent plots to sell their wares, living in their caravans on the wall. Protector and sniffer patrols run night and day to keep the peace, especially in areas where outsiders have set up shop.

Immediately around Oxford, large cultivated fields can be found in all directions, broken only by main roads and the occasional village. Each outlying township is built like Oxford itself but on a smaller scale, and benefits from organized and efficient planning. A surprisingly cosmopolitan café culture flourishes in these towns, with street and roof cafés popular with locals and visitors alike.

► Vital Statistics

Founding Date:	TN 469
Joined HA:	TN 1493
Method of Government:	Self-perpetuating Oligarchy
Head of Government:	City Preceptor Davyd Tomlyn (3rd Tier)
Population:	470,000 (1.49% Preceptors, 6.60% Protectors, 91.91% Commonsers)
Principle Industries	Agriculture, advanced genetic science and power.





Location	Description
1. City Center	This is the area where the Alliance first rebuilt what was destroyed by the Republic during the War of Unification. Built predominately with the aid of Raleites, they are large natural stone constructions consisting of vaulted arches and tall spires. They contrast sharply with the rest of the community.
2. Agricultural Grounds	A huge slice of the city is dedicated to gardens that are used for research into plant genetics. Each cycle, the Agricultural Fair is held here, and attracts thousands to see the great flower beds. The Grounds are associated to the Academy of Science and often serve as the site of its agricultural research.
3. Merchant Circle	Over half of the great outer wall is dedicated to markets and is known as the Merchant Circle. Here, local farmers, Badiands trade caravans and other foreign traders market their wares. Huge protector towers are spaced intermittently along its length. The markets are most active at dawn and dusk.
4. OAoS	The Oxford Academy of Science is built in the same style as the city center and the campus sprawls over an entire neighborhood. The grounds are divided by canals, separating facilities and student residential areas, and students and staff often relax along the grassy banks during class breaks. At the end of each semester, during the examination period, the student body seems far less relaxed, of course.
5. Railway Center	Oxford is the Alliance's major railway center. This extensive underground complex contains the Alliance's main train construction and repair facilities in large subterranean workshops. The few surface trains barely hint at the extent of the underground network that appears only outside the city's walls.

• CAFÉ CULTURE

Oxfordite society is very receptive to foreigners. After its almost complete destruction 250 cycles ago, many natives refused to return and moved to other cities. To ensure the repopulation of Oxford during its rebuilding, the Alliance government decided to bring many refugees from elsewhere in the league and the Badlands. This has left the city with a cosmopolitan atmosphere, helped by a constant trickle of immigrants thanks to the efforts of the Immigration Authority (IA). Oxfordites as a whole are known for their vocal promotion of peace. That Illuminatus Anastapulos' covert conference on the Eastern rebellions was held in Oxford is just another feather in its peaceful cap.

Oxford constantly attracts tourists to its romantic and cosmopolitan Merchant Circle wall markets. The Circle is a popular honeymoon spot, allowing couples to spend the day exploring the wall's many markets, cafés and restaurants. The city-center's gothic architecture also attracts tourists with its spires and vaulted archways. Several temples of various denominations were built in this style immediately after the formation of the AST. Nearby hotels have employed traditional Raleite building techniques to create similarly designed facilities for guests. Of all Humanist cities, Oxford has proved the most accommodating to foreign tourists.

Cafés dot the city and most Oxfordites have one they regularly frequent for one or more of the daily meals — and Gardenan coffee of course. Cafés are a home away from home for many citizens, where they can meet friends and generally have a good time.

Oxford holds its Agricultural Fair annually, attracting thousands of horticulturists and bioengineers from around the nation to see the season's new plant strains and animal breeds. Flowers are particularly popular and Oxford has a reputation for producing beautiful and lovely scented blooms. Every few cycles a new strain becomes the flower of love in popular culture, although the "classics" remain favorites. A popular event is the Oxford Derby, a two-kilometer outdoor horse race run on a dirt track within the fair grounds. One of the few major equestrian events on Terra Nova, it is a favorite with visitors from other Southern leagues.

● LIVELY DEBATE

At present Oxford has an unusually dynamic political scene. Preceptor scientists are currently caught up in an ethical debate over the use of webbling on human subjects. Webbling is the process of interfacing the brain with an internal computer neural network to train it or to control devices (see **Technical Manual**, p.19). Preceptor Ceh Lighter has gained significant support with her argument that webbling of recidivist deviants might allow citizens to once again become productive members of society. She refers to studies made before the Alliance became part of the AST, at which time the Republic demanded that all such practices be halted. She claims that it is better for a permanent resident of the Tatant Reeducation Facility to be operated on and returned to society than to stay where they are. Preceptor Videt Menners leads the opposition, claiming that such a step could very likely end up in abuse.

Ceh Lighter is a leading bioengineer and webbling surgeon, who has a reputation for excellence in her work on animals. Secretly, she and her team have done many of the operations on felines for the Illuminatus' own household. Her stance in favor of human webbling has polarized the Academy campus, and she is receiving strong support from the DHM. Privately, she is referred to as the "Banshee" for her very emotional debates and character attacks, something that preceptors usually avoid. Lighter is slowly winning the debate, partly because of recent support by Cult of Gropius members. They see her cause as their own because of a half finished paper that Yuri Gropius wrote about the use of such theorized technology to deter and correct deviant behavior. While all this is going on, Lighter proceeds with her human webbling experiments at a secret facility in Oxford.

● CROPS, GENETICS AND CYBERNETICS

Oxford is predominantly an agricultural economy, also benefiting from large underground fusion reactors supplying electricity in a 300 kilometers radius. Crops produced around Oxford are renowned for size and quality, a result of advanced bio-engineering and chemistry carried out by the Academy of Science. Oxford scientists have also altered animals to increase their productivity and usefulness. The Tobian riding springer, "polar" barnabus and sniffer iguana are some of the best examples of their work.

Oxford benefits from its central location in relation to other cities and has become the Alliance's major railway center, running two lines in competition to the maglev to Thebes and Gardena. The league's train construction and repair facilities are located in large subterranean workshops. Although much of the railways rolling stock is bought from the Republic, the Alliance maintains a separate series of design and construction facilities to convert rolling stock for the new high speed railway system. Local plants also manufacture mobile research, medical and protector coaches to meet local demand. The Alliance's HAPF armored engines are also assembled here, and because of the city's central location there is always one ready to be deployed in response to an emergency.

The Oxford Academy of Science and other university research facilities are located in the oldest of the city's buildings, their work generating income for the city. Modern research facilities reminiscent of hospitals (complete with white tiles and chemical smells) house animal engineering and webbling units. DNA sampling, modeling and modification machines have allowed scientists to make cutting-edge discoveries with income generated from the state-of-the-art webbling surgery theaters and micro-design rooms.

► Oxford Academy of Science

The Academy specializes in agriculture and biology, and its successes have earned it a grudging respect from larger, more prestigious Humanist institutions. Notably, the Academy is a leader in webbling surgery. Nevertheless, academics and students at other universities often give those attending the Academy derogatory labels such as "veggies," in reference to the city's agricultural origins.

The Academy also specializes in plant and animal genetics. Most of their work centers around developments in crop yield, animal growth and ongoing research into correcting human and animal genetic deformities at the embryonic stage. The research is at the forefront of medical science and Preceptor Berynt Staves' team is attracting international attention for their obstetrics work. One offshoot investigation involves the Earth Genetically Recombined Experimental Legionnaires (GRELs). The Alliance has a secret project led by Arthuro Nessen working out of Jan Mayen, to try and allow GRELs to breed (see 4.3.1 *Jan Mayen*, p. 40, and *Life on Terra Nova*, p. 112).

The DHM has sponsored the post-war rebuilding of the chemistry wing, put out of commission by an attack during the War of Alliance. It is now a state-of-the-art facility, with many classified projects being run for the DHM's ongoing reeducation research program. The most promising project this cycle is by Preceptor Rolan Waltos (see p. 103). He is currently field testing a drug called Rage (see 7.2.1 *Weapons*, p. 88), to be used by protectors during times of war to turn the enemy on themselves.

The Academy is led by Recteur Leon Duteuil, an elderly preceptor who strives to keep the halls of academia interesting and challenging for the students. Duteuil is constantly faced with the challenge of overcoming academic inertia, but is well respected and liked by the student body and his colleagues. His overseers in the DA and DHM give him a great deal of freedom because of his spotless record as a teacher and administrator.



PERTH

5.5 PERTH

Perth is one of the largest cities on Terra Nova, in terms of population and physical size, covering a diameter of approximately 100 kilometers. It consists of a mixture of suburban and agricultural areas with few buildings rising more than four stories. The great center of government, the Acropolis — the residence of the Illuminatus — towers over the surrounds with its Grecian splendor. Indeed, the whole city seems to be designed to emphasize the building. Sitting on a small artificial hill in the approximate center, the Acropolis can be seen night and day, its vaulted white marble pillars and domed roof visible even from the city fringes.

Built on a rigid geometric pattern, the city exudes an atmosphere sometimes described as “organized sanitation.” From the air, it appears as a harmonious mass, complete with strategically placed roundabouts, parks and canals. Massive sculptured fountains and statues dominate the city’s parks and open spaces. Streets are kept spotless and drones maintain all government buildings in pristine condition all cycle round. Perth is famous for its small concave harbor which sits on Lake Hawkins, on the south side of the city. Only the oldest section, known as the Old Quarter, breaks with the overall harmony of order, accommodating foreigners who prefer it to the sterility and artificial feel of the city proper. The strangeness of the city’s design has led to much speculation about the planers being believers in arcane beliefs that place importance on architecture, such as Feng Shui, the Chinese art of geomancy, or temple-masonry. Most tourist books devote time to perpetuating these “myths.”

Perth has an efficient underground railway system allowing vehicles to be kept away from pedestrian areas. Within five kilometers or so of the Acropolis, all roads are underground, and commuters are forced to use walkways and electronic passenger shuttles to get to the main government offices. All of Perth’s communication and service lines are deep underground for protection. Microwave relay towers and even the great space defense laser grid are well integrated into the city plan and are easily missed, even by locals.

Humanists are known for their leading research in many scientific fields, particularly microelectronics and laser technology. Foreign leagues immediately think of Thebes and White Rock when they consider where the Alliance is developing all its latest military equipment. The truth is that, although these other Alliance cities are engaged in important military research and development, there is also a great deal of highly advanced work taking place in Perth under the guise of purely civilian applications. Preceptors keep research projects obscured by spreading them across a number of small specialized businesses in such a way that any one of them is only aware of a fraction of the work. Completed work is then channeled to “known” military producers for manufacturing to maintain the charade. Espionage equipment is also made for HIRA this way.

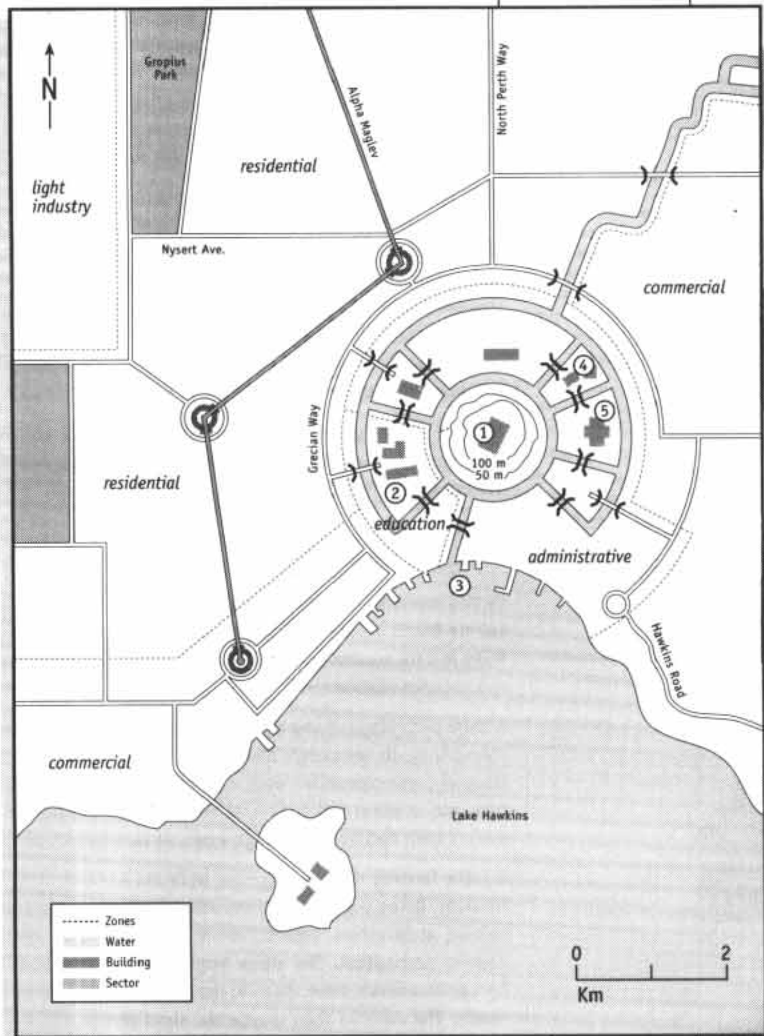
Vital Statistics

Founding Date	TN 460
Joined HA:	TN 1481
Method of Government:	Self Perpetuating Oligarchy
Head of Government:	City Preceptor Nhemu Lowerson (3rd Tier)
Population:	3 Million (1.70% Preceptors, 6.67% Protectors, 91.63% Commoners)
Principle Industries:	Computers, electronics, aquatic farming and tourism



Map of Perth

Location	Description
1. The Acropolis	The Acropolis sits high on an artificial hill, resplendent in its vaulted Grecian marble pillars and domed roof. The whole of this huge block is off limits to everyone who does not work there or have an appointment. The Silver Watch protect the main gates, and many tourists come to watch the changing of the guard (which happens every three hours). Feline statuaries line many boulevards and even serve as decoration on buildings.
2. Perth U.	The University of Perth's campus mixes buildings and recreational areas equally, and even has its own small harbor and beach on the shore. The campus features several statues of some of the greatest Humanist scholars. The University encourages a tradition of outdoor lecturing when weather and material permit, and many classes are held under the shade of a tree.
3. Lake Hawkins	Perth's harbor forms a wide concave dock area and boardwalk. It is a favorite recreation and tourist spot. On shore, bicyclists and inline skaters race along dedicated lanes near the waters' edge, while other visitors stroll along the raised walkways. On Lake Hawkins, sail-powered and motorized craft provide an excellent view of the city. A sail at sunset is considered a must by most visitors to the city-state.
4. Entertainment Park	Another of Perth's central attractions, the great entertainment park offers all manner of rides and games which can be enjoyed for a moderate entrance fee. Every cycle, three new rides or simulators are added to keep the locals coming back. Foreigners are often surprised by the lively and wild atmosphere of the park, which contrasts sharply with the reserved Humanist stereotype.
5. DA Buildings	A whole block is devoted to the Department of Administration, where many of the buildings' architecture features grass-covered roofs that slope to the ground. Most of the district looks like a giant patchwork of parks from the air.



● CULTURE AND ELEGANCE

Perthian society has a particularly intellectual bent, due to the presence of the Illuminatus and the large number of resident preceptors. Many of the buildings around the Illuminatus' Acropolis are museums, theaters, opera and music halls, good restaurants or clubs devoted to science or the arts. An atmosphere of refined manners and culture reigns in these places and around the city center, helped by the presence of the "Silver Watch" protectors and remote monitoring systems. Perth is known as a festive city, with a parade or fair occurring every week. There are also many sporting activities during weekends, with teams from corporations and the various suburbs competing for various prizes (including holidays at some of the most exclusive Humanist resorts).

Politics and world affairs are important topics of conversation in Perth, partly because many of its residents work in the government. Within the commoner and preceptor castes, career grade carries across to the social environment. At most dinner parties and official functions, groups tend to gather along these lines, with junior public servants not mixing with middle or upper grades. Since it is the Humanist custom to wear business identification openly at any official event, this informal segregation is very easy to maintain.

Perthian City Preceptor Nhemy Lowerson is responsible for the functioning of Perth and the Illuminatus' public image. Lowerson is fanatical about her job and tries to keep track of everything, from garbage collection to the Illuminatus' birthday preparations. Perhaps the most public member of the Inner Circle, she has her own demographics team that reports on the outcome of never-ending surveys and analyses regarding what people think of Perth and the Illuminatus. She has been under growing stress ever since coming into the job six cycles ago, because the reports keep indicating that the Illuminatus popularity is on a steady decline. Lowerson believes the growing Republican influence in the Alliance is responsible and has been demanding more and more out of HIRA and the DHM to try and fix this.

• PHILOSOPHICAL FORUM

Since Perth is the capital of the Alliance, it is home to the Illuminatus and the leading preceptor judges and legislation drafters. What makes politics particularly interesting in Perth is the Chamber of Thought, a forum for preceptors to engage in public debate. Since preceptors are normally reserved in their nature and try their best to uphold the ideals of the Alliance, the forum is only loosely regulated. Providing security or privacy are not breached, almost anything can be discussed. The Chamber of Thought has worked very well historically, and a great deal of productive debate has allowed preceptors of differing viewpoints to put forward their thoughts for constructive criticism.

More recently, some preceptors have been openly speaking out against the Republic as the deviant activity rate slowly rises. Others are more concerned with MILICIA activities in the Karaq Wastes, which seem to be accelerating the likelihood of war with the North. On the other side are Republican sympathizers who argue that the best minds should accommodate the task of opening up society (although in a carefully organized way so as to minimize social problems) and retain only those elements of the Humanist model that are compatible with the Republic, else the Alliance vanish completely in any war to come. The Republican supporters point to the high suicide rate and the growing numbers of Humanists getting stress-related illnesses to show the cost of the current system. Nhemy Lowerson has recently asked for this debate to continue "in camera," but since it has been public for so long gossip at private parties is full of the latest developments.

The Cult of Gropius remains on the political scene as well. They are still pushing for various reforms and CSRAC are picking upon such calls and attempting to push them through so that they might get sympathy from Humanists and gain more control over the government.

• GIZMOS AND BUREAUCRACY

Perth's economy is predominantly government related. The main offices for almost all the Alliance's government bodies can be found in Perth, with the notable exception of the Department of Health and Morality (which is based Raleigh). Many private businesses make money from services they provide these people, the most prolific being food, entertainment and accommodation.

A large percentage of the high-technology production of the league is based in Perth. Along with the larger corporations specializing in computers and electronics, there are hundreds of small businesses selling very specialized equipment. Many of these companies work on contracts with larger ones, but others are offshoots of preceptor research by scientists here and in other cities. Several shops are owned by the University of Perth or other local schools. These businesses market their technology as high-end consumer goods and some streets in Perth are famous for their "gizmo" shops.

Aquatic farming is fairly extensive in Perth. Some gardens are nurtured in the city's canals, but most are farmed in Lake Hawkins. Being the capital of the Alliance, Perth also attracts a significant number of tourists. Whether visitors come for culture, architecture, entertainment, high society or whatever else they might fancy, Perth has proven to be the most popular destination. The alpha maglev has also made Perth the national center of trade in foreign goods, and many foreign businesses have shops in the Old Quarter. Produce and goods are transported in trucks on underground railways or canals. The vehicles then shuttle the short distance to their final destinations from the station.

The Cats of Perth ◀



Perth is known as the city of cats — Earth cats. Cats have been a part of Perth's history since mankind first started settling Terra Nova. They were brought along as pets by travelers, as companions and as a reminder of home. Perth now has thousands of cats, all allowed to wander providing they are registered. The only man-made threat is traffic and since most roads are protected by walls from surrounding neighborhoods (for noise reduction and child protection), this is not a major problem. Cats thrive in the urban environment of Perth's planned architecture. The feline has found a place of great respect in local society and it is considered an act of barbarism to harm one. Several dozen pure breeds can be found living in the Illuminatus' Acropolis. Perthian society caters for these creatures in many ways. Many veterinarians specializes in felines, and several brands of cat food are widely available. Cats do face Terranovan predators, however; several native species of reptile find cats delicious and have made their home in the underground sewer network. The boldest of these is the novian crocodile that hunts cats above ground in wet weather.

HIRA has also been using webbled cats in Perth as spies for a long time. An expensive feline operation allows HIRA operatives to see and hear what their cat agents can, as well as remotely direct them through heads up display symbols (see p. 100 for more details).

A feline motif is also clear in much of the public architecture. Statuaries of cats highlight public parks and feline gargoyles line rooftops. Much of this architecture is used to mark the traditional passage of the Cat Parade that celebrates the animal every cycle. Stuffed toys, magnets, articles of clothing and other feline paraphernalia can also be seen around town and most souvenirs feature some sort of cat motif. Perth cats are also the subject of many entertainment shows, including the "Kitty's Korner" children's animated trideo show, in which a precocious young cat welcomes people and animals from across Terra Nova, helping children learn about their planet and appreciate their home. Foreigners and Humanists from outside Perth sometimes poke fun at the feline obsessions of the capital's residents, but Perthians take it all in stride.

● LORD CHANCELLOR HEMAMI'S RESIDENCE

Lord Chancellor Farzahn Hemami (see 3.1.4 *Humanists of Note*, p. 20) was granted a full circular city block in Perth when he first arrived. This is recognized as Republican territory and hence Southern Republican customs and law reign, rather than Humanist ones. Hemami's own house is really a palace and is protected by the Republican 92nd Heavy Infantry Battalion, the Marble Knights, along with 4th Gear Compagnie, part of the Black Lance Regiment. Hemami has also been given permission for hopper flights to and from his property.

Hemami occasionally throws lavish parties for Southern visitors, entertaining in true Republican style. Entertainers and guests are flown in, usually by sea plane from the Republic and then hopper from the harbor. The Humanists also make special arrangements to make available entertainment facilities in Perth, for him to amuse his visitors. Lady Masao, his wife, has had a number of family members and noble friends to visit. HIRA suspects that some of her relatives have set up permanent residency to escape the blood-bath that Patriarch Oliver Masao has started amongst his family for his title (see **Storyline Book 1: Crisis of Faith**, p. 50).

● HIGHER EDUCATION IN PERTH

Perth's two great academic institutions, the University of Perth and the Perth Business Academy, have extensive campuses in the city. The University of Perth is widely accepted as the finest on the planet, offering a wide range of courses. Although other universities may out-do the UoP in a particular field, its overall standard of education is considered the best. Many foreigners come to study, especially in the Faculty of Science. Many are tempted to continue their studies after their degrees because of the enormous resources available to scientists in the Alliance. The leagues of the AST have complained several times about what they consider the active poaching of their finest minds and there has been discussion in various media of a steadily building "brain drain" to the Alliance.

Perth Business Academy specializes in teaching economics, commerce and foreign affairs. It was specifically created to give commoners specializing in trade in the Alliance the skills and education they would need to compete effectively with the other nations of Terra Nova.

● TOURISM, FAIRS AND FESTIVALS

Perth is well aware that it is the showcase of the Alliance. Hotel staff, taxi drivers and tour guides have this sense of responsibility impressed upon them. Visitors from other parts of the Alliance or other leagues can expect a great deal of personal attention when staying in and touring around Perth.

For visitors, and even more so for Perthians, Perth is the city of fairs and festivals. From the earliest of days of his plan, Gropius was keen to instill in the community a sense of oneness, of belonging. Perth has taken this theme to the extreme, with fairs and festivals occurring each weekend somewhere in Perth. Many such festivities have a scientific theme. There are enormous "star parties" each cycle, where the observatories open their doors. These are very popular because many commoners stargaze as a hobby.

There are major citywide events each cycle, including celebrations of birthdays of preceptors famous for their service to society. There is a salute to the protectors and commoners annually in Perth which involves huge waterborne parades of floats down the grand canals. Particularly popular is the parade held for cats, where citizens bring their own feline friends. The Illuminatus' own birthday is celebrated, but the greatest event is Gropius' birthday, when city-wide parties and parades culminate in a huge fireworks display at the exact minute he was born.

● THE SILVER WATCH — 1ST PENHILION

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

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

RALEIGH

5.6 RALEIGH

Raleigh is situated in a vast grassy area at the eastern extreme of the Tobian Plain. From a distance the city itself appears to be a broad, relatively low series of large hewn stone buildings set in concentric circles amongst fields of waving crops. Closer to the city are a series of stone walled animal pens, reminiscent of ancient Earth culture. A large rail yard and airport break up the city's monotonous series of three and four story buildings. The stonework is hewn and glued together with a locally manufactured cementing substance called Gorp. Streets are made of an unusual mix of rock and Gorp. The most notable structures are seven towers rising up from the center of each of the large circular suburb hubs near the city's center. The most notorious structure is the Tatant Reeducation Facility in the western part of the city. Locals navigate by using the seven towers and Tatant as reference points.

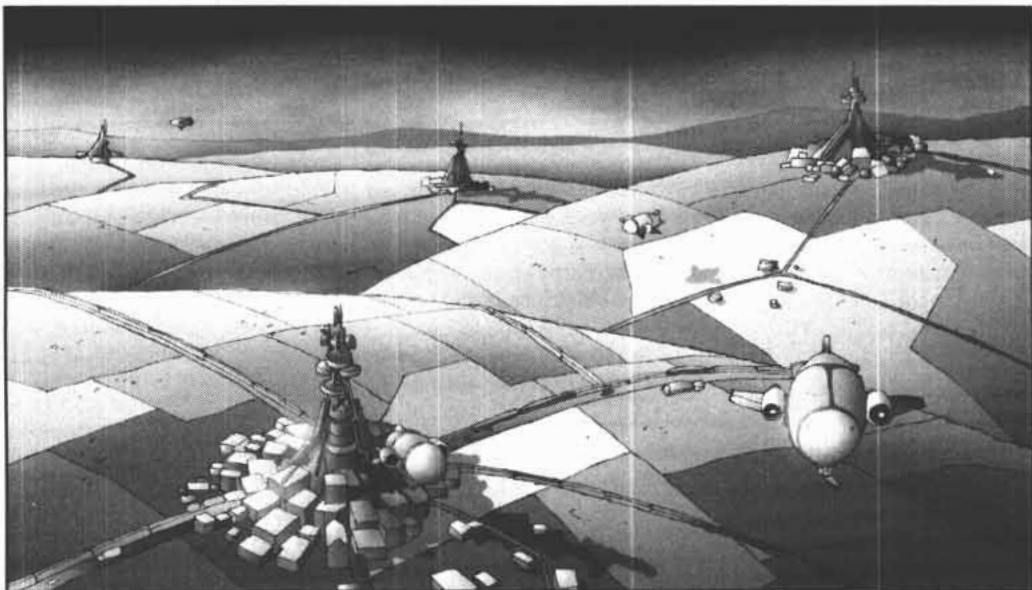
Many of the original inhabitants of Raleigh were from the Terran country of Australia and many cultural traits have managed to survive the light years and centuries. Notable features in the city attributed to this connection include eight rugby/cricket fields, pubs seemingly on every other corner, and the presence of the wallaby, which has managed to infest the outskirts of the city. Another legacy is the presence of the Dream Time religion (see 6.2.3 Religion, p. 79), brought by the original inhabitants. Believing that spirits reside in all things, many Raleite devotees are involved in remote farmsteads and herding.

Most visitors describe Raleigh as cold and miserable in Winter and hot and dusty in Summer. Along with its temperature extremes, Raleigh is also plagued by insect life from the distant Okavango Swamp that reaches into the Alliance each Summer. This proliferation of stinging, biting insects makes Summer a trying time and many wonder why the early settlers thought the place was worth inhabiting. Wallaby plagues are also a problem. Introduced as a reminder of home, they quickly adapted to the local environment and now present a threat to local agriculture. Attempts to cull the population are carried out each cycle but the safety afforded by local giant grasses means that sizable quantities survive. Road kills litter the outer suburban and country roads, and many commoners have overcome their pacifistic tendencies and attempt to deliberately hit these pests. Large bumper grills are a common site on all but central city vehicles.

Non-Raleite Humanists see the city as the Alliance's wildest place, some even placing it on par with Badlands towns. They are reassured by preceptors that this is only the result of the hard living conditions found in the area, and that the high crime statistics are not abnormal. Republican visitors note that they are openly resented by locals, although other Southerners are readily accepted.

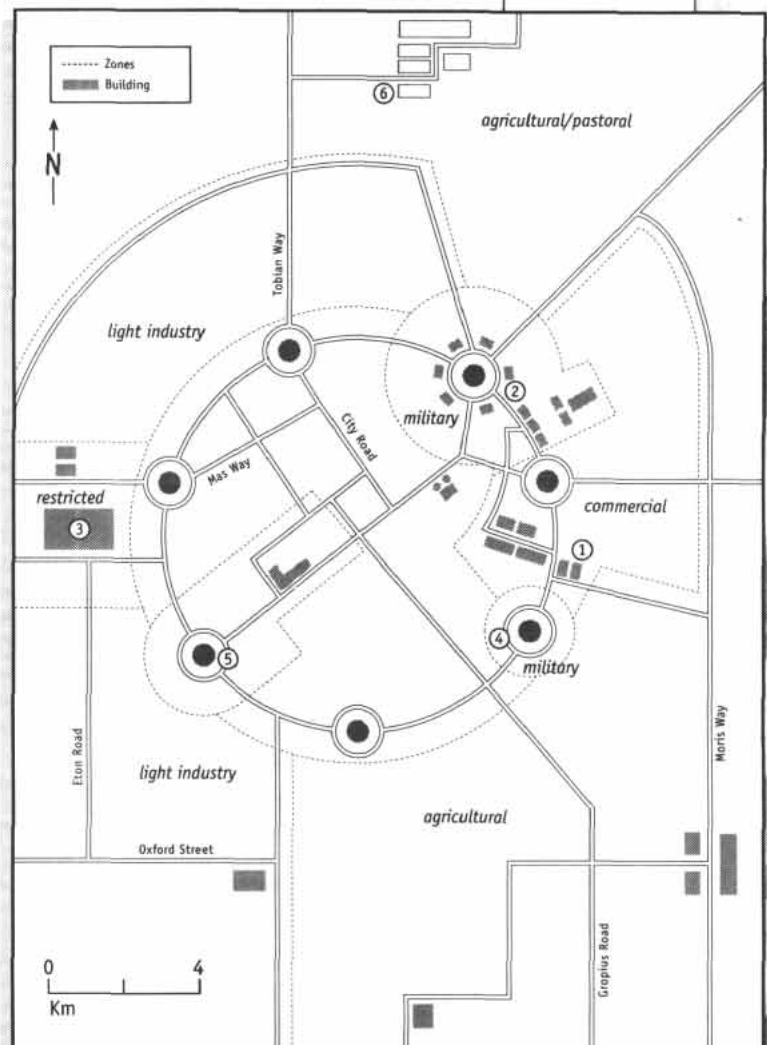
Vital Statistics

Founding Date:	TN 812
Joined HA:	TN 1503
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Jon Flytcroft
Population:	560,000 (1.07% Preceptors, 4.46% Protectors, 94.46% Commoners)
Principle Industries:	Agriculture, meat and alcohol.



Map of Raleigh

Location	Description
1. Sports Grounds	Between Ebagooola and Rockhampton towers lies an area of sports fields and pubs. On weekends and holidays, it forms the nucleus of festivities and a great deal of serious drinking takes place. Protectors in the area are very tolerant of minor acts of deviancy, but crack down hard when things get too rough. There have been rumors of a recent DHM crackdown in the area, but most people discount these as paranoia.
2. Singleton Tower	The tower and adjacent buildings are the HAPF's control point for the Alliances northwestern border. At 350 meters, it is the tallest of the seven local towers, and supports powerful communications and radar equipment. The tower also features air defense emplacements, protecting the city from aerial attacks.
3. Tatant Facility	The Tatant Reeducation Facility is the DHM's national headquarters. A section of the complex contains a huge incarceration area where deviants are reeducated back into the Alliance (see also p. 78). Much of Tatant is underground, but its imposing surface structure still gives a gloomy atmosphere to this sector of Raleigh.
4. Rockhampton Tower	The MILICIA also has a tower, named Rockhampton, equipped with extensive hopper facilities which see plenty of use in good weather. MILICIA barracks are in the tower's lower levels and in the surrounding buildings.
5. Eromanga Tower	This is a commercial facility that also houses extensive restaurants and entertainment facilities. Dragon Programming Incorporated (see also p. 82) has located its headquarters in this building. A video arcade also allows visitors to play the latest games. Eromanga is the center of Raleite youth culture, with "tower skulkers" seemingly living out their lives in the huge mall.
6. Animal Pens	In the northern outskirts of the city, a great series of stone pens provides the herders with a place to keep their animals when visiting the city on their way to other pastures or when coming to sell them at the market.



● LIFE ON THE WILD SIDE

Raleigh has retained a number of Australian customs in its social life. Beer drinking and sports seem to dominate the city's social scene among commoners and protectors. Each cycle there is a beer festival (18 Summer), which coincides with the beginning of the cricket season. Brews for public sale vary each cycle and sport particularly interesting names, such as Pickled Crow, Bruce's Brain-Damaging Beverage, Springer Zing, Red Back Brew, Miller's Millet and Dunny Drop. There are several cricket teams of different standards but the big competition surrounds the Sesshite teams that come to play for one week each cycle (see **Northern Lights Confederacy Leaguebook**, p. 62). Competition is fierce and Raleites, normally fairly easygoing people, can get very worked up over bad umpiring decisions or poor performance by the local teams. With Sesshites comes their culture, which includes a wide variety of immoral practices. Rather than deterring the Sesshites, the DHM uses their presence to study the effects on locals. Protectors and HIRA representatives in Raleigh find this a foolish risk, but Raleigh's city preceptor Jon Flytcroft allows it. The other popular sport, played in winter, is rugby. Based upon old Terran ball games it has a sizable following and is popular with the local protectors.

Raleigh has an interesting deviancy dichotomy: of all the Humanist cities its population tend to be the least caught up in the ideological fervor for maintaining the utopia. One example can be seen with the commoners' deliberate killings of wallabies around Raleigh. Such violence should be unusual, not the norm. Raleite commoners also tend to be very physical in their entertainment forms, enjoying contact sports such as rugby. Yet Raleigh is the home for the central DHM Tatant Reeducation Facility (see 6.2.4 *Justice*, p. 78). Even with Tatant's fearsome reputation and close proximity, commoners seem unconcerned to be engaging in deviant activities. It is HIRA's belief that the DHM has deliberately allowed a level of deviancy to grow for research purposes within the community. So far, rowdy behavior, drunken brawls and running down wallabies has been the only definitive change, although HIRA expects worse.

● BLIND EYE

HIRA is very concerned with the DHM's apparent lack of adequate action in Raleigh to curb deviance. Time and again, reports by HIRA Raleigh District Head Kaethie Smyth seem to have been ignored. HIRA is particularly worried about several dangerous deviants who the DHM has allowed back into society with minimal reeducation. Smyth is appealing to City Preceptor Jon Flytcroft to get support for an external inquiry. Flytcroft made his career in the DHM, however, specializing in the fields of leadership and psychology. He has received instructions directly from the Illuminatus to do nothing to interfere with the DHM, but Smyth — who is unaware of this order — believes Flytcroft has lost perspective. She has started a covert inquiry into Flytcroft and senior members of the DHM, believing that there must either be a Republican spy among them or some deviant action taking place. HIRA director Laton supports her action, all the while keeping to himself the truth that this is all part of Operation LongNight's efforts to stymie the Republic.

Protectors and MILICIAmen in Raleigh have one of the best working relationships in the Alliance. MILICIA troops routinely go out to help the locals on killing sprees, hunting down wallabies in the grasslands. MILICIAmen stationed in Raleigh also tend to adopt the local culture of beer and sports. Many of the MILICIAmen currently posted here are Easterners, and Lady Masao has made two visits with specially imported foods and other goods in the last cycle. Commandant Morag Primus, an Emirate Noblewoman, apparently has got on very well with Lady Masao. She has already traveled to Perth once to visit her and her husband Lord Chancellor Hemami.

● FARMING, HERDING AND BREWING

Raleigh grows wheat, millet and barley to support itself. Fields spread out in large colored squares around the city. Much of the produce is sent west to Oxford and then on to Gardena to be shipped south or north on the maglev. Raleigh is also a grazing center, and large herds of springers and barnabus iguanas are brought from northern grazing areas to the city each cycle for sale and slaughter. The other notable industry is the production of Gorp. Gorp is actually a simple pre-polymer substance that is the result of the actions of a specially engineered bacterial culture. Originally developed in Oxford, the bacteria is fed all forms of organic material, such as the city's agricultural and human waste, and it has been used since the early sixteenth century to bind the locally quarried stone. Gorp is used by the many bio-composite firms to produce countless polymer products with very little waste. It has proven to be an excellent bonding material for stone and is used in almost all the city's roads and buildings.

Brewing and distilling form another important component of the local economy, although they are generally cottage industries. Many Raleites brew beer and local pubs are happy to buy from those who have a skill for it. Most pubs are actually just places where locals can bring along their home-brew and sit back, buy food, drink and chat the evening away. To accommodate foreigners, some larger scale distilling has slowly evolved but it is still quite small and specializes in boutique labels.



Protector Julius Asem ◀



Asem is one of the mounted protector rangers who accompany herders and their springers and barnabus iguanas when they trek north out of Raleigh. Asem is also a believer in the Dream Time religion (see 6.2.4 Religion, p. 78). He was drawn to it after spending two cycles accompanying various herds on their lonely trip into the northern savannah. He found the commoner herders more at peace with themselves, and after a while he learnt that this stemmed from their belief in the spirits of the land. This struck a cord within him, for he always felt there must be something more to life, something greater. He had previously spent some time with Cult of Gropius worshippers, but felt that raising a mortal to divine status was wrong. The Dreamers, with their peaceful and harmonious beliefs, felt right to him. Several cycles after secretly becoming a member, he now helps others to find this path. Asem has also occasionally taken great risks for his beliefs, helping other believers, who feel they can no longer live under the Humanist system, to escape. He helps take them to the Tobian Hills or savannah, where they meet up with other believers who wish to live a primitive lifestyle, close to nature. Asem does not see himself as a traitor to the Alliance. He believes that until the Humanists understand the spiritual side to their existence, their society will be unable to satisfy the needs of the soul.

Julius Asem's efforts to help others onto a spiritual path has earned him a position of some status within the ranks of Dream Time practitioners. While the faith is very non-hierarchical, Asem has nevertheless mentored several practitioners and these younger initiates feel they owe him a debt of gratitude. The most loyal of these are a cabal of other mounted ranger, informally known as Asem's Riders. These rangers often serve with their mentor and together have an excellent reputation as trackers in the Tobian region. The riders may prove to be Asem's undoing, however, because the strong bond of loyalty between them has been identified as somewhat troubling by a preceptor assigned to oversee the mounted rangers. Preceptor Karla Mas fears that this bond may compromise rank relations and is considering calling in a DHM Inquisitor. Were she to do that, Asem's involvement in Dream Time and that of his Riders might well be exposed. While the religion itself is not strictly illegal in the Alliance, Asem's acts to aid those seeking spiritual understanding might well make him a candidate for reeducation if the Inquisitor judges that he has undermined the Humanist social model. Asem has undergone mild reeducation before and his greatest fear is to go "under" again, because he might lose his way again.

THEBES

5.7 THEBES

Thebes is a mixture of old and new. One of the first cities established on the planet, it sports large areas of ancient ruins side-by-side state-of-the-art research and development facilities. Thebes consists mainly of white-washed stone buildings and sits on the southeast shore of Lake Hawkins. Where it can, Thebes maintains the distinct Alliance architectural preoccupation with symmetry in its design. Many of the buildings fronting the lake are a reminder of a Terran Mediterranean city in their architecture. The exceptions are the large archaeological dig sites which mar the otherwise picturesque lake-side scenery.

Thebes extends to the lake, where there is a large floating pier, housing various aquatic projects. The huge protector barracks are a mostly underground facility built on the ruins of an earlier city. This semi-subterranean fort has been expanded and renovated, but this has come to a halt after the discovery of the deepest ruins yet in Thebes. Sous-Prefect Stephyn Erst of the MILICIA has graciously allowed his troops to be moved to a field camp to accommodate dig teams uncovering these ruins, by allowing the protectors to relocate to the MILICIA barracks.

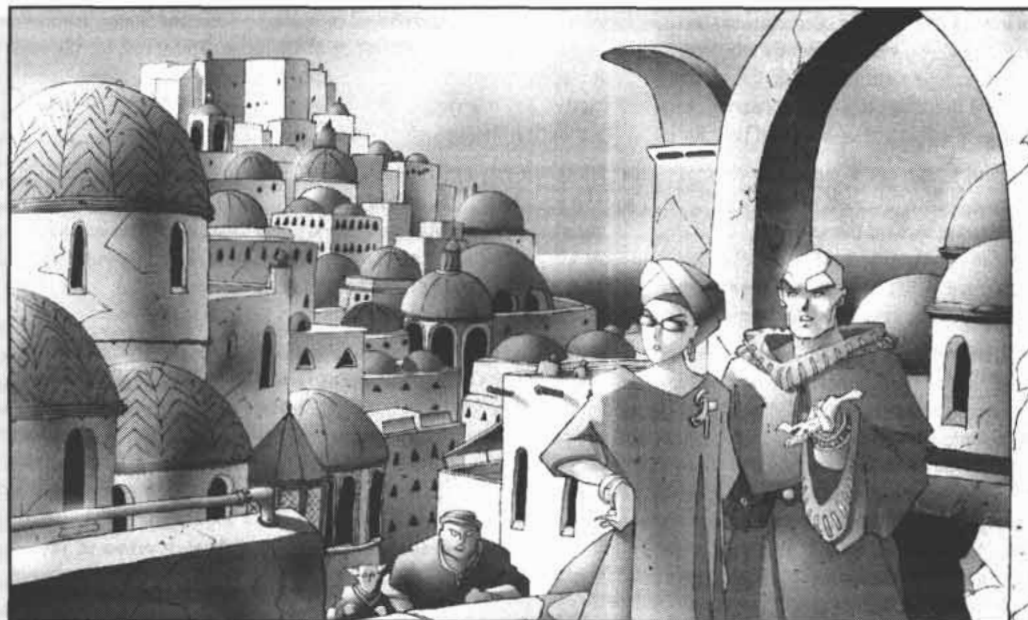
The countryside around Thebes is varied. Along the lake shore the terrain is almost flat, accommodating several large farms. To the north lie rolling hills, small rivers and lakes, eventually leading to the polar region. Several isolated excavation sites exist here with four small mining operations. Through Thebes are road and rail links from Perth, Oxford and Strathclyde, generating busy trade within the mercantile district. Naval connections to Perth are also in constant use. The eastern end of Lake Hawkins is known for its deep clear waters and cycle round winds, which has made Thebes a popular site for sail-powered pleasure craft and sun worshippers.

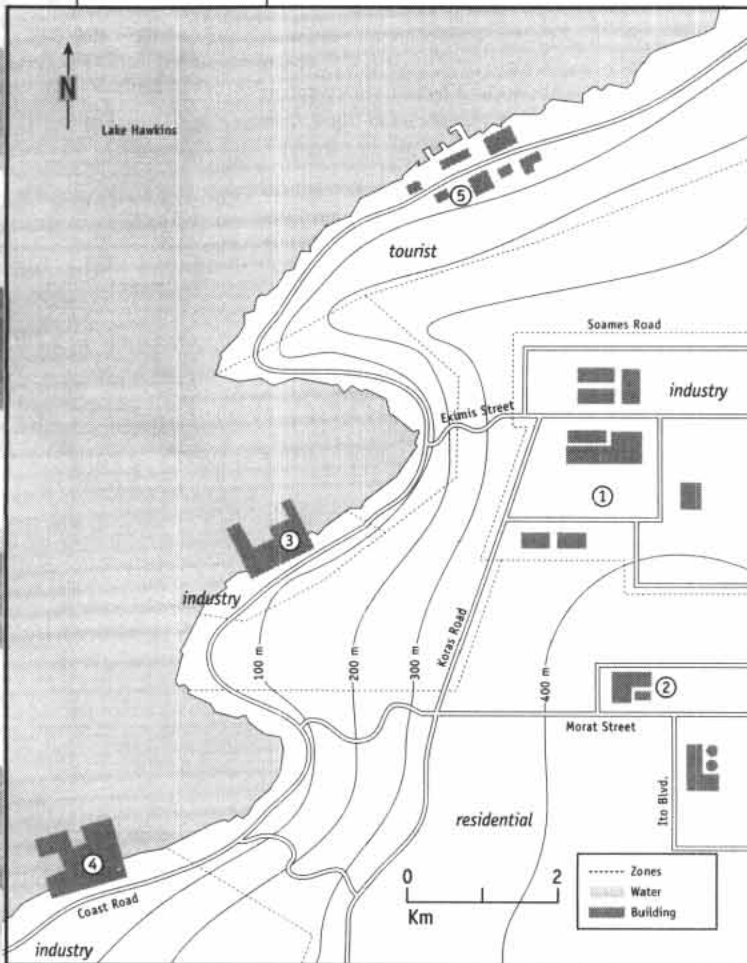
Thebes is highly regarded for its technological industries. It specializes in engineering, and most of the creative design work is done in the excellent facilities of the Thebes Design Institute (TDI). Many small engineering firms work on offshoot projects and designs that come from the mainly preceptor-run engineering think tank at TDI. Thebes has gained a reputation for hiding cutting edge advancements from the public and foreign media, specifically those related to military vehicles and energy weapons.

Although Thebes lies well away from the Badlands border and the North, the HAPF values its safety greatly. Since Thebes will play a major role in any future war, it is well protected by troops hidden in the surrounding hills, and powerful anti-orbital lasers to ward off bombardment.

► Vital Statistics

Founding Date:	TN 411
Joined HA:	TN 1487
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Jessica Olbian (3rd Tier)
Population:	1.6 Million (1.50% Preceptors, 7.50% Protectors, 91.00% Commoners)
Principle Industries:	High technology, engineering, and research.





Location	Description
1. TDI	The Thebes Design Institute lies in the heart of the city and is mostly surrounded by large sandstone walls to create research enclaves. The Institute sprawls over several blocks and bridges, allowing staff and students to travel safely over the roads that cut through the campus. Ever mindful of espionage, security personnel restrict access to research and testing areas. The Design Institute also sits on some major archaeological sites, but all efforts to undertake a major dig in the area have been vetoed by TDI directors for security reasons.
2. Protector Barracks	The protector and MILICIA barracks are now the subject of extensive archaeological digging. The MILICIA have left the city, and archaeologists and excavation equipment now occupy that part of the facility. Some whisper that the dig was only an excuse to inconvenience the MILICIA.
3. Aquadyne Industries	Aquadyne has a large frontage on the lake, with floating platforms and dry docks stretching from the corporate offices. All manner of surface and submersible vessels are found here. Protectors guarding the area use the latest Gears and subs, and regularly escort experimental vessels to deeper water. AI is involved in top secret research and security is very tight.
4. Floating District	A virtual floating island has evolved over time to allow many small companies and research groups to conduct field trials of their equipment. Apart from the corporate barges, there are two marinas for mooring civilian vessels and pleasure craft.
5. Resort Area	The whole of the west foreshore of Thebes is devoted to resorts and entertainment installations. The area is a mass of beautiful white beaches, netted off swimming pools, marinas and grassy fields. It is very popular with locals and visitors alike.

● MOST ANCIENT AND MODERN

In Thebes, the topic of conversation almost always seems to be highly technical or involving ruins and bones. Engineers and archaeologists infrequently mix, and most pubs and clubs cater to one group or the other. Preceptors for the most part mix closely with their commoner colleagues. Protectors stationed in Thebes quickly learn to take more than a passing interest in archaeology or engineering, usually the latter, and mix closely with commoners. For such a large community, Thebes is a fairly close-knit, and the city prides itself on this heightened sense of community.

Thebans tend to relax and relieve stress through high technology entertainment. Thebes has perhaps the most elaborate computer entertainment simulations running on the planet, with buildings filled with computers and virtual reality simulators. Thebans like to play all sorts of games, the most popular being roleplaying dramas that run for cycles and Gear gladiator competitions. Thebans also like to compete with real vehicles, and popular water sports include speed boat and submarine racing. Several local teams compete in the Ashanti 200 each cycle (see *Life on Terra Nova*, p. 86). Some locals prefer to relax, spending time in one of the many lakeside cafes and restaurants or on a yacht or cruise boat.

Tourists in Thebes come to explore its ruins and spend time on the lake. Thebes competes with Olduvai (see *Life on Terra Nova*, p. 95) for significant archaeological finds. Indeed, experts agree that Thebes is richer in potential dig sites but is hampered by the sprawling technological metropolis that lies over the oldest areas. History records the actions of Elias Tymes who demolished several promising sites in the seventeenth century in order to assist his land development firm. Efforts are now being made to find these long-buried ruins below the existing buildings and excavate them through a series of tunnels. This is a slow and complicated process, mostly because archaeology is not considered as important to the Alliance as technology. Many foreign archaeologists have obtained permission to assist at digs in and around Thebes. Recent findings indicate that the culture that built Prima Colonia in Olduvai may also have been involved in Thebes. Preceptor Ferten Saboliski leads the investigation to analyze this link. Great discoveries are expected in the future, archaeologically speaking.

● ROCKS OR ROBOTICS

The main political conflict in Thebes is between archaeologists and engineers over the ruins that lie under city. The archaeologists are insistent that more resources need to be devoted to uncover these ruins and the relics therein. They also request that work cease in industrial areas above a couple of sites so that they can more easily complete their work. In response, high-tech corporations have requested compensation for wages and lost revenue, something City Preceptor Jessica Olbian refuses to do. Olbian says that a compromise should be found, with the only proviso that it does not effect the production of certain key military products. Preceptor Ferten Saboliski, one of the most respected local archaeologists, has insisted that a discovery of monumental importance will soon be revealed by the diggings. He says that if his teams fails to receive the support needed to complete its work, he will halt work and continue it at Olduvai in the Mekong Dominion. Saboliski's claim has angered many Humanists, but has also brought support from preceptors to pursue science over industry.

The other main conflict in Thebes takes place in secret, as Humanist corporations accuse one another of stealing research. Aquadyne Industries claims that Neptune Constructions has just fielded a modified Water Viper Silent Running in Gardena, incorporating an air and water capable light bazooka. They say that Neptune stole the design from them. HIRA, the state's internal security body, has begun an investigation. It is a complicated inquiry, since both corporations are involved in secret work as part of Project Diomedes. Neptune Constructions head Preceptor Hamysh Ascott has told HIRA that this development was the brain child of Preceptor Klyne Saxon, who recently disappeared while on vacation in Raleigh. HIRA fears Saxon may be selling secrets abroad and is in a desperate search for him. They are also investigating the claim of industrial espionage.

● THE CUTTING EDGE

Thebes acts as an engineering think tank for the Alliance. The Thebes Design Institute, which oversees all the work in Thebes, is the Alliance's leading engineering school. Thebes has countless off-shoot projects devoted to producing cutting edge technology. Humanists believe brain storming and cross pollination of ideas spurs on advancement and TDI does its best to support this. Some electronic conferences have gone on for days between preceptors, causing a great deal of speculation about what is said on the heavily encrypted fiber-optic forum. In fact, a significant number of the protectors posted in Thebes are assigned to various industrial counter-espionage activities.

Thebes is the leading export earner per capita in the Alliance. The quality of Theban designs is respected across Terra Nova and it may only be a handful of cycles before Thebes gains a dominant market share in a number of important technical areas. The best quality lasers and sensor systems come from here. Thebes is also renowned for designing and producing some of the best drones in existence, although most of the manufacturing occurs in White Rock. High-quality secure communication systems are also popular, although the technology is only for sale once its has been rendered obsolete by further advancements. Thebes is also a front-runner in submarine technology. Although its companies usually have production facilities in Gardena, much of the research is done here first.

The Humanist fascination with personal technological gadgets is at its peak in Thebes. Almost every citizen wears or carries some small computerized device, partially as a fashion statement, partially out of real need. Personal communication devices integrated into pendants, bracelets and other items are especially popular. Datagloves come in a every shape and style, from chrome plated executive "power gloves" to understated slim-line gloves used by preceptors. Glasses and goggles with magnification and night vision capabilities are also popular and Theban nights see many locals wearing "bug-eye" glasses with light amplification lenses.

● INDUSTRIAL ESPIONAGE

Thebes and White Rock represent the main military research, development and production areas in the Alliance. White Rock is naturally protected from spies by its mountainous home and the presence of the central command of the Humanist Alliance Protection Force. Thebes may seem initially to be a less attractive target of espionage because it has less defensive production than White Rock, but in actuality, many projects have both civilian and military applications and are thus very desirable.

The nefarious Republican intelligence organization, SRID, has always gone to great lengths to try and wrangle Humanists' secrets away from them. Restricted from officially being privy to all Humanist research by the terms of treaty that defines the Allied Southern Territories, the Republic works covertly to keep tabs on its most technologically advanced neighbor. SRID agents are not the only ones investigating rumors of energy weapons, vehicle and Gear development. Dominionite and Eastern spies also do what they can to steal, bribe and blackmail their way to Humanist technology. The Dominion is particularly aggressive at this. They employ their own and freelance spies, backed by substantial cash for bribery. With extensive production facilities of their own, any research or prototypes represent a significant cost and time savings. A current case involves Aardman Electronics (see **Character Compendium 1**, p. 94), which HIRA suspects SRID of using as a front for espionage. Another example is Project Rook (see next page), which conducts less critical design research in Thebes, while the primary project work is carried out at a secret location.

● PROJECT GOLDEN BOW

Rumors about advanced weapon testing in Thebes are true. The project involves the replication and design of energy weapons. Work on CEF-inspired particle accelerators has proved to be slow going, and project leader Preceptor Beth Gybbons has been unable to gain any significant increase in range. She has asked HIRA to see if more details can be gained from Port Arthur. Unknown to her, the request has come to Gavin Hypolite who is trying to arrange for a pair of Isaac-class GREs to secretly come to the Alliance and help her.

Another part of the Golden Bow project has been running longer and has had much more success. Thebes preceptors see powerful energy weapons as the way of the future for the modern battlefield. Although their final aim is to make these weapons as portable and powerful as possible, most of their efforts have been made in fitting them to tanks and striders. This is so both to provide room for capacitors and to provide the weapons' fragile components with protection. The project has involved incorporating this technology into existing equipment as part of a widespread upgrade of HAPF equipment. The result has been the fielding of the newly developed high capacity Sirius-6 40MW heavy pulse laser cannon. The weapons are actually produced by Allied Defense Works in White Rock, but testing still continues in Thebes on improving this tried and true design. Its presence is no secret to the Republic, who have watched closely as the whole fleet of Alliance Hetairoi hover assault tanks have had their 15mm Jungle Mower heavy autocannons replaced with this new weapon.

● PROJECT TIN MAN

Project Tin Man involves the effective use of drone technology linked to a mobile drone carrier and fire support platform. The Alliance has a long history of using short range hunter/killer drones to take out large battlefield weapons. These drones are usually launched from airstrips or border defense platforms. When the Alliance was drawn into the AST, they had to hand over what remained of their small landship fleet to Republican control. Since these vessels have been their primary mobile drone launching and fire support vehicles, the Alliance was forced to turn elsewhere to find the equipment to support this tactic for the HAPF.

Thebes preceptors at TDI decided upon a large strider, which would both carry the drones and use them as spotters for heavy weapons — just as they had been used in their landships. The project called for a sizable strider to carry the crew of six, three drones and weapons. The result is the Orion, named after the mythical Greek hunter, and the drones it uses are called Canis, after the dogs which accompanied him. The giant eight legged strider is manufactured by HA Armor Werks, the same company that produced the famous Fire Dragon. The dragon series influenced the Orion's design, notably the articulated hull and stumpy armored legs.

Project Tin Man is long running and the Orion and its Canis drones have gone through several refits. Foreign leagues are very interested in recent rumors that after the last refit for the hundred or so Orions, a very powerful ECM/ECCM system was installed. Tin Man has also been upgrading the Canis drones with new targeting laser systems. Advances in laser miniaturization and optical sensors made by Theban engineers led by Natyly Ryder have finally given these drones increased targeting range. This fact is being kept from the Republic at present and all sales of the Canis are being refused with the excuse that HAPF requirements have yet to be met.

● PROJECT DIOMEDES

Project Diomedes' original intention was to build or adapt a Gear for work in the MacAllen tunnels, with the specific requirements of having stealth and assault capabilities. Project head Nicole Scahyl was astonished when, in early testing stages, HIRA arrived with a brand new Water Viper Silent Running (see **Southern Vehicle Compendium 1**, p.131). Since that time three cycles ago, she and her team (working closely with Aquadyne Industries and Neptune Constructions) have produced their own version of the Viper SR, known as Posiedon Viper. It retains its stealth characteristics, with improvements being made to its weapons payload and deployment range.

The whole project is top secret, operating mainly from a large submersible platform called Aquarius Four in Lake Hawkins. Here Gears are assembled from parts made in Thebes. The platform is capable of moving slowly across the lake floor at a steady pace. HIRA and the HAPF make sure that all field testing is done under strict security, well away from prying eyes.

Also operating out of Aquarius Four is part of the Thebes region MacAllen tunnel exploration. Many remote probes and a few long range manned exploration craft have been sent north to try and find a usable connection between the lake and Gardena. They have found paths made up of small tunnels, but hope to find one consisting of major arteries that would be large enough to create a decent transport link. The problem has been the Pacifica Range, which creates a blockage between north and south parts of the Alliance's MacAllen tunnel network. Some crossings have been found but none that will allow large transport craft to safely ferry people and supplies in a reasonable time frame.

Project Diomedes has been infiltrated by the Hehli, the Gardenan underground movement. Using connections in Gardena itself, the Hehli have translated their underwater expertise into positions of influence in the project. They hope to use the results to further their cause or hamstring weapons that might be used against them.

5.8 WHITE ROCK

White Rock is situated literally within the highest mountain range in the South, because much of the city is subterranean. It was established to tap the area's mineral resources and as a result tunnels honeycomb the mountains. White Rock has the highest elevation of any city on the planet. The primary water tower, above the city, is the highest man-made structure in the Southern hemisphere. The city is spread within three mountains, the largest part being in the central peak, named Kaet. The main military production facilities are in its sister mountain, Kaethrin, with the MILICIA and main recreational and shopping areas in the third sister, Kraestin. The city is made up of discs and tauruses of habitable areas, each level joined by lifts and corkscrew road networks. In various places, huge multistory windows allow natural light into the complex. The three mountains are linked at the lowest levels by tunnels and the upper levels by aerial triangular tube bridges designed to cope with the wind, rain and lightning that plague the region.

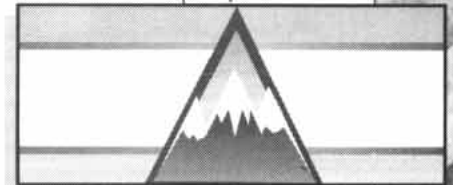
The three primary industries of White Rock are machine tools, automotive manufacturing and defense related production, the last being highly secretive. Some mining and refining also takes place, although no longer enough for export — the local industries now require the import of large quantities of refined metals. The Humanist Alliance Protection Force Central Command Facility (CCF) is also here, and lies under several hundred meters of rock. It houses the largest contingent of HAPF troops in the Alliance, whose presence is heavily scrutinized by the MILICIA. HIRA maintains strict control over visitors to even the non-military sections of the city, checking papers and scanning for weapons and explosives.

High-altitude living makes for a thinner atmosphere, which creates problems for visitors. Dizziness, fatigue and shortness of breath are common problems. Likewise Rockans experience problems when away from their mountain home, fortunately these are not life threatening for visitors or locals — although difficulties concentrating are often blamed for crashes during the annual White Rock Automotive Open.

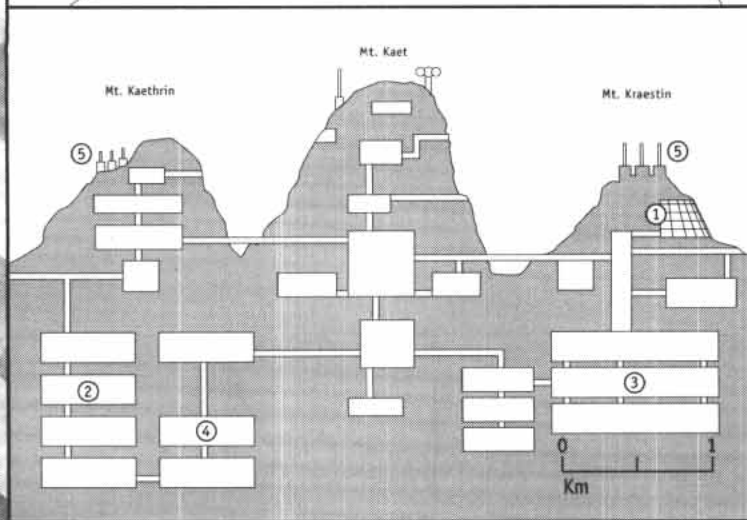
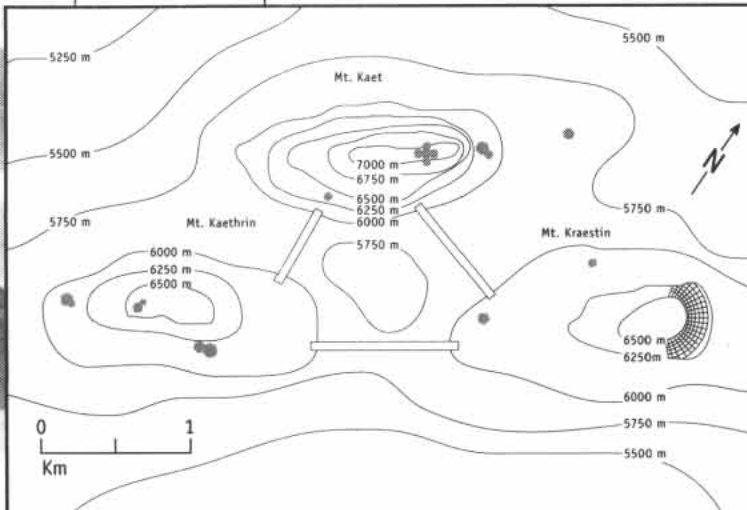
The most noticeable features in the mountains around White Rock are the huge lightning rods. These towers draw energy from the chain-lightning storms and divert it to huge capacitors buried deep in the mountains. Although this technology is fairly new, so far it has proved a good way of obtaining free energy. White Rock also features some of the best land-based Terranovan astronomical observatories, which take advantage of lulls in the sometimes fearsome atmospheric conditions, to observe the skies through the thin air. A few of these observatories are also HAPF heavy laser sites, which keep the Alliance's center of military operations safe from aerial and orbital bombardment.

► Vital Statistics

Founding Date:	TN 706
Joined HA:	TN 1509
Method of Government:	Self-Perpetuating Oligarchy
Head of Government:	City Preceptor Landil Geem
Population:	1.2 Million (0.83% Preceptors, 13.33% Protectors, 85.83% Commoners)
Principal Industries:	Machine tools, automotive and defense



Map of White Rock ◀



Location	Description
1. Great View District	In Mt. Kraestin, huge thick windows allow an impressive view northeast across the Pacifica peaks. The windows are twenty stories high, and tiered shopping and food levels allow their clientele to gaze out at a truly unique vista. The district is especially popular during storms, when citizens can see great chain lighting striking the peaks around the Pacifica Range.
2. ADW	Allied Defense Works is a virtual underground township to itself within Mt. Kaethrin. In addition to several production plants, ADW also has completely subterranean facilities to test its vehicles. Huge vaulted chambers allow ADW designers to put their vehicles through numerous trials. Two of these areas are large enough to accommodate limited hopper and flying drone work. Security is very tight in the ADW complex and Republican inspectors are shown only a selection of the facilities to hide covert work.
3. MILICIA Base	In Mt. Kraestin, the MILICIA base has an area devoted to security and to keep its soldiers away from the local Rockans. MILICIA Gear pilots and ground vehicle crews are constantly taking their vehicles "on patrol" to break the boredom of their duties. Like in other cities, the area of White Rock around the MILICIA base features businesses geared to foreign pleasures and is considered a morally lax area.
4. Tycho Industries	TI is the largest automotive firm in White Rock and has pride of place near the main racing circuits in the mountain. This area allows extensive field testing of all ground vehicles and is used for the annual White Rock Automotive Open. Tycho is not as restricted as ADW and even hosts fairly extensive public tours.
5. Lightning Capacitors	Set around the three sisters, experimental conductors channel strikes of lightning to powerful subterranean capacitors for power use in the region. The banks of capacitors make storms all the more spectacular, as lightning strikes are concentrated onto White Rock itself.

● FORTRESS LIFE

Rockan society is notably affected by its mountain environment as well as the presence of the HAPF and associated defense industries. Security is always an issue and travelers must learn to deal with the HAPF and HIRA, as well as the usual civic protectors who police the subterranean city. Humanists quickly learn to put up with the check points and random searches. Trideo propaganda in the city reminds many foreigners of a wartime culture, where most people do not speak in public about their work and quickly report any suspicious activity.

Even though there is a forbidding natural climate and heavy level of secrecy, there is some seasonal tourism. The White Rock Automotive Open is very popular and is held in early Winter each cycle. The different companies compete each cycle, racing with representatives from almost all nations on Terra Nova. Custom designed, high performance vehicles compete on several tracks ranging from time trials up and through the mountains to races up single peaks. Speeds in excess of 290 kph are reached on several downhill sections, corkscrewing through the three sister mountains. There are also a series of competitions for producing off-road vehicles and Gears. The hardest race is considered to be the "toe to temple," in which competitors race from low foothills to White Rock, taking the better part of a day. Strict rules exist on the modifications allowed, to ensure competitors keep close to production line specifications.

The other seasonal event is the White Rock Liqueur Festival, where participants come to taste the latest fine liquors. This is used extensively by Southern politicians and embassy personal as a three-day diplomatic meeting with no fixed agenda. It is said that some brews are actually lethal if they have been incorrectly prepared. White Rock is also the center of mountain climbing in the Alliance, and facilities developed for protector training are open to visitors for a small fee to explore this magnificent terrain.

● BUMPING HEADS

The political situation in White Rock centers around the conflict between the Alliance and the Republic. The Republic, in the form of the MILICIA, continuously tests the HAPF's and HIRA's patience by insisting on inspections of classified facilities. Lord Chancellor Hemami has been supportive of the Alliance, insisting that it is damaging to combined Southern military readiness and to relations with the Humanists for the MILICIA to carry out neverending inspections. He has stepped in and asked the Republican MILICIA commander, Sous-Prefect Nicole Belouche, to contact him every time she wishes to hold a major inspection. Since the Lord Chancellor is secretly assisting the Alliance, it has meant that they have been able to operate for the last few cycles knowing they will be able to veto or at least have warning of such attempts to catch them at "treasonous" activities.

Archon Navar and Sous-Prefect Belouche are known to hate each other with a passion. Navar and Belouche have traded insults at every opportunity, but close aides speculate at a repressed mutual attraction between them.

The only other political concern comes from the recent request for Mountain Designs to obtain more foreign sponsorship to assist in the production of their line of light vehicles. They have an interested Dominion company, Lotus Wheels, to back their project, but their foreign ownership is already considered high enough at 45%. HIRA suspect Lotus Wheels of being an espionage front and are investigating suspicions that one of their latest releases may be built illegally with Mountain Designs' help.

● STEEL AND STONE

The Rockan machine tool industry produces a myriad of components thanks to advanced computer aided design and manufacturing processes. Much of the production is geared to the automotive and defense industries, although local industries also produce parts for export and are also making inroads into the spare-part market for the Southern automotive industry. The automotive industry is mostly concerned with producing the wide varieties of vehicles needed to keep the Alliance running. Tycho Industries is the largest automotive firm in White Rock and is government owned. In addition to light passenger vehicles, such as the prodigious Garland ground car, Tycho also produces trucks, farming vehicles and military equipment.

Rockan defense contractors are highly secretive and security is very strict and sophisticated. Here, two primary functions take place. The production of existing equipment and ammunition, and the development of new equipment. The well-known Fire Dragon strider and Ghost stealth aircraft were designed and built in White Rock. Dessen Arms Industries (DAI) has been recently subject to Republican scrutiny over rumors that they are holding back on the more advanced design of their medium artillery gun (see **Tactical Field Support**, p.50).

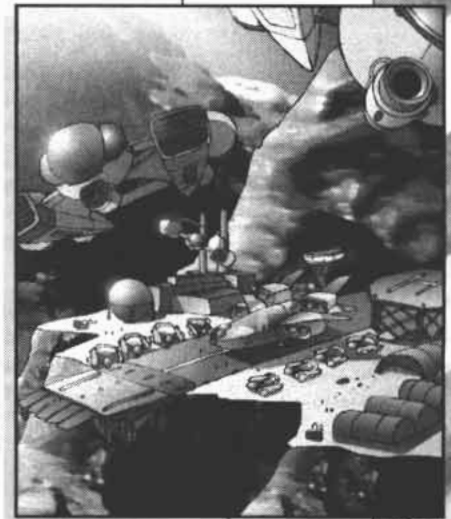
Allied Defense Works (ADW) is one of the biggest companies in White Rock and is also fully government owned. Among several other projects undertaken over the last five cycles, they have released the Sagittarius heavy long range support strider (see **Tactical Field Support**, p.86) whose capabilities they are downplaying to the Republic. Earlier models such as the Ghost and Fire Dragon also have more than just improved designs on the drawing board. The new Lightning Dragon has just gone into limited production, although the HAPF and HIRA have kept the specifics of the design secret.

▶ Humanist Alliance Protector Force — Central Command Facility

Deep within Mt. Kaethrin lies the huge Central Command Facility (CCF) of the HAPF. There are two full Penhillions (5000 troops each) stationed here. The first Penhillion, the Pillar Guard, plays a defensive role making sure the facility and White Rock are kept secure at all times. They are trained and equipped for tunnel and mountain warfare, to defend the city during times of trouble. The other, Zeus' Wrath, is a Ready Response Force, equipped with hoppers and heavy lift aircraft. They exit from the military airport, built on a natural mountain spur. The area is heavily protected with surface to air missiles and laser emplacements. The air-corridor they use in this area is also defended through the mountains. In times of bad weather they use one of two special underground rail lines and exit at heavily defended points onto the Tobian Plains. This is the same route used by White Rock heavy industries to transport goods in and out, with every train having HAPF protection all the way to its destination.

The CCF is divided into three separate sections, capable of operating independently from each other should some form of catastrophe or attack collapse any one of them. They are distinguished by three colors: Blue, White and Red. Each facility has a commander in charge. Blue has the air component of Zeus' Wrath. White holds most of the Pillar Guard's armored forces. Red is the deepest and best protected, and has the primary HAPF command and control facilities.

Red section is equipped to serve as a command and control facility for Humanist forces in the worst conditions. Redundant communication and data-storage systems stand behind thick armor and radiation shielding, allowing the Archon to control forces around the league (or even the entire globe) from the safety of his bunker. Red section has enough supplies to survive a siege of several cycles, countering the risk of the command facility being starved out were White Rock to be isolated as it was when the Alliance was brought under Republican rule.



5.9 RURAL AREAS AND SPECIAL SITES

More than half of the Alliance's 23.4 million inhabitants live outside the city-states. There is a higher than average proportion of commoners in these rural districts (0.49% preceptors, 3.95% protectors, 95.56% commoners, compared to the league average of 0.85% preceptors, 5.56% protectors, 93.59% commoners). Many of these citizens can be found in smaller communities spread throughout the Alliance, mostly involved in primary production activities such as farming, ranching or mining. The majority of these towns cluster within an hour or so of the cities by express train, but others are located near natural resources or scientific stations. They are still subject to Humanist planning and most have similar prefabricated structures and follow standard layouts. Because of threats from wildlife, many townships have an inner defensive wall around the central buildings, which include a protector tower, underground generator, preceptor primary living quarters and a few other important buildings. Some communities erect additional large wire mesh screens, fitted with electric shock lines, to protect the town as a whole. In many areas dry or wet moats are also used as further discouragement to dangerous creatures.

The Humanist countryside also features many isolated resorts where citizens spend time each cycle enjoying a break from the rigors of urban life. These resorts are highly reputable and generally situated well away from other inhabited areas. All have guard barracks and protector elements assigned to them for safety reasons. Most operate in the Pacifica Range foothills for the scenic terrain and comfortable temperature. Lake Hawkins also sports several such complexes, including half a dozen floating resorts. Cruise vessels act like floating resorts and sail on the lake Hawkins.

The Alliance also has numerous protector bases and weapon testing ranges scattered around the Alliance. Many are in the less inhabited northeast, allowing them to enter the savannah fringes and Badlands for training. Although the Alliance does not officially lay claim to this territory, it does offer assistance to settlements, a policy that has attracted a steady trickle of people from the desert fringes into the Alliance. There are two bases of particular note here. One a protector base (Beta 42), from which Project Rook (see p. 70) operates, and the other is a small space port (Beta 127), where Project Thunderbird (see p. 71) is situated. Also in the northeast is the Legion of Lead (see p. 71) barracks, where many Alliance misfits find a new way to serve society.

5.9.1 SOUTHERN JUNGLES AND GRASSLANDS

The Esperance Basin communities predominantly center around aquatic farming or more conventional agriculture on reclaimed land. Most locals use rugged cross-country vehicles or hovercraft to get around. Many also use boats to transport produce to road and rail links. There are also some scientific sites, many so isolated that hoppers or helicopters are the only convenient way in or out. Humanists from this region tend to be highly self-reliant. Farmers rely heavily on their neighbors for social support and help with work. Near complete nudity in these communities is quite acceptable, due to conditions and weather. Humanist from this region tend to live simple lives, and have a very "folksy" feel to their entertainment and festivities.

The jungle areas around the Esperance Basin and into the foothills of the Pacifica Range tend to have more contact with cities, because of plentiful transport links. Hence the locals are more cosmopolitan in outlook, many identifying themselves with the city-state nearest them. Preceptors governing these communities have tried to make them as independent and self-reliant as possible, resulting in the so-called "survivalist instinct." This mentality begins at the immediate family level, with each household doing their best to meet all their own daily needs, and to be prepared for natural disasters and other emergencies.

With the relative isolation of even these communities there is the threat of a breakdown in the Humanist way of life. To counteract this the Department of Health and Morality have a system where they expect a citizen every five cycles to spend a season secretly assisting them "keeping the community safe." They choose only citizens whom they feel have the maturity and ability to be of use to them and make sure that each community has at all times two or three "care holders." The DHM also employs teams that secretly travel around and monitor communities for deviant activity with sophisticated eavesdropping equipment and through access to the normal communication lines. The end result of these activities is a mild xenophobia that in turn results in a significant degree of reports to DHM concerning suspicious foreigners and other deviant activities.

The area of the Alliance's south near the pole and sweeping up to the Pacifica Range in the league's east, is a land of tundra and grasslands. The most southerly areas are made up of huge ranches which herd various meat animals and the occasional mining site or protector tower. Further north the climate and grasslands improve, supporting smaller more productive ranches. Farms and communities around Lake Hawkins near Thebes take advantage of the good local weather and soil conditions.

Life along the coast of Lake Hawkins can be idyllic, and many small fishing villages dot the Humanist coast. Storms and wildlife can make for hard times, however, and those who live along the rough southern coast have a well-deserved reputation as excellent and rugged boaters. These communities are quite near the Republican border and some DHM officials fear foreign influences because most locals seem more attached to their local lifestyle than the national utopia.

5.9.2 PACIFICA RANGE

The Pacific Range is the source of most of the Alliance's mineral wealth and it is the focus of extensive exploration and mining operations. The city of White Rock began as a mining colony, and other semi-subterranean communities attached to large mining operations dot the Pacifica's spine. Because of the forbidding climate and the lack of any long term infrastructure, most mountain communities are attached to a township in the foothills. Crews participate in shift work and rotate between the mines and the lowland communities. Almost all of these lowland communities are involved in farming. Miners are known for their stoicism on duty, and their riotous parties off duty. Shift workers returning from weeks of mining relax in drinking houses and entertainment areas. Protectors make sure they do not get too out of hand, but their loud and physical socializing can be very intimidating to other Humanists.

Those living on the Pacifica Range are also known to be somewhat condescending of those living "easy lives" in the cities. Bureaucrats are not well liked, nor are HIRA or the DHM. Miners are used to operating with minimal supervision and this has developed a cultural dislike of the invasive Humanist monitoring of citizens. Miners seeking to escape surveillance occasionally destroy cameras, leave behind communication units, or forget to log travel plans. HIRA is none too impressed with these communities and has had long term deep cover operatives among them. They have been able to identify individuals in need of reeducation this way, as well as set up a more covert system of monitoring.

The eastern part of the Pacifica Range extends into the Eastern Sun Emirates. Along this border the Alliance maintains a string of watch towers, patrol roads, walls and fences. The border is very active, mostly because of the ongoing rebellions in the ESE. The Inner Circle is currently debating sending HAPF forces across the border to hold a "security zone" to serve as a buffer against Eastern incursions into the Alliance. The Inner Circle also supports covert trade with the rebel emirate of Bangweuleu.

The suggestion of a security zone has a great deal of support among the HAPF, including Archon Navar himself. The leader of the Alliance's military would like to move his troops several kilometers into Eastern lands and establish new watchtowers, drone posts, and infantry and armor positions. This would allow him to repel any Patriarchal or rebel advance into the Alliance. The idea is opposed by other members of the Inner Circle, who fear that it would expose the Alliance to accusations of expansionism and entangle it further in the messy Eastern civil war.

The western Pacifica bordering the Republic is much quieter, with most incidents involving spies and stealth aircraft.

5.9.3 TOBIAN PLAIN

The Tobian Plain is the most heavily settled region of the Alliance. Farms spread all the way across its expanse, raising crops and livestock. Mostly it is savannah and a large part of that is covered with the giant grasses unique to the area. Many farms have cleared land to raise crops of the grasses, but those that breed livestock tend to leave the land in its natural state and allow the native creatures and introduced breeds to mix freely. Locals get used to never being able to see any distance or landmarks without aide and have adapted by carrying compasses and navigating by the stars. Many farmers carry long "tobian staves" (see 7.2.2 *Commoner Equipment*, p. 89) for defense from animals and as a simple yet effective periscope allowing landmarks to be spotted over the high grass. One can recognize a "plainsmun" (Intralingua for someone who resides in the Tobian Plain) by these two items and the colorful ponchos worn to protect against the heat and abrasive grass fronds. Richer commoners and members of the other two castes are easily distinguished by their reliance on electronic mapping and satellite navigation systems.

Those from the Tobian Plain are regarded as the model for Humanists everywhere. They are hard working and modest people, fairly conservative in their attitude toward sex and entertainment. They usually dress very colorfully, although what they wear tends to be practical as well. With a vast spider web of excellent highways and railways linking communities, there is a sense of familiarity to all others who live in the plain region. There are some cultural traits that come from the three Alliance cities on the plains that are close to communities, and this influence has been studied by preceptors and shown to exist well over 300 kilometers from urban centers. Communications lines are usually built into the roads, and as a result most communities can enjoy trideo programs from all around the Alliance. Residents of the plains tend to be well informed about current events and this forms a major part of their usual social conversation, along with farming. There is also a good mixture of religious denominations.

Despite the fact that the Tobian Plain is the heartland of the Alliance and most of its citizens are model Humanists, "deviancy" has found fertile ground in some parts of the region. The city-state of Raleigh is the most visible example of this problem because of the notoriously rowdy behavior of the locals. Practitioners of the Dream Time religion popular in this region have also set up several communal villages away from the prying eyes of Humanist authorities. These quiet little towns focus on spirituality and natural living, and shed most of the technological trappings of life in the rest of the league. Rumors run rampant among urban Humanists of inbreeding and violent deviancy in small Tobian towns, and stories of travelers disappearing after a friendly welcome are not uncommon. The Department of Health and Morality has undertaken several investigations, but found that most small towns are peaceful and open communities that live according to Gropius' plan. The stories persist nevertheless.

5.9.4 THE BADLANDS FRONTIER

The Alliance's northern border is a zigzagging line that bears no real relation to the geography it crosses. Originally defined by treaties hundreds of cycles ago, the border begins in the west in the Pacifica Range, descends through the Emerald Belt and sweeps up under the Lonely Hills northeast to end on the sands of the Karaq Wastes. In most places the border is only recognizable by protector towers that appear every five or six kilometers — usually in line of sight of one another. Protectors take great pride in tracking down anyone who trespasses into their territory, and those on the ground will be pursued by springer mounted patrols, Gears or sniffer squads.

Although the Humanists strictly enforce their border against outsiders, they routinely send patrols and conduct exercises well north of it. The Lonely Hills are a popular area for live fire exercises and a large area of land is marked to warn off travelers. The Humanists are careful to maintain good relations with border communities and cultivate goodwill by keeping the rover presence in the area to a minimum and supplying medical aide and disaster relief. HIRA operates several covert cells amongst the communities to keep track of local events and to watch for foreign spies who may use the townships for spying on the Alliance.

In the case of Marigold (see *Life on Terra Nova*, p.122 and *Into the Badlands*, p.66) and Elayu (*Life on Terra Nova*, p.124), the Alliance respects their extreme isolationist attitudes but maintains encampments at a respectable distance, monitoring any significant activity. HAPF forces also patrol the alpha maglev and the area close to Baja (see 4.3.4 *New Baja*, p. 41), ostentatiously to keep it safe from rovers and thieves but also to assist DETFA and HIRA activities in the region.

● PROJECT ROOK (BETA 42)

Project Rook is the secret operation to improve the performance of the Alliance's main battle hover tank, the Hetairoi. The Republic is well aware of the Hetairoi's existence; officials from Port Oasis even observed when the whole fleet began upgrading three cycles ago with turreted heavy pulse laser cannons. They consider the craft of limited use, however. SRID are investigating rumors that the Humanists are working on improving the design. What the Republic does not know, and indeed only a few people are aware of, is that the team working in Thebes on the tank are actually only one part of the project. There is a second much larger facility hidden at a HAPF base in the northeast of the League, where advanced work is taking place. Project Rook is hidden under protector base Beta 42 in the rolling northern savannah.

Republican officials know of Beta 42 and have inspected it several times, but they believe that it is only used for orbital tracking and over-the-horizon radar. The base holds secret manufacturing and armament facilities deep underground. Part of the defense force is actually involved testing the prototype tanks from this location. Wil Maness (see p. 102) is in charge of the pilots testing these machines. The extensive radar facilities and monitoring systems at the base have allowed the Humanist to make sure there are no prying eyes about when tests are conducted.

Project Rook is run by preceptor Amos Frente. He is working on incorporating elements from the Colonial Expeditionary Forces (CEF) hovertanks into the Alliance's own designs. This work at Beta 42 was initiated to take advantage of the success of Preceptor Gavin Hypolite in getting information and parts from Earth hovercrafts. HIRA cells aligned with Preceptor Hypolite are couriering these from Port Arthur, and making sure there are no leaks to alert the SRID as to what the Alliance is doing. In return Colonel Charles Arthur III has received parts and equipment to keep his aging fleet of Terran hovertanks operable in a political climate where no one else will help.



Amos Frente, Project Rook Team Leader



Frente is actually recorded as dying during the War of the Alliance, and only a few people outside of his team know that he is still going strong. He is a brilliant scientist and has worked for almost 60 cycles on various Alliance military projects. The last twenty cycles of living in bases and labs has made him cantankerous. He appreciates that his research is useful and that it is also necessary to deceive the Republic, but he feels he should get to enjoy himself on occasions. Until he gets his wish, those dealing with him will just have to put up with his brisk manner and short temper.

Amos Frente is the leading Alliance authority on hovertanks, and consequently Colonial Expeditionary Force (CEF) armored vehicle technology. Frente's past work on the Hetairoi improved its aerodynamics and speed. Having seen film and some information on the performance of the new Republican hovertank, the Scythian (see *Southern Republic Army List*, p.152-153), four cycles ago he began work on the Alliance's own CEF copy. With the advantage of assistance from Port Arthur, his prototype is much larger than the Scythian — being a close reproduction (and slight evolution) of the HT-68 heavy assault hovertank fielded by the CEF during the war.

Frente is anxious to get his new prototype into the field, but has been hampered by worries over security. Field testing has had to occur in short bursts to avoid detection by SRID agents or other Republican officials. Some operations have taken place on the Tobian Plain, but current plans call for operations in the jungle and swamp regions under the cover of foliage.

● PROJECT THUNDERBIRD (BETA 127)

The Alliance has a small secret space port (Beta 127) that is situated less than 200 kilometers from the far northern extremity of the Alliance. It is so far north because of the need to minimize fuel payloads by placing it as close to the equator as possible. Notably it is also as far away from the Republic as possible, although it is well under Allied Southern Territory control.

Beta 127 plays a supplementary role to the AST's Republican run space program. From a distance the numerous dishes in their protective white domes look like a clump of mushrooms. To even get that close, a spy would have to get past rings of remote sensors and two fences, however. The area is also guarded by sniffer patrols and low flying Butterfly drones. The base supports a powerful defensive laser array to defend against orbital attacks by targeting satellites that could move into a position to instigate a bombardment.

Project Thunderbird's mandate is to maintain and expand Humanist resources in space, with the approval of the AST when necessary, without its knowledge when possible. Base 127 coordinates orbital satellites resources (including weather and communication satellites as well as three orbital research stations) and once served as the main command post of the HAGS *Remar Vajra*, the Alliance's only Gateship. After the War of the Alliance, command of the *Remar Vajra* was transferred to the Joint Terranovan Space Initiative and it has remained the AST's main contribution to JTSI. With the recent Northern withdrawal from JTSI, full command has been returned to Base 127, under strict AST supervision. Since the war, it has made no jumps because of the likelihood CEF guns would be waiting for it on the other side.

Preceptor Jyn Defrous is in charge of the operations of Beta 127. Since the return of the *Remar Vajra* — something Defrous had long hoped for — she has had to deal with a multiplicity of AST officials and bureaucracy. She is now "advised" by Commandant Jasun Orthur, recently transferred from the Republican Army Space Defense Corps. Covert operations have become extremely difficult with all the Republican attention. Orthur has delayed the launch of a geosynchronous weather satellite because of his suspicions about the sensors the satellite is to carry. He believes that with different programming and calibration they might be used for some military purpose. Preceptor Defrous has thus far been able to deflect requests for inspection of the satellite by citing the extensive contamination prevention procedures for sensitive equipment.

► The Legion of Lead

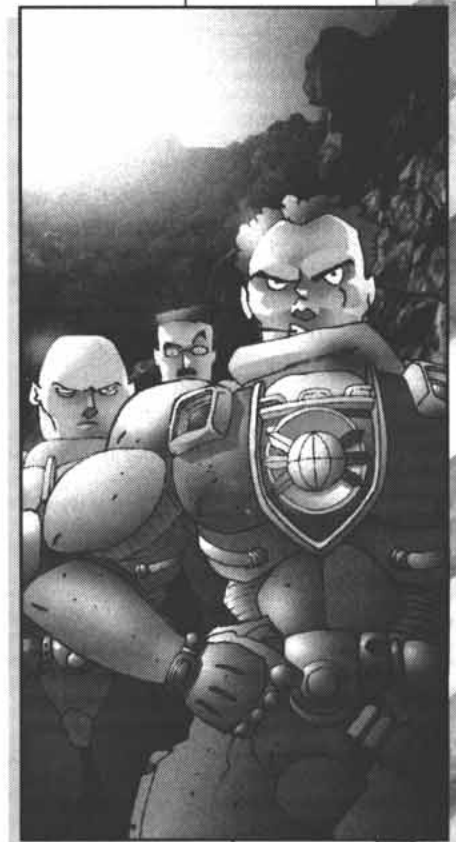
The Alliance has an obligation to find careers for all citizens. They try not to waste any potential and this underlying principle has led to the so-called Legion of Lead. Its name derives from Plato's reference to metals in comparing the castes. A synopsis for the Alliance would be gold for preceptors, silver for protectors and copper for commoners. Lead has become a colloquial term for those who fail to find a place in society. These people are brought to a semi-secret base in the northeast of the league so that they might finally find a way to serve the Alliance.

The Legion of Lead is made up of citizens who have shown themselves lacking the discipline and morals required of a protector but who have failed to accept the placid place of a commoner. Most new members arrive after being repeatedly reeducated. Legion members tend to be unruly and many have a natural tendency for violence. HAPF officers always keep a close eye on them, and the DHM addicts the legionnaires to ADV5, an "Addictive Deviancy Volition" drug that allows them to be controlled through its regulated release. No revolts have occurred in the last 50 cycles, which is attributed to the development of a pseudo-tribal structure within the Legion itself. The Legion of Lead was almost wiped out during the War of Alliance and those who survived have largely been removed from service.

Legion members seem to thrive in their training and relative freedom. They are very undisciplined in general, but they function under the threats of being returned to the quasi-slavery of quarrying work, prison detention and restricted access to ADV5. While some outsiders call the Legion barbaric, Humanists see it as a constructive use of people who would otherwise end up incarcerated or as outlaws.

The legionnaires are trained purely as close quarter heavy shock infantry, whose fearlessness and enthusiasm make up for their lack of discipline. They specialize in fielding flame throwers or chemical warfare equipment (usually poison gas) for close combat assaults. The Legion numbers about 6000 at present, but requires an equal number of protectors to secure it. HIRA are investigating reports that ADV5 has recently been stolen from Oxford research laboratories, and they believe the culprits may be Freewill terrorists. Legion troops during the War of Alliance were given a different drug, known as ADV4, which acted as a sensory stimulant and pain suppresser.

Some preceptors within the Department of Health and Morality have raised concerns that long-term use of ADV4 and ADV5 may cause a delayed stress disorder in which psychological pressure builds within legionnaires until it explodes out of all proportion. There have been cases of legionnaires suddenly refusing all orders and overcoming the symptoms of ADV withdrawal to cause damage. The specific dosage and composition of ADV5 has been adjusted several times to try and limit these outbursts and most scientists consider their occurrence to be acceptably rare. The worst incidents seem to be tied to the use of ADV4, however. An alarming proportion of legionnaires who survived the war suffer from uncontrollable outbursts of violence. Many of them are now in permanent detention in Tatant to avoid any further injuries.



FOR HIS OWN GOOD

Protector Alex Uless hauled his pistol from its thigh holster. He knew that this action alone had set in motion a number of things. His shift command at Garrison Blue 3 on the Merchant Circle would be aware that his weapon was out and would already be dispatching nearby protectors to his vicinity. Uless' communications channel would now be monitored by at least three people, one of whom would be a preceptor. His shoulder and gun-mounted video feeds would be conveying images in high resolution back to them. Uless was calm. He knew the hypnotherapy was helping him to control his nerves.

Up ahead the fugitive ran along the red flagstones, his figure shrouded in a white hospital gown. Citizens cleared a path at the sound of Uless' shoulder whistle, stepping aside into shadowy awnings or shop fronts, assisting his pursuit. Although the man was only armed with a bronze statue taken off some Badlands trader's table, none of the citizens would interfere because the thought of a violent encounter produced unnatural fear in them. They would let those they saw as their older brothers and sisters take care of it. As Uless ran on, Helios blazed high overhead and the air pumped hot and hard in his lungs.

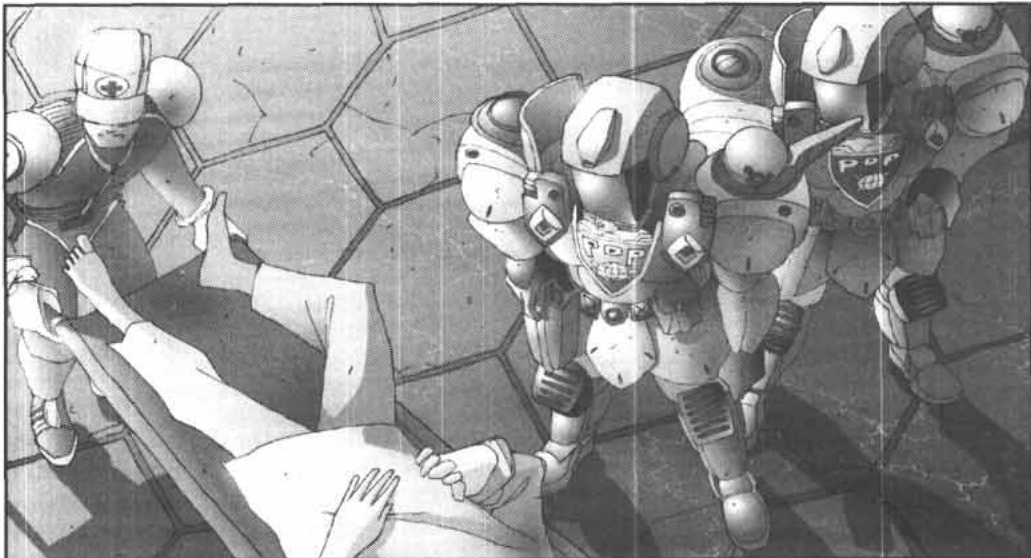
"Penarch Uless", came a calm feminine voice in Intralingua through the coded helmet communicator. "Five seconds until protector assistance ahead of your position."

Uless knew the voice was calm and feminine to help him relax. As he pounded on with his pistol in one hand, he slowed just enough to release the safety and check that it was in its default dart mode. Just as another protector emerged from the crowd ahead, he brought his pistol up. The laser sight showed a clear shot. A muffled pop sounded from the muzzle and a bright yellow dart tail appeared in the target's left buttock, the success bringing a satisfied rush to Uless. On an adrenaline high, he trotted towards the figure, now pinned to the ground by the other protector. Closer, he recognized his colleague as Jermyha, who was occupied at present reminding the citizen that all would be okay now and that help was coming. Uless could see a medical team with a stretcher hurrying their way down the street. With the end of the excitement, he could see commoners were leaving the area. It was not the Humanist way to have a morbid fascination with the injured or deviant.

As the medics were leaving and Uless was completing a verbal report, his attention was caught by the fugitive's ear. Uless' gaze fixed upon the roughly five centimeter surgical scar that sat red and recent behind the man's ear. Jermyha clearly noted both the scar and Uless' puzzled look. He moved towards Uless and led him a short distance away, switching off his recorders and gesturing for Uless to do the same.

"Alex," he said in a calm friendly voice. "As your superior I must ask that you do not discuss that deviant's physical condition with anyone, particularly not the scar." Uless gave a quick nod in reply.

With an assuring smile Jermyha patted him on the shoulder and headed off after the trauma team, leaving Uless concerned and alone. However light the warning had sounded, Uless knew that Jermyha would inform the preceptor in charge. If they thought Uless less than completely trustworthy he was certain to be paid a visit soon by an inquisitor from the Department of Health and Morality. With a shudder he moved off, and tried to ignore the butterflies in his stomach.



6.1 NATIONAL CHARACTER

"...what is at stake is far from insignificant: it is how one should live one's life." (from Plato's Republic, 352d)

Humanists are a diverse and complicated people, who have a culture based upon peace and the well being of all. Although they follow the doctrine laid down by their founder Yuri Gropius, historical and regional influences mean that they are far from the mindless automatons others take them to be. Indeed, their culture is very rich, and citizens from different city-states and rural areas are easily distinguished by their clothing, mannerisms and habits. What binds them together is the knowledge that they are working for the betterment of all within Gropius' great plan.

One result of this great plan is the Humanist education system, which plays an important role in creating the peaceful and crime-free society that Gropius intended. Education's central focus on teaching pacifism and considerate behavior towards fellow citizens is considered by sociologists and criminologists as the fundamental basis for the Alliance's success. Humanists rarely resort to violence in day to day life, and when they do the protector caste is there to calm the situation down and deal politely with troublemakers. Humanists have little fear of being assaulted or robbed.

The Humanist social support system is also truly unique. Theoretically, not a single soul lacks a friend thanks to a mentor who helps them through their life. A mentor has more prominence in most Humanists' lives than their parents do. Many citizens also have a work environment that actively promotes team spirit, with corporate social events forming an important part of workers' lives. Outside of the mentor-student relationship and the workplace, Humanists are brought up to be socially proactive, and many find friends as they involve themselves in local community activities. The sense of competitiveness and one-upmanship that leads to underhanded tactics and ill-will in less socially conscious leagues is largely absent from these relationships in the Alliance.

National education and propaganda emphasize the benefits of the Humanist way of life so as to encourage a sense of responsibility and appreciation towards the nation. This does create, however, a real superiority complex toward the other leagues of Terra Nova. Humanists have tangible ways in which they can "prove" they live in the best place on the globe, while their foreign critics must generally rely on intangibles such as freedom and responsibility to attack the Alliance. It is perfectly acceptable for Humanists to denigrate other societies, although they tend to do so with a paternalistic attitude, not with arrogance. Foreigners are merely helpless victims of an unenlightened system rather than barbaric monstrosities. Humanists abroad must often make a conscious effort not to point out social failings of others, lest they completely antagonize their hosts.

► The Teachings of Yuri Gropius

Yuri Gropius argued for the concept of a scientifically based utopia. Gropius mixed philosophy, based upon the Greek scholar Plato, and scientific theories on the genetic and environmental determinants of social behavior in his arguments for a new form of government. Gropius said that what Plato had hypothesized as the perfect form of society was achievable through modern technology and scientific understanding of human nature. He called his theory the Unified Determinist Theory of Biological Evolution — which is now the core to the Humanist way of life.

The theory requires that all people give up their selfish ways and devote themselves instead to the whole of humanity. In return, they would live in a world where resources are used more efficiently and hence the standard of living is higher. They would be guaranteed satisfying jobs, good homes, companionship, children, security and all that is required to live well. Their place in this world would be scientifically determined for them so as to make them as happy and productive as possible. It would also minimize or even eliminate the presence of destructive personalities from the positions of authority where they might ruin the utopia — as had happened in so many past societies. Society would use long term planning of all aspects of life to advance humanity by design, rather than chance. Citizens would live for the whole, rather than for their own pursuit of wealth, power or vanity.

Some of Gropius' most critical teachings regarded the leadership that would govern his society. He spoke of the need for an enlightened dictatorship to preserve the unity, happiness and stability of the society. He argued that the caste system would allow those who possessed the required values and abilities to lead and protect society to do so, while those who required more direction followed. True selflessness was the most important of these traits. He also argued that most of mankind was too innately selfish or flawed to act for the greater good. Certain people, however, had the raw essentials and, if correctly cultivated, would always place the greater good above their own interests. Gropius also felt that anyone who argued against such a view could reasonably be said to not have the required qualities of leadership.

Gropius made quite clear that this was not a structure to create a decadent royal class out of the wise. Indeed, those who would rule and protect would be supplied in only limited material possessions by the commoner caste. This rule of minimal personal ownership exists for all preceptors and protectors to assure that they do not break with the virtues they have been chosen to uphold. No ownership means no temptation for those in power, or envy by those who are ruled — except of course for the "temptation" to be virtuous to achieve the status of preceptor.



6.1.1 CULTURE OF THE ALLIANCE

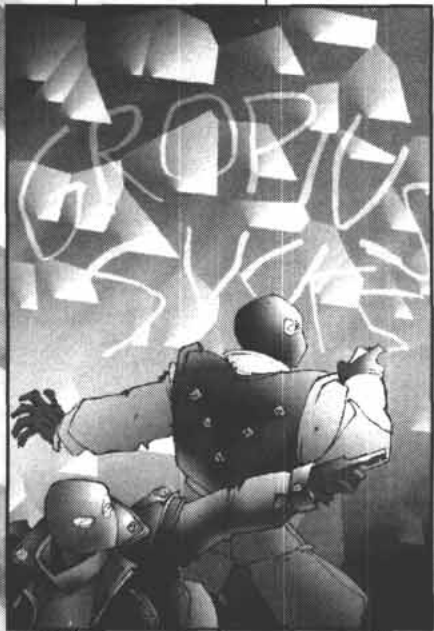
...the children of our community must engage in more lawful amusements right from the start, because when pastimes become lawless and children follow suit, it is impossible for them to grow into law-abiding exemplary adults. (From Plato's Republic, 424e)

The Alliance claims to be the most socially aware league on Terra Nova. All citizens are brought up in a disciplined educational system that places society above family, the whole above the individual. The justification for this is that if all work to support the whole, then each in turn will benefit. It is considered a true sign of humanity and higher evolution to work to benefit the majority, and this is called "morality." All the ideals of the Alliance have their basis in science, and concepts like "virtue," "morality" and "selfishness" have precise, quantifiable definitions. Although other societies on Terra Nova impose upon them religious or emotional overtones, the Alliance treats these concepts in their purely classical terms as befits a society based upon science.

In official terms, the Alliance is a society based on a unified theory of life, where all the elements which make life good are encompassed in the ideals of unity, order and stability. Education ingrains in citizens the need for moderation and the requirement to bear the load that society has given them. This is not to say that Humanists live dull and unfulfilled lives. The spirit of cooperation and support that exists is a drastic contrast to the way most other societies live, and citizens of the Alliance are well aware of this. All citizens are encouraged to have their own personal interests outside those of the life-job they have been selected for. They also receive rewards in the form of holidays, and for commoner caste material benefits. Most of all they appreciate that without their help, the utopia would fail, and most citizens hence get a deep sense of satisfaction from a job well done.

Many citizens in all three castes take this work ethic to extremes and see their personal failures as a blemish on the bright sheen of the Alliance, and this is suspected to have led to a high suicide rate amongst workers. In fact the Alliance has the highest suicide rate on Terra Nova, due to mass stress and the sometimes oppressive nature of the Humanist way of life. Some just simply fail to cope with the invasive and all-controlling faceless bureaucracy. The Department of Health and Morality (DHM) does have a very high rate of success with suicidal citizens once they are detected, and no changes to the fundamentals of the system are being considered at present. One of the DHM's most closely guarded secrets is how many citizens have stress relieving drugs included in their personalized vitamin supplements. The problem is that society educates citizens to be highly conservative, to the extent of internalizing and concealing distress. Hypnotherapy treatments to avert deviance have a similar effect. Citizens suffering from dangerous stress levels are hence very difficult to detect until it is too late and they commit some rash action or lash out at society. Commoner victims of stress overload often turn to suicide or other forms of self-destructive behavior because of their basic conditioning against violent behavior. On the rare occasion that protectors "break," their strong sense of care for citizens also collapses, typically leading to violent outbursts.

Bucking the System ◀



Humanists argue that their character-molding education system is next to perfect, but there are some who are not happy with the status quo. Republican-backed efforts to alter Humanist culture has helped those who believe the system is failing. Fortunately most citizens seeking change believe in the Alliance and want only minor changes to it to have their interests legitimized. The Cult of Gropius and Freewill Terrorists have both benefited from Republican cooperation.

There are also others who have grown cynical of the system and help the Republic further and promote change. Many of these dissidents have not responded well to reeducation and feel that some deep inner need is not being met by the system. The greatest harm comes from those in the protector or preceptor castes who for some reason lose their "morality" and pursue selfish goals.

The end results of this turbulent environment is growing dissident movements which either support or wish to destroy the Republic's involvement in the Alliance. The typical Humanist remains largely unaware of the threats that loom over the Alliance's existence. The average citizen follows the ideals and thinks their league is the greatest ever, just as they have been taught. Yuri Gropius' vision exists for them, and they are patriots.

Some forms of non-violent resistance to the system are also growing. The Dream Time religious movement in and around the city-state of Raleigh (see 6.2.3 Religion, p. 77) is a good example of this behavior. Espousing a holistic spiritual belief, practitioners are loyal to the Alliance but set up communes where their faith takes precedence.

Other similar types of behavior seem to be on the increase. Small secret societies and rural communes have developed around ideas and beliefs that the DHM would consider deviant. The Freewill terrorist movement in Gropius has been able to tap into this movement of small societies, but most are peaceful and simply wish to find a shelter from the pervasive nature of the Humanist state.

Department of Health and Morality Inquisitors generally look on individual acts of deviancy, including political protests, as signs of mental breakdown rather than acts of rebellion. HIRA agents are generally less forgiving and the two departments sometimes come into conflict over how to deal with such threats to the state.

6.2 CUSTOMS

The virtues that citizens adopt during childhood greatly influence Humanist society and customs. Humanists are generally modest, conservative, and tolerant of others. Many religious detractors of the Alliance have trouble attacking it because of the basic attitude of goodwill that pervades the society. Humanists learn to respect others and their place in life no matter what, because all parts are important to the whole — a notable similarity to many religions.

Family is not as strong as it is in most societies because Humanists believe that one should consider all the nation's people like one huge family. Humanists are free to pursue a religion, as long as it is not counter to society's own values. Religious pursuit is fairly common as a result, but as in the case with family bonds, religious sentiment is not terribly strong because of the focus on the whole of society. To be exclusively supportive of one's relatives or religion generally results in reeducation for deviant behavior.

The Alliance's greatest divergence from other leagues is in its justice system. Crime is regarded as disease, something that has identifiable causes and cures. The Alliance has the most efficient civil and criminal justice systems on Terra Nova. It also has the lowest "crime" rate, especially for violent crime. Citizens are proud of the speed with which acts of deviancy are resolved. They are even prouder that the Alliance seeks to help these people, not punish them like most other leagues do. Scientific application of medicine is the key to this outlook. Most offenders are quickly returned to society after appropriate reeducation designed to make them understand their actions and their consequences, so they do not reoffend. Behind this "soft" justice lies the threat of increasingly radical reeducation methods and permanent incarnation in Tatant Reeducation Facility (see 6.2.4 *Justice*, p. 78), a place that inspires fear in most Humanists.

► Major Holidays

Date	Description
13 Winter	Oxford's Destruction during the Southern War of Unification is remembered. The 13th is also a remembrance day for all those who have died defending the Alliance throughout its history.
40 Winter	Gropius' Birthday is celebrated throughout the league, with huge street parties and parades. On this day awards are given to those who have in the cycle past done exceptional service to the Alliance. Scientists and hard working commoners are usually the recipients of such awards.
21-23 Summer	The founding of the Alliance is celebrated. The HAPF conducts parades on the first day. All cities hold festivals for the following two days. Only essential services work during this time.
Dates Vary	Each city has an annual celebration at different times in the cycle. The festivities last two days, and many tourists come to enjoy the entertainment.
Weekends	The first and last day of each week are days of rest for Humanists, where they socialize and engage only in essential work related activities.

► Festivals and Celebrations

Humanists hold many festivals throughout the cycle. Beyond the major holidays (listed above), there are get-togethers and celebrations held for a broad range of interests. Some are axed on science and technology, such as star parties for those interested in astronomy, the annual White Rock Automotive Open and various university open days. Others focus purely on fun, such as the Thebes Festival of Water, the Perth Annual Cat Parade and various drinking festivals — most notably the Raleigh Autumn Beer Festival.

Music events are also common, although not usually associated with a special work-free day. Concerts are popular and popular bands and groups regularly tour the league. Sometimes foreign groups are allowed to tour by the DHM and the novelty attracts attention from all castes.

Since most Humanists are involved in sports for social and health reasons, seasonal sporting matches are very popular. Many citizens prefer to attend in person than watch these events on trideo, and season tickets are often given out as awards to successful amateur teams by sponsor companies. The various championships and finals draw big crowds. The Olympics in Gropius each four cycles rivals all other festivities. Over a week long, it grabs the nation's attention with many taking holidays to watch or attend. Humanists are very proud of this great event. In the entire cycle prior to it, the sports sections of print and trideo media have articles on likely competitors from around the South. The next Olympics are scheduled for TN 1938.

The Cult of Gropius marks several other holidays commemorating moments in the life of Yuri Gropius. Obviously, they celebrate his birthday, but his graduation day, his death and even famous speeches are all marked as well. Thanks to the increased unofficial support for the Cult that has come with the rise of Illuminatus Anastapulos, these celebrations have become more open and more elaborate. Humanists not attached to the Cult are now increasingly aware of the anniversary of Gropius' proposal to the people of Perth and many mark it with a special meal. Some members of the Department of Health and Morality are afraid that these celebrations are damaging because they encourage a deification of Gropius. Cult members and sympathizers within the DHM and Inner Circle keep any overzealous Inquisitors from cracking down on the festivities, however.



6.2.1 FAMILY

Family relationships are important in the Alliance. Humanists are taught that the closeness and love within a family is a great gift that all Humanists are entitled to for their hard work in the Alliance. Humanists are also taught that without upholding the virtues that make the Alliance what it is, they damage the society that provides health, education and protection for their family.

Marriage between different castes is allowed, but is generally uncommon. In all cases, permission must be gained from the authorities to get married and start a family. Although this is usually a formality, there have been cases where genetic testing has determined an unacceptably high risk of abnormal children or hereditary disease transfer and permission to procreate has been denied. Citizens' acceptance of such biological testing is just another part of their ideal of conceding to the majority.

Humanists consider marriage to be important, but generally see it as a prelude to having children. Pairing is considered natural and desirable for most humans, but somewhat unstable over the long term. As far as the state is concerned, marriage does not exist to recognize the love between two people, but to ensure stability during the formative years of new citizens. Couples can stay together for cycles or decades without hint of marriage until they decide they wish to have children. At that time, marriage becomes an issue. There is no legal ban on children being born out of wedlock, but single parents (or unmarried couples) can expect greater attention from the DHM. Divorce is a legal and relatively easy process as long as there are no young children at home. Dissolving a couple is generally considered the concern only of the two people involved, although the DHM does impose a period of mediated counseling to ease the transition to single life. Divorce is much more complex if young children are involved because it is their interests that take precedence. To be granted a divorce, the parents must prove to DHM officials that the psychological well-being of the child is not threatened by the marriage's continuance.

Children stay at home until they are old enough to be permanently placed in a crèche or until they decide to move out once they are adults. Protector and preceptor families are generally somewhat different. Although both castes have the right to set up a family home to care for and nurture their children, many place children in crèches or sometimes have commoner caretakers live in to allow themselves more time for work. All castes learn that this break with one's children is an important part of life in the Alliance and part of overcoming primitive survival instincts in favor of life in a more enlightened "greater" social system.

Government-run, the crèches are ward-like environments where children grow up. The system is considered ideal since the non-parents are not swayed by emotion and will unceasingly instill social virtues into the children under their care, helping them to reach their maximum potential. Each crèche is administered by a preceptor who specializes in early education and personally tailors the growth programs. Under the preceptor's supervision, the crèche receives children through various provisions of Humanist law. Families have the right to place their children in the crèche system at the age of one cycle for protector and preceptor parents or two cycles for commoners. Humanists raising their children at home can also use crèches as day care centers, both to ensure a healthy learning environment and to alleviate some of the stress and time load of parenting. Orphans, victims of parental abuse and child refugees are placed in crèches as wards of the state and children of 12 cycles or more who find home life unbearable are allowed to petition to the Department of Administration (DA) for transfer to a crèche. Many foreigners are scandalized by the crèche system, but Humanists see it as a worthwhile system that guarantees universal child welfare.

6.2.2 PREJUDICE

Humanists are not particularly prejudiced in their way of thinking as regards internal conflicts between the castes or city states. The Humanist way is about putting aside thoughts of personal superiority and the thorough education of citizens — and lifelong social control — has managed to almost eliminate such biases. What prejudice does exist involves a general dislike of foreigners who wish to change the Alliance's way or show a fondness for criticizing the Alliance. This bias is deliberately encouraged as part of Operation LongNight's efforts to keep the Alliance intact (see sidebar p. 12 for more details). This prejudice is not as open as it is in other cultures. Commoners do not go debating in cafés the inadequacies of foreign cultures and governments. It is more a passive form of non-cooperation that citizens reserve for tourists and foreign occupiers. Newly settled foreign residents find that everyone is very proper and correct, but also cold and distant. This is because the locals believe that new commoners do not have the same dedication to and love of the Alliance that they do.

Locals adopting Republican ways respond with prejudice of their own. They see their fellow citizens as products of a dying system and mix with MILICIAMen and other elements of the occupying AST authorities. The DA and Immigration Authority (IA) are good examples of governmental sub-cultures that propagate this point of view, that the Alliance needs to be more cosmopolitan in its outlook. Oxford is another place where citizens can be found with what they consider more liberal ways of thinking. The Humanist Insight and Regulatory Authority (HIRA) and the DHM of course keep a close eye on such people but have been cautious about interfering lest they provoke a reaction from the Republic, that wishes to see these liberal attitudes flourish.

6.2.3 RELIGION

All Humanist children are brought up on fables and stories created by preceptors. These tales are inspired by those from ancient Greece — although they have been heavily altered to instill values of courage, obedience, support for society, truth and other Humanist ideals. As children mature, fictional stories help explain that uneducated and undisciplined minds will accept anything as truth, thus why only the brightest and most disciplined must lead.

Children are introduced to religion in formal schooling but they study it in historical, not spiritual, terms. Much of the teaching focuses around humanity's reaching out for purpose and reason, and how much conflict over the millennia has stemmed not only from differing ideology but also mankind's fight over resources. This competition for land is shown to be more important to most cultures than the religious principles they espouse, and indeed many times contradictory to the words of their faith. In this light, young minds learn to be suspicious of religious teachings.

There is some evidence that Gropius himself was not quite so convinced that religion should be downplayed. In his incomplete diaries from the last part of his life, he makes several comments about a burgeoning need to understand "greater issues." There is some evidence that Gropius met with a variety of religious leaders late in his life, perhaps even traveling to Massada itself to meet with Jakob Khodaverdi, son and successor of Mamoud Khodaverdi. Members of the ancestor cult dedicated to Gropius take these indications very seriously and see in them proof that Gropius understood his "larger" role in the evolution of Humanity. Other members of the Humanist establishment see in them a dangerous indication of moral weakness in the Alliance's founder. Indeed, they claim that Gropius became afraid of death as he approached the end of his life and sought out some form of religious comfort. Proponents of religion in the Alliance agree, but claim that if such an enlightened man as Gropius could feel this fear, it must mean that there is a real and deep human need to understand religious or mystic issues.

● GLOBAL FAITHS

Children and mature citizens who do take on religion do so mainly because they do not feel complete in an existence they know must end and for which the state can supply no answers. The Massadan sect of the Revisionist Church (for more information see *Into the Badlands*, p. 63) has some adherents in the Alliance, but not a great deal. They are carefully monitored by HIRA and the DHM to make sure that preachers do not undermine loyalty to the Alliance with obligation to a foreign leader (either the First Follower in Massada or even the Revisionist-influenced Norlight government). Each cycle, a chosen few travel from the protection of the Alliance to Massada for short pilgrimages. The recent assassination of Second Follower Thor Hutchison has distressed HIRA officials watching Revisionists because they fear a period of religious violence may be in the making.

Buddhism is more popular and many of the outsiders who move to the Alliance are Buddhists and see the league as a place of peace and philosophy where they can live out their faith. Jerusalemism has also found a home in the Alliance. Although there is a restriction that followers must follow a doctrine of belief that is non-violent and does not interfere with their role in society, the pacifistic beliefs of many Jerusalemite sects go hand in hand with the commoner way of thinking anyway. The Blue Crescent philosophy — which emphasizes social harmony — has long been prominent in the Alliance and several sizable communes exist near Oxford and Perth.

● LOCAL FAITHS

The Alliance also has its own religious movements, including the belief known as Dream Time. With a strong following in and around Raleigh, it centers around a spiritual belief in one's place in life. Tracing their origins to the mysticism of Australian aborigines on Earth, followers believe that everything has a spirit and that this spirit must be ritually contacted to bring about a successful venture involving that creature or thing. Many Dreamers spend much of their lives away from cities herding stock and tending distant farms and participate in ritualistic hand painting to assure the fall of rain or the outcome of a hunt. In the eastern Tobian Plain it is not hard to imagine a spiritual presence pervading the land. North of Raleigh and all the way to the distant desert, sacred sites dot the land, covered in finger painted designs of spirit stories and the animals that are native to the region. There are several areas of sacred landscape, including a huge billabong (water hole) in the Lonely Hills and an unusual rock at an unrecorded site. The religion has no real leader although there is a council of elders near Raleigh who act as guides to those suffering misfortune or disconnection from the spirit world. Some followers flee society to better become one with nature and are known as "Rebel Dreamers." Government patrols occasionally pick up these wanderers and bring them back for reeducation, but they are very hard to find because of their knowledge of the wilderness.

The other major religious movement in the Alliance is the ancestor Cult of Gropius (see 3.3.1 *Cult of Gropius*, p. 30). The Cult has fluctuated over time but it appears that the imminent war is drawing many to it for more than its social conviction. Many believe that Gropius was more than a man, and that his spirit will try to guide believers to keep utopia alive in the turbulent times to come. A wave of believers that were brought to the Cult during the War of Alliance are ecstatic at its steady growth. Some wonder how long before the Cult receives official religious recognition in the Alliance.

6.2.4 JUSTICE

One should always remember that a state ought to be free and wise and enjoy internal harmony, and that this is what the lawgiver should concentrate on in his/her legislation. (from Plato's Republic, 693b)

The Humanist justice system is swift and scientific. Deviants taken into custody and brought before a court are considered neither innocent nor guilty before the trial; instead, they are legally defined as a "potential deviant personalities" (PDP). Deviants are brought before the courts quickly, with defense and prosecution councils having at most a week before a hearing. Expert computer systems quickly point to relevant case law and assess evidence even before the hearing. Everything entered into the system is admissible and is available to the judge (or judges in especially grave cases).

Because all crime is considered social deviance, it is treated like a disease — firstly it is identified and then an appropriate cure is meted out. Deviance is generally attributed either to a form of mental defect, a lack of personal social obligation, a failure of the education system or even insanity in some cases. Judges dealing with immigrants or foreign visitors have several other categories of deviancy to choose from and recourse to more classical punishment to protect the Alliance and deter other foreign deviants.

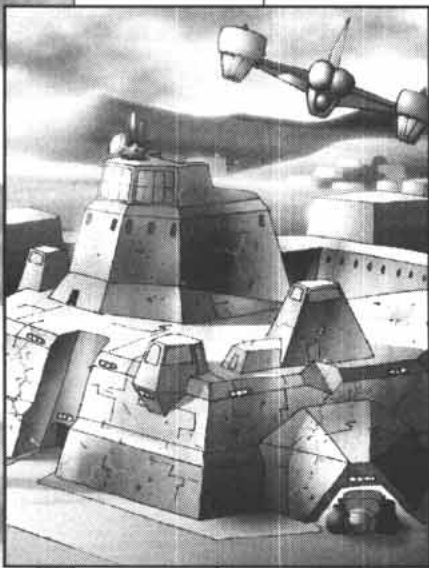
There are three primary steps in a trial. The first is to establish the nature of the deviance and whether it has actually occurred. The prosecution tries to convince the judge that deviancy has occurred, which usually involves material evidence and statements from protectors and witnesses. Since all this information is already in the computer system, witnesses are usually only called to clarify events.

The next step, which usually is partially covered by the evidence from the first, is to determine whether the defendant (PDP) was involved. The onus again is on the prosecution to prove this. Identification is fairly easy in the Alliance because of the vast amount of surveillance and monitoring equipment in inhabited areas. Well-respected protector forensic science teams also examine locations and items involved in deviancy to help reconstruct events and identify those involved.

The third step is to identify why the deviance occurred. Judges pay as much attention to the reason for an offense as to the crime itself, to help the DHM give appropriate treatment. Deviants lose many basic rights when they show that they cannot live by society's rules. Deviants find themselves treated much like an ornery animal or misbehaving child. Judgments as to guilt are formed from a combination of the evidence and arguments about the scientific rationale behind the defendant's actions. The judge must consider both the actual crime and the appropriate treatment and are trained as much in psychology as in law.

Sentences vary considerably, even for the same crime. The nature of the sentence is aimed first at protecting society from further harm, and then at reforming the individual. Most are sentenced to some form of reeducation to reinforce earlier learning and to safely monitor them until they are considered safe to return to society. Many visit psychologists for some time for support. In various cases special electronic anklets, known as justice bracelets (see *Commoner Equipment* p. 89), are fitted and programmed to restrict wearers from leaving or entering various locations and to keep track of them.

Tatant Reeducation Facility



The DHM's Tatant complex in the center of Raleigh is twenty three stories deep, and actually spreads out under the neighboring blocks. Security is highly sophisticated and backed up with large numbers of protectors and independent automated security systems. There are two parts to the prison. The first is the traditional high level Detention Center, with its solitary confinement cells and heavy security. A special section here is used for insane or very high risk detainees. Sadists, murders and serial killers have a place here, where they are subject to a great deal of observation and testing. Some preceptor criminologists are still keen to find a genetic origin to criminality and have extensive medical facilities to perform the examinations and surgery they require. This area also houses the Execution Section, where those the DHM considers incapable of rehabilitation and of no use for study are put to death. This aspect of the prison gives it its notoriety.

The Reeducation Facilities make up the other part of Tatant. Alliance citizens found to be in need of intense and long term reeducation are sent here. Treatment includes simple counseling as well as therapies involving drugs, deprivation techniques and hypnosis. Foreigners and political prisoners have their own section here, and HIRA personnel are always present at interrogations. Torture and potential psychologically damaging treatment is occasionally carried out on deviants who may be in possession of information important to the safety and security of the Alliance.

Tatant is also the headquarters of many of the Department and Health and Morality's elite units. The Inquisitors receive their instruction from Tatant, as do the covert units hunting the few serial killers stalking the Alliance. These predatory homicidal deviants are considered among the gravest threats to the league because of their resistance to reeducation techniques. The presence of such hidden "boy next door" killers is also a serious blow to the utopian image of the league. As such, the existence of Humanist serial killers is one of the best-guarded secrets in the league. The elite task forces assigned to each identified killer operate in total secrecy, using a cover as standard DHM investigators and actively erasing traces of links between killings to keep them from the public.

6.3 LIFESTYLE

Humanists rightly claim that they have the highest quality of life on Terra Nova. The Alliance provides for all citizens, making sure that every single person has a home, food, job and social support network. It is a very stable place where everyone knows their place, and few suffer from concerns beyond their immediate working existence. The Alliance only demands that citizens work hard and try to keep the rules that are in the best interests of all. All citizens have access to medical care of the highest caliber. Serious deviancy (crime) is so low as to be negligible, and fear of theft or violence is something few Humanists have experienced in peacetime. Deviancy correction by way of reeducation for minor indiscretions has a "friendly" image which tries to be supportive rather than penal.

There are problems that result from the Humanist lifestyle, however. The work ethos makes many Humanists over-work themselves and stress related illness, alcoholism, drug abuse and suicide are consequently a problem. Citizens confined to one career can grow bored and feel constricted. The limits on personal time imposed by society's demands has also induced stress in certain people. Some find the state's seemingly omnipresent computer monitoring intrusive and very unnerving. Those with what have been defined as minor deviant interests tend to suffer from stress disorders or even paranoia as a result. The slow but inevitable impact of Republican dominance has also created temptations for some, and reeducation numbers are slowly growing.

Much of this strain on Humanists citizens is aggravated by Operation LongNight, the Inner Circle's long running secret effort to resist the Republic. This involves secret and usually subtle changes to society so that it might resist the cultural attack that would lead to its destruction. Unfortunately, the "hardening" required has led to undue psychological stress from such elements as the over-policing of White Rock and Gardena or the under-policing of Raleigh. In response to this growing distress, the Alliance has for the last two centuries been creating more ways for citizens to get stress relief. Humanists can these days enjoy almost instant access to elaborate and interesting, computerized and physical entertainment. Theme parks, huge virtual reality centers, festivals and resorts are all examples of attempts to strike a balance to help the nation through these difficult times.

6.3.1 LANGUAGE

Universal French remains the primary Humanist language but probably only because of the Alliance's ties with the AST. If it were not for these it is almost certain that Intralingua would have replaced it by now. Schools teach both languages, but the AST requires minimum competencies in Universal French to facilitate ongoing incorporation. Anglic is the third most popular language because it is the universally accepted language of business and is mandatory in schools. Preceptors generally know all three languages fluently, and many protectors whose paths lead them to work outside of the Alliance must be also fluent.

Preceptor Alexi Edras invented Intralingua based on the principles of his much-vaunted Common Grammar Algorithm. His astute bio-psych analysis of over a hundred grammatical systems laid the foundation for a language which was very natural, easy to learn and flexible enough to incorporate new grammatical rules and vocabulary without losing its integrity. Furthermore, its lack of any exceptions to a rule and its great capacity to embrace cultural references have contributed to its popularity. Missing records lost to a flood in Gardena have left gaps in the research history but there is no doubting the biological root of this language.

Intralingua is a language that is easily learned and often understandable in its basic form by non-speakers. It employs alternative syntactic structures and synonyms which speakers can use to make themselves understood by people not familiar with its intricacies. Several of the explanations and axioms behind Intralingua were unfortunately lost during the flood in Gardena, and several gaps in the research history leave linguists with an incomplete account of the language's creation. Still, it is believed that Intralingua stems from genetic memories and "natural understanding" that manifest themselves in the unconscious mind. Several linguists are applying reverse engineering to try and figure out the underlying principles of the language. Parallel research in brainwave electronics and subvocal patterns may open new venues for direct neural net interfacing (see 6.6 technology, p.85).

Other languages are learned based upon necessity of career path. Many merchants and business persons have picked up Anglic and sometimes Mandanese to facilitate trading. Of course all castes who get training abroad must first be fluent in local languages. Some followers of the Revisionist and Jerusalemite churches are known to take advantage of the Alliance's excellent electronic tutelage systems and learn Indo-Arabic.

The Humanist Alliance is also home to some excellent schools specializing in ancient languages from Earth. Because of the heavily Platonic influence in the Alliance, Ancient, Industrial Age and Early Glacial Greek are on the curriculum, as is Samarkese, the language developed in the Early Glacial utopia of Greater Samarkand. Few people know these languages (especially Samarkese due to incomplete records), but the Alliance considers it important to encourage continued research and education. Discussion groups on the fiber-optic forum concerned with ancient languages are highly arcane and specialized, but very active indeed. Early Glacial Greek is undergoing a slight vogue at the moment thanks to the release of a new epic poem about Gropius' life.

6.3.2 LOWER EDUCATION

I call "education" the initial acquisition of virtue by the child, when the feelings of pleasure and affection, pain and hatred, that well up in his soul are channeled in the right courses before he can understand the reason why. Then when he does understand, his reason and his emotions agree in telling him that he has been properly trained by inoculation of appropriate habits. Virtue is this general concord of reason and emotion. (from Plato's Republic 653a-b)

From the age of five cycles Humanist children are required to receive formal daily education. Their parents are also expected to have completed a short course on raising a child before its birth. This ensures they carry out the appropriate activities that begin a child's education in upholding social virtues. On reaching five cycles, children attend early education in the daily crèche classes. This continues until they have taken their "maturity" exams at age sixteen, which determine their caste and profession (see 3.1 *The Humanist Caste System*, p. 17).

Almost all schooling occurs in the crèche educational complexes. Here children are divided into groups based upon ability. From eight cycles onward all children also get mentors who will help them deal with life's difficulties until they graduate. A preceptor in charge of the facility determines each child's curriculum and mentor, always carefully reviewing tests and reports with the assistance of computerized expert systems.

Education is broad and children study subjects like philosophy and sociology from an early age. Education has a high focus on "morality" and "virtues." At school all children begin to appreciate the need for responsibility and duty by doing such daily tasks as cooking and tidying up. All children take on more and more responsibilities outside classes as they get older. They get used to rosters and rules. They learn first hand about punishment in the form of revoked privileges and shaming by others, usually in the form of isolation. They soon come to learn that obeying the rules and making others do likewise is the fundamental basis for being a good citizen. Citizens are taught to make an effort to rebuild ties with those citizens who have deviated and are making an effort to "return to society." Mentors especially are used to make this emotional responsibility felt, so that citizens quickly return to proper behavior.

At sixteen cycles of age children undergo a selection process for which they have spent many cycles preparing. They are subjected to a period of physical, mental and personality testing. This is combined with their school records for the ten previous cycles to determine their caste. Preceptors who specialize in this process examine, with the help of their computer system, everything known about each child to determine the best future for them. Humanists are very proud of their educational system.

6.3.3 RESIDENCE

Humanists mostly live in accommodations provided by the government. All their buildings and furnishing are designed to be functional, long lasting and, surprisingly to some, comfortable and aesthetically pleasing. Most cities have a distinctive architecture associated with them, but all meet basic requirements regarding space and facilities. The body responsible for this is the Department of Administration.

Commoner structures are governed only by building codes and league laws, and a variety of more elaborate homes are built by those who aspire for more than government provided housing. Decadence and extravagances are frowned upon in the Alliance, so most wealthy commoner merchants and businessmen focus their extra dinars on decorating their offices or corporate suites to match the level that outsiders would find impressive and keep their homes fairly modest. Since the state owns all the land in the Alliance and a complex system of renting and tenure exists to lease it, purchase of foreign property has become very appealing to more cosmopolitan minded commoners.

Protectors and preceptors live and work in purely governmental property and are allowed only minimal private possessions. Their residences typically contain work related texts, hobby related materials and sometimes equipment. All rooms for both castes have access to entertainment, education and information services. Veteran protectors and preceptors generally have more of their own possessions. HIRA occasionally recommend someone for reeducation when ownership gets obsessive or interferes with work. Protector facilities are noted for their communal gymnasiums, pools, entertainment centers and showering areas. That showers are communal for lower ranks and do not discriminate by sex has been a point of controversy for many cycles with Northern leagues. Communal living creates problems on occasion and a vigil is kept to quickly reeducate offenders.

The emphasis on communal living and electronically monitored housing (see *Smart Houses*, p. 84, for more details) means that the physical sanctity of the home is not as important in Humanist eyes as elsewhere on Terra Nova. While the state recognizes the human psychological need for a modicum of personal space, the home is not generally viewed as a refuge from the rest of the world. If deemed necessary, protectors and others can monitor or search a home without need for a warrant or other special order, although they may be asked to defend their actions later should the search result in no conclusive evidence. Entering a home (or a private room within a home) uninvited is still considered somewhat impolite, but will not usually lead to feelings of violation or betrayal from the occupant(s). Nevertheless, Humanists do value the responsibility an owner has to maintain a home and visitors are expected to respect their hosts. Making a mess or insulting the host are quick ways to be asked to leave.

6.3.4 RITES

Humanists have rites to mark important events in a citizen's life. Births, birthdays, deaths and marriages are all celebrated much like they are elsewhere, although festivities are on the conservative side. There are no lavish parties or enormous amounts of gift giving, because such a focus on the individual is seen as excessive and overly indulgent. On the other hand citizens are expected to be very expressive and flamboyant during the many annual communal celebrations, participating in the huge street gatherings and parties.

There are some unusual rites in the Alliance. Caste selection at 16 cycles is a joyous time when family, friends, old and new mentors gather to welcome the latest addition to adult society. Completion of apprenticeship, and protector or preceptor training are times for similar rites. Further advancement in rank or tier also continues in this vein, as all such changes mean that that citizen will be more productive in society.

Humanists expect to work hard but also to be recognized for such work. In all three castes there are various awards and even benefits to be gained by doing one's job well. For commoners awards take the form of certificates, corporate gifts and bonus pay for making that extra bit of commitment. These are generally handed out seasonally and on days of celebration. Consistently exceptional workers might even receive extra leave and paid holidays to expensive resorts.

Protectors have their own rites, usually related to physical or soldering prowess. Completion of training or missions usually has some form of informal rite associated with it, such as drinking binges, tattoos and special badges. HAPF and other protector force official awards are usually large and silver. Many award presentations are emotively worded and have long traditions associated with them.

Preceptors usually receive recognition by way of a government scholarship to help fund their work, although there do exist several scientific awards for excellence in various fields.

6.3.5 CLOTHING

Commoners wear uniforms more than most other leagues, and almost all client contact jobs require the wearing of a scarf, badge or hat that indicates profession and status. Accountability is a large part of Humanist life and all staff are required to wear identifying work numbers if citizens wish to raise a complaint or pass on praise. All citizens must carry their identification papers to be presented on demand to superiors and also when making a purchase of any kind.

Generally casual and work wear tends to be fairly durable and also very colorful. Rather than a drab society of shades, clothes come in a variety of colors and patterns. Humanist society tends to be fairly conservative in its attitude to sex and although there are few social stigmas associated with what clothing people wear, public nudity is considered deviant in all but a few rural areas. Citizens hence wear whatever clothes they have a fancy for, unless their work or socializing area has a dress code. Casual clothes tend to be fairly flowing and manifest a notable Grecian influence, with robes and sandals quite popular. Because of the high artistic presence in Gropius, fashions are a big issue for the community. Handmade clothing is becoming very popular. Gropius also has the Alliance's most cosmopolitan designs, many of which shock other Humanists with their near nudity.

Protectors are issued camouflaged fatigue suits and body armor appropriate to their assigned area. They also sport amazing levels of formal uniforms, with quantities of silver badges, medals and bars. The cyclic parades and ceremonies see them in resplendent attire, carrying swords and unit shields. Protectors of the Silver Watch serving as guards at the Illuminatus' Acropolis wear chrome plated turtle shell armor, similarly silvered weapons and equipment. They are a recognizable symbol of Perth around the globe, often pictured standing outside their similarly colored Gears and striders.

► Identification Cards

Identification for citizens is very important. All citizens carry a special polymer security card, which contains a picture of them, their name and citizen number. Cards also have an imbedded chip so that they can be scanned by protectors and security mechanisms. Commoners have a copper colored ID, which also has their address on it and current work designation.

Protectors have "dog tag" IDs as well as a silver ID card. Most carry both at all times but those on active field duty only carry dog tags, their cards left with a senior base officer. Preceptors always carry a gold colored ID card. When citizens are required to enter all secured facilities, a Magnetic Resonance Image (MRI) scan of their hand is carried out and compared to the one stored on the ID chip (and sometimes with a backup in the installation's records) to stop anyone but the owner using their card.

All cards are specially designed to be forgery-proof, and any use of a card is recorded, but abuses do occur. Anti-establishment groups, like the Freewill and Hehli movements, survive in part because they have found ways to bypass the ID system — generally thanks to expert computer forgers. HIRA agents are often assigned fake identities that are completely supported by background data. Of course, Alliance officials can always verify ID from extensive data banks on all citizens and visitors which keep track of everything from pictures and fingerprints to genetic codes.



6.3.6 FOOD AND DRINK

The Alliance is a very health conscious nation. The DHM makes sure all food meets minimal nutritional standards and does not pose an inordinate risk. The Humanist interest in biology and nutrition has led them to carry out large scale risk-benefit studies on a great many foods. Protectors and preceptors in particular have their diets regulated to benefit them. Regular medicals ensure that diets are correct. Many receive vitamin supplements for mental and physical health. Commoners are educated in what to eat but are not restricted too heavily in their choice of foods, except of course for those considered dangerous.

Typical meals are made from johar, wheat, giant grass and a broad variety of genetically engineered cereals and vegetables. Springer and hopper meat is also a staple meal component, shipped by rail from Raleigh to the rest of the Alliance. Fish and crustaceans from Lake Hawkins and the Esperance Basin rivers are common sights on the dinner table. Garden vegetables and fruits are highly prized and consequently are only available in expensive restaurants, at exclusive parties and on special occasions.

Nutritional research has provided the protectors with the healthiest meals available. Meals Ready to Eat (MREs) are tasty dehydrated food packages. MREs cater for operational specific tasks, such as patrol meals that are designed to "pep" the eater up for a good six hours and speed meals, which are designed to be quickly turned into energy for those on runs or fast marches. Medicinal meals are used for those who have been injured to help them rest and heal.

Preceptors enjoy sampling finely prepared foods and most restaurants and home delivery services catering to the caste supply food of fine quality. Any restaurant in the Alliance is required under law to accept preceptor tax-credits instead of dinars. This allows preceptors to visit even the most expensive establishments without having to dig into their meager stipend. HIRA monitors this system for abuse and it is considered an acceptable burden, given that preceptors are expected to consider the effect on the public purse and their own morality when using this system. A similar system exists for protectors, although monthly expense limits are in place based upon rank to avoid excessive cost to the community.

If the Alliance has any vice it must be alcohol. Moderation is of course expected, although those over imbibing on holidays or day breaks are not frowned upon that much as long as they do not get too sick or rowdy. Health risks associated with drinking are still relevant and over-indulgences that start to effect health will result in a ban from obtaining alcohol pending review. The level of stress in the Alliance means that many drink when off duty to relax. Oxford, Gropius, White Rock and Raleigh are all known for their beverage production. Being a connoisseur of wines and even beers is considered a respectable hobby by all castes. Imported alcohol is also popular throughout the Alliance.



Commoner Matt Hug

Matt Hug lives in Raleigh and works as a computer programmer for Dragon Programming Incorporated (DP Inc.), which specializes in game simulators. Hug is well known for his work on some of the most successful programs to come out of the company. Amongst the other programmers he works and socializes with he is known for his big appetite and legendary capacity for beer. A very laid back and friendly fellow, Hug is a big celebrity in Raleigh and Thebes (the company's headquarters). He is often involved in question and answer sessions on the fiber-optic forum channels associated with computer game software. He gives advice to those having trouble with his latest game puzzles. Recently, DP Inc. has even placed Hug's picture on the cover of software packaging, cashing in on his excellent reputation as a programming guru.

Matt Hug has also been working for the Department of Health and Morality for the last nineteen cycles. The complex scenarios and premises of the games reinforce social values and support other DHM agendas. In fact, all of Dragon Programming is an organ for the DHM, although only a select number of the employees know so. The secrecy involved in his job does weigh on Hug, however. A warm and open person, he hates not being able to share details of his job with those around him. This is especially difficult when dealing with Nico Gont, Matt's long-time companion and a fellow programmer. Nico constantly makes friendly suggestions that invariably go outside the constraints imposed by the DHM. Nico has begun to resent the fact that his helpful ideas are always rejected, seemingly without reason.

Stone Eyes

Stone Eyes is the latest DP Inc. release, a game that centers around the user's character role as a private brewer investigating a series of mysterious incidents on the Tobian Plain. DP Inc. has picked up on the current interest in the great standing stoneheads and the associated appearance of strange flattened grass designs, and produced a game that hints at the answers to this phenomena. The game's primary focus is puzzle solving, where the player must discover and piece together clues to various acts of deviancy. The first episode involves a grizzly murder near a remote standing stone.

The Department of Health and Morality actually own DP Inc. and this latest game is a complex piece of anti-Republican propaganda and psychological manipulation. Hidden within the game are such things as subliminal messages and adversaries with Republican accents and mannerisms. Hug is a loyal DHM operative, who is dedicated to serving the Alliance through computer game design.



6.4 ARTS AND ENTERTAINMENT

Arts and entertainment perform important tasks in Humanist society, more than just simple escapism. Careful censorship and cultivation are used to make sure that the "correct" image of the Alliance is portrayed, and the majority of material is uplifting and "morally" correct. Typical entertainment programs exist, although many have a high moral and scientific content. Dedicated interest and comedy shows are popular, as are shows that test knowledge. Most of the few well known commoners are trideo personalities.

All entertainment media, trideo, radio and electronic papers, have channels for specific castes. Preceptors routinely watch philosophical debates, enjoy the finer forms of art and listen to classical music. Protectors get historical lessons on war or reenactments. They also see war movies from other leagues, with appropriate preparatory warnings and commentary to make sure that adverse impressions of the Alliance society are not given.

Humanists enjoy some of the best and most fantastic holiday resorts on Terra Nova as well. Each cycle, citizens get two to six weeks off. Most go to a resort and others request to be attached to tours of other cities or even foreign locations. Most popular are the "Other World" or "Theme Park" resorts, where vacationers participate in elaborate recreations of historical and fantasy settings.

Throughout the cycle there are also festivals, parades and various communal activities. Mostly put on for the commoners, these events create a party atmosphere that sees citizens mixing on the streets in celebration. Artists from Gropius play a big part in making these events as colorful as possible. All commoners are required to participate in a certain amount of preparatory activity towards various events, to promote community spirit. Those that dedicate more of their free time earn more credit towards their annual holiday choice. Some resent this forced socialization, but they are careful about expressing their complaints for fear of reeducation.

6.4.1 CASTE ENTERTAINMENT PREFERENCES

There is an undeniable variation of interests and pursuits between the castes. Commoners tend to be the least definable, although they show the most interest in community festivals. Commoners, on the whole, seem to enjoy making a lot of noise and wearing garish colored clothing. They enjoy the all night parties and communal get-together on rest days.

Protectors are also fairly boisterous and enjoy rowdy gatherings. There tends to be a great deal more physical contact on such occasions and fights break out regularly, but they are all considered good fun as long as no permanent damage is done. Protectors are expected to let off a little steam on their time off but any one doing so on duty can expect severe reprimands in the least.

Preceptors have the most intellectual approach to entertainment. They tend to visit the theater, be connoisseurs of fine wines, and appreciate paintings, sculptures and other fine art. Many preceptors are patrons of libraries and museums, seeking throughout the Alliance and the whole of Terra Nova for a new item to add to the collection. It is considered prestigious to "discover" an unknown piece of art, literature, or fine classical music as much as if it were a scientific discovery.

► Theme Parks

The Alliance has many areas of entertainment. Traditional fairs and resorts exist, but what makes the Alliance really special are the huge historical theme parks, situated in fairly isolated parts of the countryside. Here little is likely to interfere with the suspension of disbelief they try to create. Amongst the largest and most popular parks are "Roaring Thirties," an AD 1930s espionage and detective recreation, "Land of the Samurai," a 1660s recreation of ancient Japan and "Colonial Venus," an AD 2745 space colony recreation. Several other smaller parks are just as popular.

Once a position in a park is earned, won or paid for, a citizen must for several weeks carefully study the details on its time period. They also have to attend recreation acting lessons, and learn about their character, familiarize themselves with the other characters they should know. Before entering the park they are required to dress and equip themselves with park clothes and equipment. Many of these devices actually hide such things as trideo recorders, radio head sets and other monitoring equipment.

These parks are a major attraction for budding thespians and amateur historians. At the park, participants engage in loosely scripted events each day. Trideo recorders record everything, allowing the parks controllers to coordinate park employees and automated equipment. Movies of each day's drama are spliced together and played on public trideo at a later date. Popular characters are voted on by watchers, and some citizens have found themselves asked to come and spend a whole season in the park. Foreigners are also allowed to participate, if they first pay the expensive cost and attend the two week intensive training workshop.

The success of Humanist theme parks has inspired some imitation abroad. A Republican theme park has recently opened in the Albigen region near Port Oasis, with a rotating set of themes that includes "The Glory of Eternal Rome" and "Knights of Kir Arya."



6.4.2 ARCHITECTURE

Typically Humanist architecture incorporates five distinct principles — harmony, symmetry, practicality, durability and inspiration — within an overall Greco-Roman style. This influence is most visible in the offices of government and state. Use of statues, fountains and broad plazas are designed to inspire and allow the populace to mix during festivities. The Alliance has beautiful and clean cities in general, of which Perth is the ultimate example. Humanist socio-psychologists believe that patterns and symmetry have a positive psychological effect on residents.

In general all the Alliance's cities are planned and orderly, having renovated and rebuilt themselves since the founding of the league to increase aesthetics and functionality. Everything from paint schemes to architecture, roads to aqueducts, were computer modeled and fitted into the greater city before being built. Careful rules and regulations make sure that urban areas are well structured and aesthetically pleasing. Each urban area can boast easy access to parks, fountains, play areas and cafés. Practical things such as public transport, shops and access to workplaces are always carefully considered, so that citizens do not have to travel too far.

Humanist symmetrical design tries to be very practical as well as aesthetic. The road and rail systems are some of the most efficient on the planet. Few citizens must travel more than an hour to work and even that would be by a well appointed high-speed train. Construction does not play catch-up as in most cities. Most construction is up to four cycles ahead of population growth, and few people can complain about traffic or parking. The availability of cheap public transport and accessible underground rail links has done a lot in this regard.

Because of the social importance placed on harmony in architecture, inspiration is sometimes the poor cousin of the five principles. Nevertheless, almost all architects strive to create unique and distinct designs that will nevertheless integrate into the surrounding neighborhood. The destruction wrought by the War of the Alliance has allowed a real flourishing in architecture because whole sectors had to be rebuilt or renovated. New center-piece buildings allowed a whole new style to be imposed on these areas, revitalizing many cities. Great glass atriums have been very popular in this renaissance, integrating nicely with the open Greco-Roman style of older constructions.

Surveillance and Security ◀

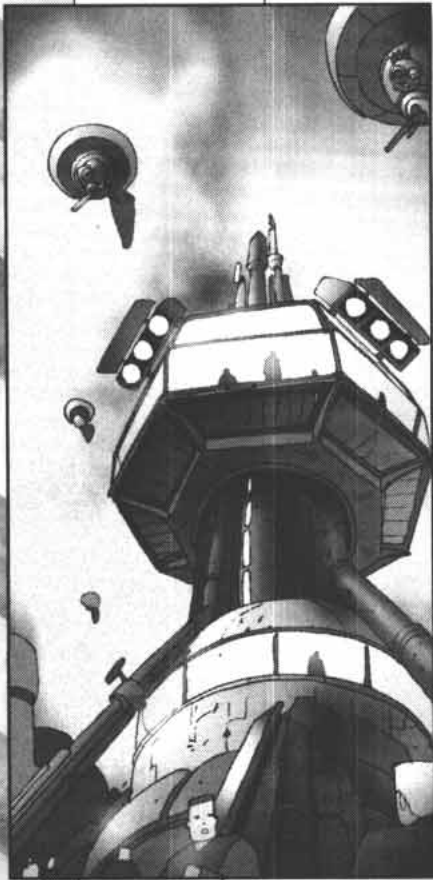
One of the Alliance's claims to fame is its paranoid fascination with surveillance and security. All public places are under surveillance from discreet built-in monitoring points. All government buildings are watched and points of entry and exit to the country and various cities are a wonder of overlapping systems. Protectors routinely control these systems from their bases to track deviants. Streets are well lit and in rural areas many light poles have thermal collectors that make them able to provide light through the night without being connected to a central power grid.

Humanist fascination with security is also evident in various structures designed to prevent crime and for the defense of the Alliance. Protector barracks are strategically placed near city gates, government buildings and public transport systems. These barrack buildings are heavily armored and most are half buried as well. Protector towers are another common sight. These stone and metal structures rise about three to five stories and are generally octagonal in shape. Many rural and border posts have an additional watch tower or a much larger construction which mounts field weapons.

The city-state of Raleigh features the most famous defensive towers, seven great structures that rise well above the rest of the community. These towers all serve security purposes because they house surveillance and defensive equipment, but many also offer commercial spaces. Two of the towers are purely military bases, one for the HAPF and the other for the MILICIA. The HAPF has a few other high-rise towers along the Badlands frontier, massive structures that serve as regional command posts and observation points. They also serve as visible markers of the border and reminders to citizens that they are protected — and watched.

Smart Houses ◀

Planned construction means that buildings are intended to last for a hundred cycles or so, before upgrade or demolition. Most buildings and houses in cities are of a "smart" design. Although this technology is available and used elsewhere on Terra Nova, the Alliance has made its inclusion a requirement in all urban constructions for the last 120 cycles. A smart design means that a computer does such things as monitor temperature and adjust automated systems to keep it at a comfortable level. Double glazing and electronically controlled window tinting also help maintain internal temperature. The system also has thermal roof tiles to generate solar power for water and electricity. Superior insulating materials keep the house cool and warm as appropriate over the 36 hour day. Mail, phone, and computers hook up to the local communications grid and allow for swift paperless communications. Most computers have add-ons that automatically record television and newspaper programs and articles that the inhabitant has chosen to collect. Smart houses minimize the need for cleaning and repairs. Automated drone vacuuming and floor washing machines are a luxury most commoners acquire at some point. Most systems are ecologically friendly on consumption of power and byproducts. Rural housing generally only benefits from power production and insulation designs, and therefore has none of the automated equipment.



6.5 TECHNOLOGY

Humanists love technology that make everyday tasks easier, especially if it is something they can carry or wear. In the Alliance technology has become fashion, and there are many computer and microelectronics companies in Perth and Thebes — and a handful in Gropius — that pursue this market. Tiny personal phones that link into the microwave cells in all cities and many towns are considered a must for all castes. Many use what has been termed “clever” technology, which is in reality a suite of well written expert system software protocols. This software does things automatically, like transferring communication calls to where the owner is, bringing up associated or commonly referenced information and generally acting to facilitate owners. Humanist computer technology is in most cases compatible across the league, and program interfaces are in Intralingua to make them as easily and instinctive to use as possible. Many popular gadgets are made to appear as normal fashion accessories, like glasses, watches and armllets.

The Humanist Alliance is at the cutting edge of the electronic and biological sciences. Even in areas it is not at the top in, it is not far behind. For example the Alliance has spent considerable effort and time recovering CEF technology, reverse-engineering it and using the findings to advance its own technology. Project Golden Bow in Thebes is engaged in implementation of this new technology at present. The Alliance also has upgraded and heavily invested in a hover vehicle project that has allowed more powerful vehicles to be developed, as well as the secret hovertank operation known as Project Rook (see p. 64 and p. 70 for more details on these projects).

Other technological advances have been made with drones and sensors, both areas in which the Alliance specialized prior to the war. Since then, they have rapidly expanded to take advantage of the new developments. Corporations such as Aardman Electronics (see **Character Compendium 1**, p. 94), Sea Horse Industries and Thebes Design Industries are making names for themselves in Southern markets for their excellent products. In the Alliance the proliferation of drone technology can be seen in everything from mundane housework to city surveillance. Border posts and reconnaissance units field drones, such as the Butterfly and Canis to patrol, and this has allowed many commoners to supplement protector elements.

The Alliance also leads the use of genetic manipulation and accelerated growth processes in flora and fauna. The work at Oxford in these fields has allowed the Tobian Plain to be used to grow many Earth plant varieties that could not naturally survive there. Corn, barley and wheat not only grow but mature with greater speed and to larger size than they would on Earth. Other related fields have always been fairly advanced. Humanist preoccupation with deviance has led to a great deal of research into advancing the human race. From conception to death, science is used to find ways of helping citizens. Genetic compatibility of couples, oxygenation of fetuses, protein diets, genetic manipulation, psychological conditioning, psychopharmacology, and neurophysiology are all examples of techniques being employed by the Alliance.

► Preceptor Karla Guilder

Guilder is the Alliance’s leading authority on neural net interfacing. Working at the University of Perth (UoP) she heads the league’s research into direct neural net interfacing (see *6.3.1 Language*, p. 79). An expert linguist and neural surgeon, Guilder believes brainwave electronics and subvocal patterns are the key to creating the next generation of neural net interfaces. If successful the devices would allow unprecedented ease of control of machines, and her work is currently focused on the control of Gears because of the vehicles’ humanoid shape. She believes that the humanoid shaped machines will be much more “natural” to control for the human brain.

Guilder is a renowned beauty and can be seen at many of the popular preceptor entertainment spots. She enjoys fine wines and classical music, and is well known for her repartee. Although not one to seek out the limelight, she has difficulty avoiding it because of her charisma — and the fact she is still single. The importance of her work means that she has a permanent HIRA detail to make sure that nothing untoward happens to her.

► Project Puppet

Project Puppet is the code name given to Guilder’s research into advanced interfaces and their use in Gears. The project has four specially rebuilt Jäger Gears and a number of test pilots for field testing. Much of the project is housed in a huge complex under a residential block near the UoP. At the facilities center is the obstacle course for the Gears. Guilder gets on well with her research group and the pilots, insisting on an informal atmosphere where everybody is on a first name basis. Two of her test pilots are secretly infatuated with Guilder, and a rivalry has developed between them for her affections. Guilder has noted unusual brain wave activity from both of them and is trying to track down the cause. Knowing that they will be expelled from the project, both pilots even cover for each other so that they can stay close to Guilder. Recently Guilder has been taking her test Gears out to isolated sites to give them a real field test. The complex has a dock onto cities canals which allows her to ferry her team and test equipment to anywhere on the edge of Lake Hawkins. Results of the project have been limited thus far. Indeed, the device is not a straight “thought control” system, but rather a sensitive apparatus that responds to subvocals and some brainwave patterns. So far only crude motion is possible and most of the work is done by the Gear’s own CPU.



FALSE FLAG

The parade had already begun when Karyn Awenol, brightly dressed to fit in with the festivities around her, slid into the crowd. She watched protectors march in order with their banners flying. The shining Gears of the Illuminatus' own Silver Watch passed right by her. A Northern diplomat, Awenol knew that she would be watched closely, but her orders were clear. Masquerading as a SRID agent, she had to get the information on the Sagittarius strider program from the Republican sympathizer the Intelligence Service had identified within Allied Defense Works. The ADW compound was under strictest security, but today's festivities were bringing out the large strider to be seen.

She tightly held an optical laser communicator "pen," which she waited impatiently to use. Awenol began throwing confettis and cheering with those around her. Almost shocked by the unexpected figure of the strider, she hustled to the barrier edge drawing puzzled and annoyed looks from those around her. Awenol recognized the symbol of the Poets' Tears and finally found the number of the vehicle she was searching for. She threw a streamer and pretended to fumble, dropping it to the ground. As she bent and picked it up, she held the pen to her eye and pointed it at the strider's sensor pod. A press of a stud and a green light faintly glimmered to register that the download was in progress. A second later the pulse of data from the strider was complete. She stood and tossed the streamer at the cockpit of the machine. Now she had to get back to the safe house.

Awenol waited a while longer, watching a formation of springer-mounted soldiers pass by. When she thought enough time had passed, she turned to leave, looking around at the faces to see if any were looking at her. She froze as she spotted a known face; a cold knot settled in the belly. A tall, mustached man stood on a balcony above her next to a young cheering schoolboy. She had seen his face in one of the briefs. His name was Austyn and he was a HIRA officer. Awenol knew the officer was here for her.

Perhaps Austyn hoped he had not been spotted, because he bent down next to the boy and engaged him in conversation. Awenol fled, struggling to contain mounting panic. She had the data, which she was sure would support her theory that the Alliance was downplaying the capabilities of the Sagittarius. It was a lucky break setting up the "false flag" operation to get this data in the first place. She would be thanking Mamoud again tonight that the Northern Guard Intelligence Service uncovered the strider pilot before HIRA or SRID did. But if this data was as explosive as she hoped, the Humanists would definitely want it contained, at almost any price. Awenol was well briefed on Humanist interrogation techniques.

Once she was out of the dense crowd along the parade route, Awenol picked up the pace. She looked behind her and saw that Austyn was gone from the balcony. He must be making his way to her, she thought and she began to run, trying to make it to back streets and alleys where she had hidden her car. Her access was suddenly blocked by a city protector van that began disgorging uniformed officers. She hesitated a second and others appeared around her as commoner citizens fell back before the signs of authority. Before she could react, Austyn was at her side.

"It is best that you stay quiet unless you want to end up in Tatant." He turned to the approaching protectors and flashed an ID. "Thank you, this is now in HIRA hands. Please return to you assigned duties."

A car pulled up moments later and she was ushered in, wondering whether she would ever see the sweet-smelling pine forests of her homeland again — or even remember them at all.



7.1 DESIGNING A HUMANIST CHARACTER

Characters from the Alliance will be defined by their caste in many ways. Preceptors are typically scientists, leaders and decision makers, and have a pensive, logical and diplomatic attitude. Protectors are trained to police society and fight potential aggressors; they are also usually extroverts, chosen for their ability to act decisively in times of crisis. Commoners can be from a myriad of roles that do not include work done by the other castes. Although many successful senior merchants and bureaucrats will be in positions to make important decisions, they almost certainly will not effect the Alliance in any significant way. Commoners are generally friendly and open, looking upon the other two castes as elder siblings. In choosing a character caste one needs to meet minimum requirements in abilities to have been selected for that caste in the first place. Each caste also receives a series of mandatory skills during their early training, regardless of the specific path/career they are to take.

7.1.1 CONCEPT, BACKGROUND AND SUBPLOTS

The Gamemaster and Player should work together when designing a character, deciding upon the implications of caste, career and background. With each choice should come the consideration for potential subplots, contacts, friends and enemies. This process can also be worked backwards if the Player has an idea for a personality or career. By looking for justifications while building the character's background, other consequences may come up which will add dimension and depth to the basic concept.

A mentor should also be drawn up for the character, and the relationship between teacher and student should be considered carefully as this is an essential part of Humanist existence. The mentor is very likely to be further advanced in the field that the character is pursuing, and his friends and enemies may likewise become the character's own.

7.1.2 ATTRIBUTES AND SKILLS

Due to the fairly intensive education received in the Alliance and ongoing training by mentors throughout a citizen's life, most people are relatively well educated compared to those in other leagues. Few adult citizens will have Knowledge less than 0. Similarly Fitness is generally at least 0 for those who are not old, handicapped or sickly because of the excellent Humanist health system. All castes are expected to have hobbies outside their fields of work, although for preceptors this generally ends up being closely related to their work. Many citizens have physical hobbies like sports or hiking. The Alliance education system teaches Intralingua and Universal French as standard, for they are the native tongues of the league. Those in careers likely to bring them into contact with foreigners get training in the appropriate languages, with Anglic being the most widely taught.

● PRECEPTORS

No one becomes a preceptor unless they show certain advanced natural abilities. Almost all preceptors have at least the Knowledge and Willpower Attributes at +1. Perception, Creativity and Influence are also important. Potential and acting leaders almost invariably have +1 or more in Willpower and Influence. Because the preceptors are the peak of the population a high proportion even have +2 in one Attribute, and will find that their career focuses on Skills that take advantage of that ability.

Typical minimum Skills for a preceptor are Bureaucracy 1, Law 1, Teaching 1, Level 2 in a Knowledge based field. Etiquette, Computer, Leadership, Social Sciences and Psychology are also common.

● PROTECTORS

Protectors, like preceptors, are selected for their natural abilities but these are a mix of physical abilities and the less easily quantifiable ability to remain loyal and dedicated to the Humanist cause. Few protectors have below average Agility, Fitness or Perception. Many have these three Attributes at +1 or more, especially Agility.

Typical minimum Skills for a protector are Athletics 1, Combat Sense 1, Dodge 1, Hand-to-Hand 1, Melee 1, Notice 1, Small Arms 1. Officers usually have additional skills such as Tactics, Communications, Electronic Warfare, Intimidate, Bureaucracy and Leadership. Many have a WIL of 1 or more as well.

● COMMONERS

Commoners have absolutely no minimum requirements in terms of Attributes, although the education system means that few commoners have negative scores in Knowledge. There are no minimum commoner Skills although there are restrictions. Commoners are not allowed to study combat skills or certain fields of science and social control.

7.2 EQUIPMENT

The Humanist Alliance is a league very much focused on the use of technology in everyday life. Perth, Thebes and to some small extent Gropius, produce huge varieties of gadgets to meet the high demand of Alliance citizens. Most of these devices are not cheap mass produced toys, but rather cleverly crafted and highly miniaturized pieces of technology. They are prevalent throughout the society, although more so in highly urbanized areas.

7.2.1 WEAPONS

The use of the combination dart and ballistic guns is the hallmark of the protectors around the globe. These weapons are called Sfika, Intralingua for spike or dart thrower. The use of dart guns has led to the creation of a number of mass produced drugs to be delivered by them. Use of sedatives has resulted in a "shoot first and ask questions latter" safety policy amongst protectors. The use of fatal or more exotic toxins is highly secret and restricted. Underwater Sfika weapons exist, but both the weapons and their ammunition cost three times as much, and have their ranges halved. The first number after Sfika is the caliber in millimeters and the second number is the weapon type, "P" for pistol, "F" for flechette gun and "R" for rifle. Weapons that are purely dart versions have a "D" suffix as well. Statistics and prices below are for combination weapons, with purely dart weapons costing about half as much. Damage and ammo given are first for normal rounds and second of darts. Darts only ever do damage equivalent of an MoS of 1 to targets hit, although damage should be calculated for the purposes of penetrating armor. Flechette Sfika are considered to have hit with a number of darts equal to the MoS for purposes of determining the number of drug injections the target receives. Dart rounds do not need to cause a Flesh Wound for the drug to take effect, but they do need to penetrate armor.

Humanist Weapons

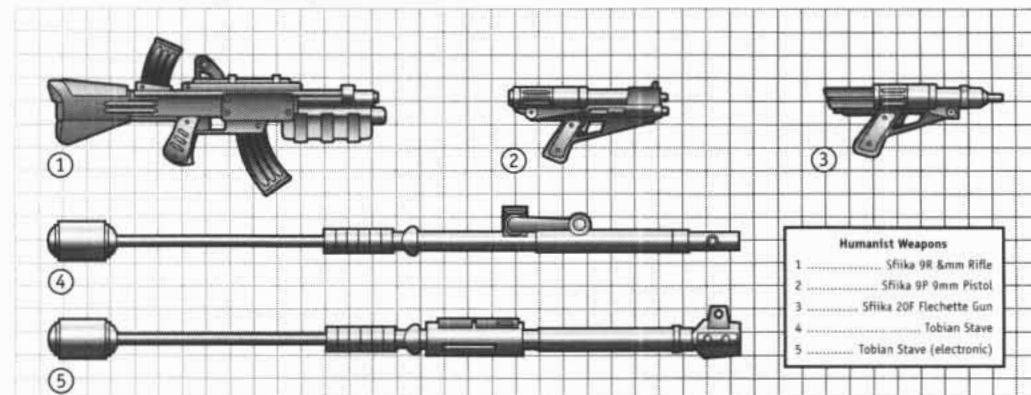
Weapon	Accuracy	Damage X	Range (m)	ROF	Ammo	Cost
Sfika 9P 9mm Pistol	+0	15/5	5/10/20/40	0	13/20	600
Sfika 7R 7mm Rifle	+0	22/7	50/100/200/400	0	20/20	900
Sfika 20F Flechette Gun	+1	25/8	0/20/40/80	0	10/10	700
Tobian Stave	+0	AD+7	close combat	-	-	20
Tobian Stave (electronic)	+0	AD+4	close combat	-	-	50-250

Sfika Drug Rounds

Round Type	Potency	Effects	Onset Time	Availability
Knockout	9 to 12*	sedative	1-3 rounds (18 seconds)*	Very Common for protectors
Fatal	13	fatal toxin	2 rounds (12 seconds)	Rare (military units only)
Rage	12	hallucinogen/special**	3 rounds (18 seconds)	secret/experimental

* Knockout rounds are available in variable strengths. Generally, the higher the Potency, the faster the Onset Time. The standard is Potency 9, Onset 3 rounds.

** Rage is a newly developed drug which is being considered purely for military purposes. It is a hallucinogen that creates intense paranoia, anger and anxiety. Victims are likely to attack anyone near them after a few seconds, believing they are their worst enemy. If the victim gets a Margin of Failure of 4 or more on his Health Test he will have to pass a WIL roll against a Threshold of 6 to avoid attacking the closest person.



7.2.2 COMMONER EQUIPMENT

A variety of fairly unique equipment types have come out of the Alliance. Particular geographic needs have brought about the Gardenan deep dive suits, for use within MacAllen tunnels, as well as the Tobian stave, to help navigate on the giant grass plains. The Humanist justice system brought into being the justice bracelet to allow home detention and restricted mobility for deviants. Finally the survival poncho has become a fashion accessory in Raleigh and with Humanists living in the northern areas of the Alliance.

► Tobian Stave

On the Tobian Plains, the presence of the giant grasses makes navigation very difficult. This is overcome with use of a long walking staff, or as the Humanists prefer to call it "stave." The basic version incorporates a simple yet effective periscope to allow landmarks to be spotted over the high grass. The electronic version also incorporates a simple light for signaling and a two-way radio. The computerized version carries a miniaturized and cushioned computer system that acts as a memcompass and mapping system. Other versions have satellite reference systems for even easier referencing in particularly long patches of grass, where the horizon cannot be seen, or in bad weather. The more sophisticated staves are not very useful in combat, because they tend to be heavily damaged by heavy impacts. Basic staves cost 50 dinars, while electronic one cost 100, computerized one 150 and satellite equipped ones 250.

► Survival Poncho

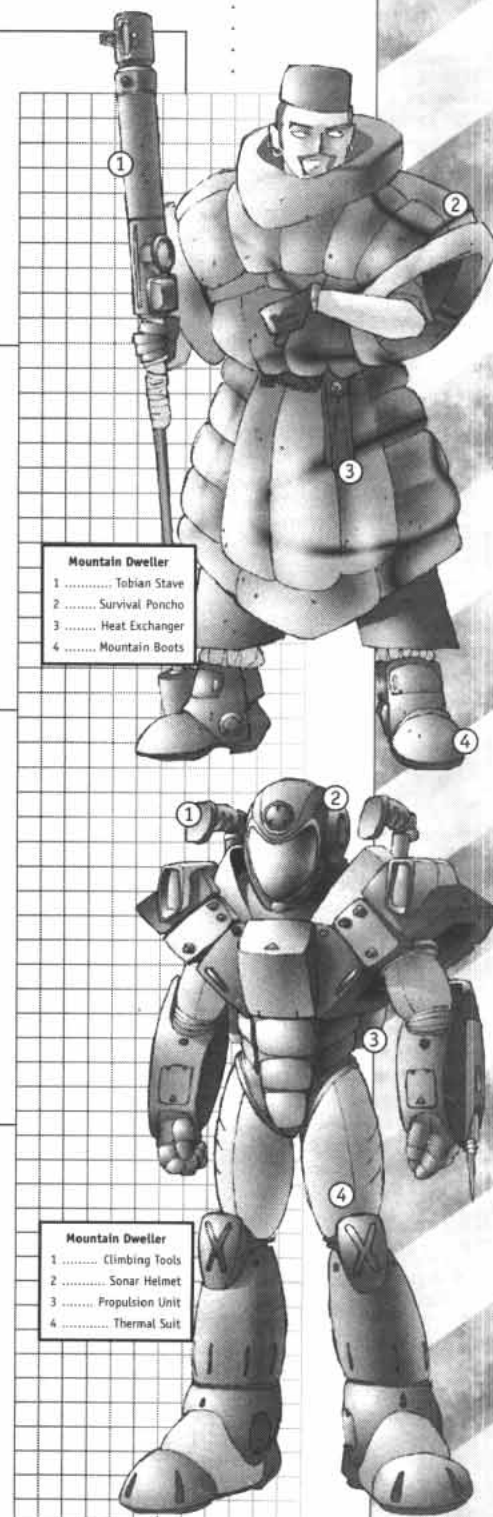
Like many Southerners and Badlanders, Humanist use cloaks and ponchos to provide protection from the harsh environment. While standard waterproof jungle cloaks and desert ponchos with heat exchangers are available, many Humanists in the wilderness use a special type of poncho that features an array of inflatable chambers. When inflated at half-pressure, the chambers provide extra insulation in cold climates (the Badlands at night or the mountains) without greatly limiting mobility. Inflating the chambers further allows soldiers and explorers to wear the poncho as a cushioned sleeping bag by resting in the fetal position. Thanks to selective inflation of areas around the torso and straps to keep the poncho tied to the body, it can also serve as a floatation device to aid in crossing rivers and swamps. A standard waterproof poncho with manually inflated chambers costs 125 dinars; more advanced forms with heat-exchangers and compressed air pumps can cost up to 850 dinars. The most advanced ponchos, featuring heat-exchanging gel and electric systems for true all-weather protection, can cost up to 1700 dinars.

► Justice Bracelet

Many deviants find themselves returned fairly quickly to society, but are subject to house arrest and have restricted access to society. This is monitored by an ankle or arm bracelet made of a hardened alloy composite, housing a micro-processor, long life battery, drug injector and radio communicator. This device is worn at all times and monitors the wearer's pulse, broadcasting it and identification details in an encrypted radio signal every few seconds to the protector radio grid that covers all of the Alliance's cities, much like the mobile phone network. The transmitter itself has a range of only 1.5 kilometers. The device makes sure through interface with the local protector database system that the restrictions on the bracelet's wearer are respected. Such conditions include house arrest and limited access to areas that they have previously been involved in committing crimes. One of the many other conditions is the alerting of nearby protectors to the individual's presence, when they are on patrol, to help the wearer's surveillance. They are also used in detention areas to track inmates. The sedative injection (Potency 11, Onset Time 5 rounds) takes place automatically if the bracelet is damaged or tampered with, transmitting a radio alarm to protectors. Justice bracelets are not for sale, but cost around 500 dinars to produce.

► Gardenan Deep Dive Suits

A special dive suit has been developed for those who operate in the MacAllen tunnels. It includes a waterproof thermal insulating body suit with rubber covered joint and head protection. The suit provides protection equivalent to that of a medium flak suit (Armor 30) due to the hardened dive carapace that fits around a diver's body, and also allows operations at depths of up to three kilometers. The suits come with a sophisticated helmet which has a sonar imaging system built into it which superimposes surroundings onto a heads-up display. It also has shoulder lights, an emergency underwater beacon, special four-hour deep-dive air supply tanks, and two small gill units (one being a back up) that extract oxygen out of the water for shallow dives and extended dive times. Many suits carry underwater climbing equipment, which includes a spike gun for placing hooks into the hard rock of the tunnels. Although each suit has a small propulsion unit located in the backpack for short trips, few protectors go without the assistance of a motorized underwater propellant unit in the form of a bike or sled. The backpack system has a movement speed of about 12 kph (2 MP) underwater, whilst the bikes and sleds allow anything from 24 to 48 kph (4 to 8 MP) submersed, and usually have an eight hour fuel cell. Suits cost 10,000 dinars.

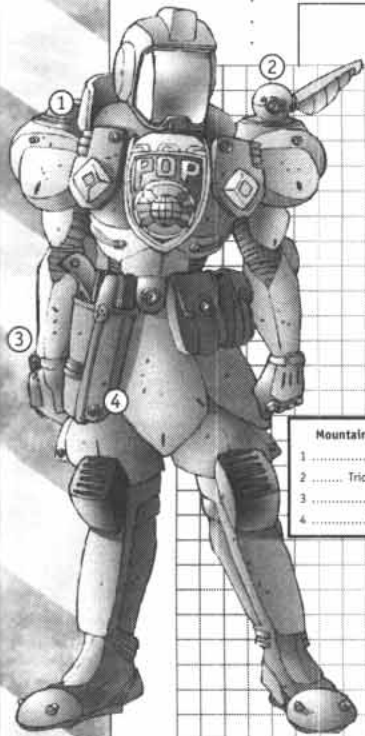


Mountain Dweller
 1 Tobian Stave
 2 Survival Poncho
 3 Heat Exchanger
 4 Mountain Boots

Mountain Dweller
 1 Climbing Tools
 2 Sonar Helmet
 3 Propulsion Unit
 4 Thermal Suit

7.2.3 SECURITY EQUIPMENT

Humanist protectors wear and carry some very sophisticated equipment designed to keep them in close contact with superiors, as well providing built-in devices to assist in their work. A notable highlight is the use of a large amount of surveillance equipment, which is readily used to provide evidence in judicial hearings. Their Sfika weapons allow protectors to employ tranquilizers to minimize trauma and death to deviants. A need for ultra safe radio communication by specialized Humanist groups has brought about the Encrypted Radio Communicator.



Mountain Dweller
 1 POP Suit
 2 Trideo Recorder
 3 Dataglove
 4 Sfika Pistol

Public Order Protector (POP) Suit ◀

POPs wear special customized medium flak suits, with built in equipment to help them carry out their duties. Each suit includes a shoulder-mounted oscillating red and orange flashing light coupled with a siren. On the other shoulder is a trideo recorder, which incorporates an encryption and broadcast unit to relay images back to a base station. The helmet incorporates military grade technology including night-vision and thermograph goggles. A military throat/ear comm set is also integral to the helmet. A dataglove is incorporated into the suit and allows information to be accessed from the central database. The suit also monitors the protector's vital signs and alerts local command if the protector displays unusual activity. A video feed to the helmet allows deviant suspect pictures and location reference information to be displayed to POPs. The suits also have pockets and carry "snap-on" gas masks, personal medical kits, spare ammunition and a powerful flashlight. POP suits are considered standard medium flak suits (Armor 30, Encumbrance 0), although they are not concealable. They cost 3000 dinars to produce.

Sfika Weapons ◀

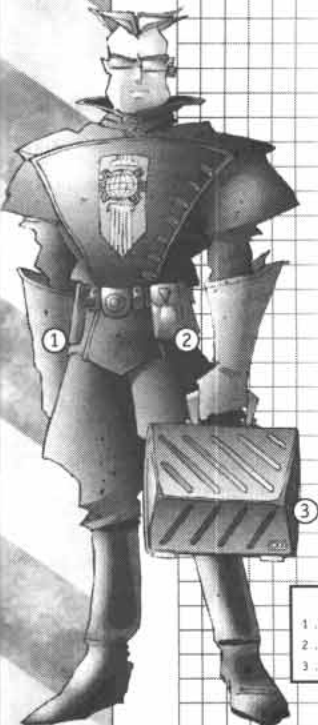
The Alliance manufactures dart rounds to go inside most standard firearms, with preferences for 6 to 9mm weapons. They also produce rifles and pistols which specifically fire darts, and all urban located protectors, such as POPs, carry such weapons to avoid killing and maiming deviants. Sfika weapons also have a separate barrel usually with a 7 or 9mm conventional round but these are only employed if targets are protected against darts by armor or other shielding. Conventional rounds are also used to knock out vehicles and take down animals. Dart weapons are not the exclusive domain of the city protector, however. Many units in the field find use for a weapon that is relatively quiet, and does not have a muzzle flash or high infrared signature. As a matter of general policy it is rare that non-military protectors are issued fully automatic weapons. Sfika weapons also work much better underwater than conventional rounds and special "dry/wet" weapons have been made to allow protectors to use darts underwater and conventional rounds above.

Encrypted Radio Communicator (ERC) ◀

Protectors and others communicating highly classified material by way of radio use special one-time encryption data cards to pass information to one another. These cards mean that only someone with the identical card can crack the coded radio message they receive. Cards allow encryption for about fifty minutes of speech, or the equivalent amount of digital data. The loss of cards to enemy forces, spies and the like, is only a short term loss that a new card combination will eliminate. ERCs are only used by those involved in transmitting very sensitive information, and are most often employed by HIRA agents, special protector teams and the HAPF intelligence section.

Truth Case ◀

The truth case is a portable "interview assistant" used by both the Department of Health and Morality and the Humanist Insight and Regulatory Authority. It is a slim-line case housing a whole suite of devices and supplies for interrogation and interviewing. The basic systems include a micro computer, trideo recorder, polygraph and truth serum drug kit. The polygraph is a very sophisticated device that monitors not only pulse and body temperature, but eye movement and electro-nervous activity. Armed with this and an extensive databank of previous readings, an inquisitor can establish not only whether someone is being deceitful, but the nature and the seriousness of the lie. The case is carried by all DHM inquisitors and many HIRA groups. It is used to assist interviews and interrogations when away from reeducation facilities. Specially trained personnel can also use some of the case's equipment for basic hypnotherapy and mild reeducation. The polygraph can help in the hypnosis procedure by giving the interviewer a precise measure of the subject's state of mind. The truth case is not designed for this purpose, however, and specially designed reeducation equipment is generally more effective. It is a highly restricted device which cannot be opened without the right ID card or used once open without passing a retina and voice scan. Cases are issued to a single person. They are never sold outside the Alliance, and all have a small internal explosive charged designed to destroy the contents if they are tampered with. All cases have a radio beacon which can be triggered with the specific code for that case to allow it to be tracked within a five kilometer radius. They also have a panic button if the interviewer needs help with the interviewee. Truth cases grant a +2 bonus to Interrogation attempts when used by someone with Interrogation level 2 and Computer level 1. They grant a +1 to Psychology rolls used for hypnosis when used by someone with Psychology level 3 (or level 2 with a Specialization in hypnosis) and Computer level 1.



Mountain Dweller
 1 ERC Supply
 2 Spare Battery Packs
 3 Truth Case

7.3 HUMANIST CAMPAIGNS

The easiest way to run a **Heavy Gear** campaign set in the Humanist Alliance is to tie players with a powerful government organization or other group that will be able to give them the resources and freedom they need to move around in this heavily controlled and monitored society. Other possibilities lie with characters who would be classified as deviants, like lone rebels or commoners breaking their programming (like the Hehli and Hypolite's Free Alliance Movement).

PC caste mix should be a serious consideration in any Humanist campaign. Since castes do not spend a great deal of time mixing socially, a campaign involving mixed castes will most likely be work related. All government departments have mixed work groups, with HIRA and the DHM cells being excellent examples. Scientific parties are another good example of groups where castes will mix and rely on one another. This is not to say that a single or double caste group does not have roleplaying potential, but there are some limitations to be remembered. Commoner groups are unlikely to have authority to do much by themselves. Protectors attempting major operations without preceptors are going to have to obtain much approval for resources unless the campaign is purely military. Even then preceptors exist within the HAPF command structure to advise on tactics and monitor moral and would most certainly have an oversight role. Preceptor groups are also possible, but they do not tend to have many practical skills and will need support from commoners most of the time.

● PERSONAL FREEDOM

Personal freedom is a dangerous issue in the Humanist Alliance. The interests of the individual are always seen in light of the social interests of the whole community and so rights and freedoms can seem very transitive to outsiders (or Players used to liberal democratic standards). Stories involving personal freedom can take many forms. Player Characters can be "tempted" away from their social duty by bonds of friendship or pure greed. They can see (or suffer) the degradation of reeducation. Gamemasters should be careful, however, not to make this a one-sided theme. Try to make Players see that the Humanist system is valid in its own right — Players could come into contact with free thinkers who have cost the Alliance a great deal, like preceptors who are tempted by foreign spies or protectors who are less-than-stellar in their duty. Of course, when the PCs (or their friends) are accused of the same laxness, things become far more complicated...

● NATIONAL LIBERATION

The Alliance is locked in a long-term, but increasingly desperate struggle for liberation from the clutches of the Southern Republic. Operation: LongNight has put a great deal of strain on the league and some say it is cracking at the seams. HIRA and SRID are fighting a deadly battle across the South. Player Characters can easily get caught up in this struggle. They could be recruited by one side or the other, each playing to different loyalties. Most Humanist characters will likely be receptive to helping their culture struggle against the "oppressor," but again there are two sides to the issue. PCs should see both the bondage of the AST and the openings it has created for some Humanists. While stories of uncovering SRID spies or dodging HIRA enforcers (depending on what side PCs are on) can be entertaining, more personal and ambiguous issues should come up. What happens when the "evil Republicans" save the PCs from reeducation?

● VIOLENCE

For many, the Alliance is an island of peace on Terra Nova. Humanist authorities almost never have to put up with blazing gun battles in city streets, and most violent activities are covert, with the public never even being aware of their existence. Violence on the part of even a Humanist PC is likely to lead to reprimands and perhaps reeducation. For foreigners causing such disturbance, massive city and area-wide clamp downs by protectors are almost guaranteed. Nevertheless, **Heavy Gear** is an action-adventure game and violence is bound to happen. Gamemasters should give fair warning that violence has serious consequences, letting PCs get "off the hook" a few times before clamping down. The point is not to punish PCs, but to get them to solve problems in other ways.

● YOU ARE BEING WATCHED

The urban centers of the Humanist Alliance feature the most advanced large-scale monitoring systems on the globe. Streets are under video surveillance, ID cards are scanned at public entrances and logs are reviewed by expert systems around the clock. This can easily lend a sense of paranoia to a campaign. PCs who are part of the authorities (POPs, HIRA agents, DHM investigators, etc.) will likely benefit from these systems, using them to track deviants and enemy agents. Those operation illegally (Hehli, MILICIAmen, etc.) will have to be very careful lest they be trapped by these same systems. Even in the former case, however, the constant monitoring and the threat of reeducation that it entails should creep into the campaign. HIRA agents who regularly use the monitoring systems to defeat enemies could suddenly find themselves under investigation and realize just how exposed they are. Gamemasters can also play with the fact that so much information leads to a great bureaucratic morass — records can become lost and vital information should never just appear when the PCs ask for it. This can hamper PC investigators and aid PC "deviants."

7.3.1 CLOAK AND SFIHA

One of the most dynamic campaign themes in the Alliance concerns the conflict between the Alliance and other leagues, particularly the Southern Republic. Espionage is increasingly commonplace in the Alliance as efforts are made to halt the creeping infestation of the SRID. PCs can easily fall into the roles of defenders or adversaries of the Alliance, caught up in the protection or theft of industrial secrets, military plans or other sensitive material.

An espionage campaign will likely see the players working for HIRA, Gavin Hypolite's Free Alliance Movement or one of the Alliance's enemies. An example of an experienced HIRA cell, the Purifiers (see **Character Compendium 1**, p. 132) might be a useful reference for Gamemasters guiding their own PCs' development. The HIRA cell structure only requires that the Gamemaster create the Player cell's controller in any depth at the beginning of the campaign. This should allow for a fairly swift start, with other HIRA NPCs being designed as they are needed during the adventure. Gamemasters should also give some thought to how helpful mentors will be, since Players lost for direction may seek them out for advice. It is more interesting if PCs solve problems themselves, however, so it might be a good idea to make most mentors difficult to contact and fairly cryptic on the pretense of security and secret agendas within HIRA.

Espionage in the Alliance can easily involve any of the Alliance's secret projects, as well as countering dissident groups like the Freewill and even the Cult of Gropius. It is highly likely that PCs will be pitted against SRID operatives. Whatever the adversary, it is important to try and develop a long term story thread around a certain objective or conflict. Within this there should be personalities which appear on both sides, to better generate a sense of identity within the game. As much as this form of campaign is fun to play because of the intrigue and action, it also offers plenty of roleplaying opportunities. There are Alliance organizations and citizens with their own agendas who may be under suspicion or needed for information. And of course there are the villainous enemies, in many cases protected by diplomatic immunity or hostages to assure their return at a dramatic moment.

Starting Point: Start Your Engines ◀

The Player Characters work for HIRA and are sent on a special mission to White Rock. A SRID agent has apparently "turned" a preceptor working at Allied Defense Works (ADW), and is in the process of trying to escape with a datadisk that has secret information about the Sagittarius strider project. The preceptor scientist was killed when she apparently had a change of mind. The computer system records her download of the material relating to the Alliance's deception over the capabilities of the Sagittarius. Fortunately the chip is heavily encrypted and is designed to set off alarms at all White Rock's entrances, so HIRA are confident it is still in the complex.

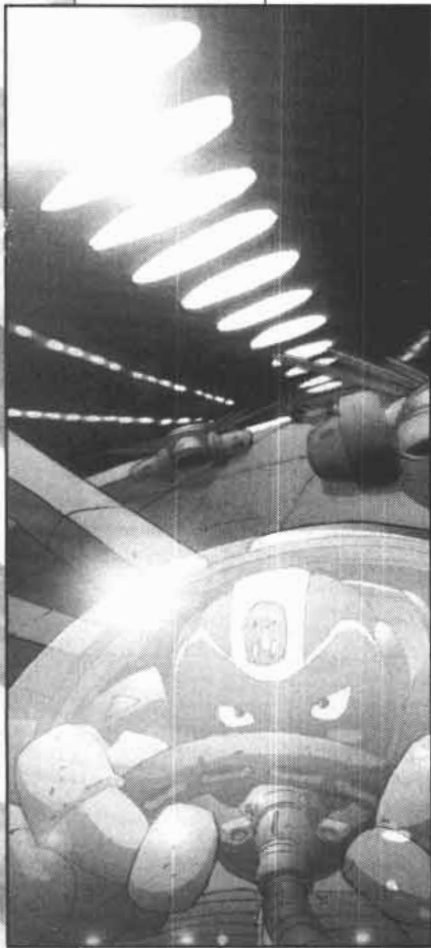
Unfortunately, the White Rock Open Rally is just about to take place. Racing teams from across the Alliance and the South are in town, and many of the Republican teams (or others) may be hiding spies. The Player Characters are in a race against time to identify which of the Southern teams has other SRID operatives in them with equipment that will allow the chip to be returned to the Republic. With the vehicle bays under close observation, and with diplomatic immunity, PCs pose as team members for a Thebes entry in hope of identifying SRID agents and then illegally breaking into their garage area in search of the chip. Unfortunately, even the protectors in White Rock cannot know of their mission.

Possible Campaign Variations ◀

Variation	Description
1	The SRID agent is psychopathic and wants to kill Humanist spies.
2	The PCs stumble upon drugs being brought into the Alliance and sold to preceptors.
3	Dominionite agents are trying to entice Humanists with promises of great wealth.
4	The PCs are actually disguised as an Emirate entry.
5	Another league's spies record PCs acting illegally and then blackmail them.
6	The chip is already gone, and Players must pursue it in the Republic.

Suggested Player Characters ◀

Character Type	Description
1	Psychologist and espionage expert (preceptor)
2	Interrogation specialist (preceptor)
3	Small arms specialist (protector)
4	Master of Disguise (protector)
5	Vehicle and surveillance specialist (protector)
6	Racing driver (commoner)



7.3.2 FIRST CONTACT

The Humanist jungles of the Esperance Basin and Emerald Belt regions are vast and varied. There are millions upon millions of insects, animals, reptiles and plants — many never seen by humans. Humanist expeditions must risk many dangers in the pursuit of science, but the risk has proven worth it again and again. New drugs and treatments for disease and injury have been discovered ever since mankind came to Terra Nova, and so the search continues.

In this campaign PCs form part of a scientific expedition, led by an aging preceptor who believes he is on the verge of making a great breakthrough. He desperately searches for a particular insect in the jungles, although he keeps secret the nature of his breakthrough. The PCs are commoners, protectors and preceptors assisting the professor in his search. The Gamemaster should introduce PCs to the hardships of jungle life, including the dangers of the many poisonous and carnivorous predators. Sessions will typically focus on the more unusual finds in these lands, such as lost tribes, ancient ruins, or mysterious, highly clever and never before discovered wild life. Dilemmas that form the center point of adventures will involve problem solving and lateral thinking to conquer obstacles. Action will center around surviving the wildlife and perhaps the occasional human foe in the form of a thief or spy within the group.

As time goes by PCs may become aware that the Professor's real intention is to find an ancient lost city. All he knows is that certain plant and insect remains were found among the possessions of the one person who has ever returned from it. She died before she could pass on the secret of its whereabouts, and the Professor is working from flora and fauna clues found in their equipment.

As the campaign progresses the PCs should start to become aware that there is more to this quest than a yellow and blue bug. Strange standing stones, ruins and giant stoneheads give rise to suspicions. The professor also has a rival, in the form of a student of his, who causes calamities for the expedition.

▶ Starting Point: Post-Mortem

The Professor has just recovered from a serious tropical disease, which wiped out half of his previous expedition. He is forming a new group, and the PCs are personally requested to assist him. PCs begin by preparing and traveling to the old camp site. The first few days are spent recovering equipment and picking up where the last expedition left off. This is the time to lay some clues in the form of now dead scientists' concerns about the professor or what his real quest is, to give an air of mystery and foreshadow future events. The Players are inoculated against the disease that killed half the previous expedition. As part of the clean-up they exhume the bodies of the first two to die, and find evidence that the disease may have been deliberately introduced via a blow dart. The professor's student is responsible for this and is using his own cataloging expedition as a cover to find the lost city. He used a blowgun taken from a captured native whose clan the PCs party will encounter any day now. The natives appear to be an offshoot of the "Two-Snake Cult" (see **Character Compendium 1**, p. 106) who are highly xenophobic.

The tribal cultists can be convinced to answer questions, but only after the PCs go through a grueling test to "purify their souls." This test should include a variety of deadly physical challenges (leaping through a raging fire, fighting a vicious jungle predator, etc.) and at least one mental challenge. The key to success should be cooperation between the participants.

▶ Possible Campaign Variations

Variation	Description
1	The Professor's student is backed by a Dominionite research group.
2	There is a spy for the Professor's student in the PCs group.
3	A DHM operative has been placed in the group to search for signs of deviance.
4	The student has placed a pheromone among the group's equipment that attracts a dangerous predator.
5	The group stumbles upon a secret SRID listening post and Gear refueling facility.
6	The group comes across part of CEF shuttle and then have to survive the Republic/Alliance fight over its remains.

▶ Suggested Player Characters

Character Type	Description
1	Biologist (preceptor)
2	Biochemist (preceptor)
3	Hunter and jungle expert (protector)
4	Field assistant (commoner)
5	Vehicle driver and mechanic (commoner)
6	Doctor (commoner)



7.3.3 STRANGERS IN A STRANGE LAND

The Republic keeps MILICIA forces in each of the other Southern leagues for their "security." In effect this is a precaution to make sure none of the leagues attempt to break with the Republic. This campaign centers around a MILICIA unit stationed in the Alliance. The PCs should be foot soldiers, Gear pilots or cavalry crew who find themselves in a land very different from their own. PCs can come from each of the three other Southern leagues, which allows for a great diversity in their perspectives on what they find in the Alliance.

Since the MILICIA is used to keep an eye on the Humanists, in this campaign the characters will find themselves continuously bumping heads with the Humanist Alliance Protection Force as they carry out their duties. When off duty, MILICIAmen will have to be careful to obey the comparatively strict laws of the Alliance. A simple drunken brawl, a common experience for MILICIA soldiers, may see special protector tactical units brought in to quell the disturbance. Many things that characters from other leagues take for granted or think of minor note, such as pornography and drug use, may be treated quite severely by the Department of Health and Morality inquisitors brought in to deal with the "foreign deviancy."

Any campaign should eventually lead into more significant activities directly relating to the Humanists. PCs may come across one of the many conflicts occurring between the Republic and the Alliance. They may be drawn into or stumble upon a struggle between HIRA and SRID agents in Thebes or Perth over advanced technology. In Gropius they might be used by SRID to help the Freewill terrorists. In Gardena they may be attacked by, manipulated by, or drawn into helping the Hehli in their struggle with the Republic. In an isolated part of the Alliance they may stumble onto a secret research center and suddenly become highly wanted by both the Humanists and the Republic — not a good prospect in either case. And in each of these campaigns they are likely to spend half their time struggling to come to grips with this most unusual society.

Starting Point: Psychopathic Tendencies ◀

The campaign begins with the Characters being transferred into the Alliance and shortly thereafter being caught in a gun battle while on duty or patrol. The assailant is a commoner who is armed with a Paxton Arms assault rifle. Since commoners are not meant to be violent and not even meant to know how to use firearms, after the incident (during which the commoner either is killed by the PCs or kills himself), the MILICIA want answers and the PCs are involved. A MILICIA intelligence officer wants to keep the incident as quiet as possible. Since the PCs are already aware of the situation the officer has them accompany him as his guard while he travels around the Alliance investigating the incident.

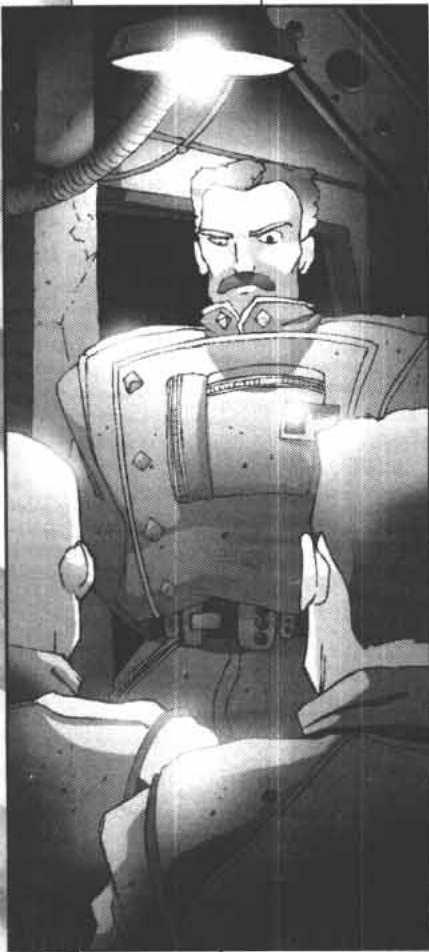
The dead man is a commoner who had just returned from a secret trip to Port Arthur for training as one of Gavin Hypolite's Free Alliance agents. He unfortunately was unstable to begin with and the education and training he received tipped him over the edge. Once back in the Alliance he stole a gun from a small weapons cache the movement had told him of and went after the Republicans. The movement and HIRA will both want to deter the investigator and PCs by any means necessary. The investigation may also be fouled by SRID or other Republican allies, who are seeking any trace of Hypolite's movement but may not want to expose themselves directly. The PCs, of course, make for a perfect (and expendable) cover...

Possible Campaign Variations ◀

Variation	Description
1	The characters are Republicans, perhaps even SRID investigators.
2	The trail takes them to Peace River and Port Arthur.
3	Agents of Gavin Hypolite attempt to recruit the PCs.
4	SRID dogs the group's investigation and complicates things.
5	The commoner was actually a victim of the drug "Rage."
6	The PCs stumble onto a plan to throw out the Republic and MILICIA forces.

Suggested Player Characters ◀

Character Type	Description
1	Junior intelligence officer.
2	Dominionite martial artist.
3	Disgraced Republican officer.
4	Medic.
5	Republican spy.
6	Communications specialist.



7.3.4 SECRET FACTIONS

As well as Hypolite's Free Alliance Movement, there are several other deviant groups not willing to accept the status quo. The Players could easily be drawn into the Hehli, Cult of Gropius, Freewill, Dreamers or any other smaller fringe group. Each has reasons they believe their cause is greater than that of the Alliance. They work toward their own agenda, and are likely to come into conflict with the Humanist government. With the exception of the Cult of Gropius, these groups are fairly small and hence individual actions can have widespread effects. Likewise Players have more opportunity to involve themselves in the group dynamics and politics and could become important figures in their movement.

A campaign revolving around one of these groups is also likely to be regionally oriented. The Hehli operate in Gardena, the Freewill in Gropius and the Dreamers near Raleigh. The flavor of these areas will heavily influence the atmosphere of the campaign. Hehli operate in a subterranean and often underwater environment, which is very different from most places on Terra Nova. A campaign set here will focus on submarines, spying on the MILICIA and avoiding the local authorities. The Freewill operate against the Alliance in a beautiful sprawling valley of vineyards with a bohemian atmosphere. A campaign here will involve the planning and execution of terrorist activities and possible coordination with Republican allies. A Dreamers campaign is likely to be set north of Raleigh, in the savannah lands along the herd routes. The focus here is will be survival and helping others free themselves from the oppression of the "spiritless existence" dominant in Humanist society.

The Cult of Gropius is the exception to the regional focus. Players in the Cult can easily be drawn into the workings of the religion and the politics of its members. They can also get caught up in the complexity and confusion of seeking Republican assistance while at the same time trying to free the Alliance from the Republic's grip. Cult followers also seek Yuri Gropius' original work, and a campaign could center around finding lost records from this time and then seeing their intentions brought about in society.

► Starting Point: Serpent's Tail

The Players are part of the Hehli, a cell that acts as troubleshooters to keep the underground's existence a secret from both Humanist and Republican authorities. SRID is devoting a lot of time to finding out what is going on down in Gardena's secretive Bluewater District, and their attempts to get their agents and submarines in the area risks to inadvertently uncover the Hehli base. The Players need to get good intelligence on the MILICIA's next series of underwater missions so that a plan to avoid discovery can be formulated. They must go undercover into the Republican cultural exchange areas in the River District and in one way or another try to find these details out. Both HIRA and the Republic use these bars and entertainment areas to find sympathizers and spot potential enemy agents. The MILICIAmen play tough compared to local Humanists, and Players will have to be careful not to get caught up in activities like drug abuse or fights. Once they get the information they will have to work out a plan to make sure that the area near the base is not searched, which may involve anything from computer record tampering to assassination.

An added complication can come into play with the appearance of another Bajan submarine in the caves near Gropius. They too risk stumbling across the Hehli and the movement may need to recruit aid to deflect them. The PCs get caught in the middle when they discover the Bajan sub.

► Possible Campaign Variations

Variation	Description
1	Players are HIRA agents trying to protect Bluewater.
2	Players are protectors who are secretly destroying Republican drones and submarines to protect Bluewater's secrets.
3	Players are SIU agents in the MILICIA involved in trying to discover what exactly is going on in Bluewater.
4	The Players are involved in a more active and aggressive recruiting operation to build up Hehli numbers.
5	Players are HAPF protectors based in Bluewater conducting long range operations into New Baja.
6	Players are HIRA agents going undercover to become Hehli to find out the extent of their operations.

► Suggested Player Characters

Character Type	Description
1	Sociologist (preceptor)
2	Underwater specialist (protector)
3	HIRA agent (protector)
4	Submarine pilot (commoner)
5	Aquafarmer (commoner)
6	Engineer (commoner)



7.3.5 KEEP ON THE BORDERLANDS

The borders of the Alliance are long and of varied terrain. The duty of securing them is given to the Humanist Alliance Protection Force and other specialized protectors. They must defend the borders from all sorts of transgressors. Some might be illegal immigrants from the Emirates, Dominion or Badlands looking for a better life. Others might be bandits, seeking to score money or salvage through a quick hit and run. Others could be more devious and organized, perhaps agents of foreign leagues come to spy on the Alliance. They steal across the borders on foot, in light vehicles and Gears. There are also those who try to leave the Alliance without permission. They might be defectors, disillusioned citizens or enemy agents fleeing justice, but all must be caught. This sometimes requires border patrol elements to apprehend them on foreign soil and retreat to the safety of the Alliance before they cause an international incident. The spread of civil war in the ESE has also made incursions by rebel and Emirate troops into the Alliance an ever-increasing problem.

Defending the Alliance borders requires men and women to spend long amounts of time on patrol and static duty far from other Humanists. Border defenders may be stationed in one of the many towers that dot the Alliance fringes. Or they might be vehicle or springer mounted patrollers. Highly specialized teams include the "sniffer" teams, that are usually transported into areas where intruders are known to be. They are part of a rapid response force that specializes in search and capture and offers a great deal of variety in mission profiles and areas that it can handle.

The military also do their fair share of border defense, although they usually get called in when intruders have military hardware such as Gears or stealth aircraft. The HAPF also deals with most of the heavily armed bandit and rover insertions, especially in the neutral savannah belt and Lonely Hills area north of the Alliance. Here they patrol for foreign spies who might be using the local and Badlander communities as listening posts or resupply locations. Forces must be careful to be diplomatic to try and keep the neutral communities on side. They must also deal with the MILICIA who conduct operations in the areas of patrol and like to test protectors on occasion.

Starting Point: Search and Capture ◀

The Players are a specialized rapid response "sniffer" team. They get stationed at one of the bases near the border and are expected to use their hopper to get to the last known locations of intruders or fugitives. From there, they conduct ground searches and (hopefully) capture the targets. It is dangerous work, and requires bravery and skill. Teams are composed of a mix of protectors and commoners. The preceptor team controller coordinates and advises by radio from the safety of a base and tower. In this initial adventure Players are responding to an emergency call from a remote farming community that reported the theft of a motorcycle. The thief is actually two SRID agents who had the rest of their cell captured by HIRA. They just managed to escape and now are trying to work their way across the Pacifica Range and back into the Republic. They will pick up camping and climbing gear along the way. They will also take a hostage or two. Part of the trick with this scenario is to make the Players think that there is only one fugitive, when there are in fact two. Such an underestimation can then be used to good advantage when the PCs catch up with the duo.

During the final confrontation, the PCs should learn to respect the skill of SRID agents. The two will use every trick of stealth and subtlety they can, setting ambushes and attacking from a distance. This can be used to good effect to make of SRID agents a recognized threat during the rest of the campaign.

Possible Campaign Variations ◀

Variation	Description
1	One of the SRID agents is actually a HIRA operative who carries false information.
2	The PCs are undercover HAPF intelligence operatives trying to use border events to cover spying.
3	The PCs are a HAPF special operations unit.
4	The PCs work brings them into conflict with an rebel faction or bandit warlord just across the border.
5	The PCs are tricked with a distress call, captured and imprisoned.
6	The PCs witness the dark side of the Alliance after capturing fugitives and must decide where they stand.

Suggested Player Characters ◀

Character Type	Description
1	Sniffer handler (protector)
2	Patrol ranger (protector)
3	Combat pilot (protector)
4	Pilot (commoner)
5	Sensor operator and medic (commoner)
6	Engineer and rescue specialist (commoner)



7.3.6 PROTECT AND SERVE

The Alliance is a relatively crime free society. Any highly violent crime or anything involving national security will come under the focus of the protectors and HIRA. The Humanist authorities take full advantage of all trideo records from the vicinity of any crime to identify intruders. Trace evidence left by perpetrators is also fed through some of the most advanced crime laboratories on Terra Nova, and the criminal psychology unit of the DHM is also well-known (or infamous) for its efficiency. Because every citizen and legal visitor (barring MILICIAmen and diplomats) has a skin sample taken for genetic reference on entry to the Alliance, any biological trace left by perpetrators will result in a nationwide alert. Unrecognized genetic codes can expect even more interest, especially from HIRA.

Any deviant who actually gets away with more than a handful of serious crimes must be both knowledgeable and very clever. The worst of these are serial killers. HIRA and the DHM suspect that no more than five of them are active in the whole of the Alliance. Each killer has a task force from these government bodies and the POPs assigned to them. Knowledge of their killings is kept from the media. This is relatively easily given the government's control over the typical channels of information exchange, but some witnesses to these grisly events do keep up an illegal discussion about what they have seen.

This sort of campaign focuses on one of these investigations. PCs from a core inquiry group, sent to investigate evidence and look for likely leads. Their adversary enjoys playing games in connection with the crimes he commits. He provide clues and traps for his pursuers. The PCs must try to avoid more killings while putting the clues together. They are also hampered by the secrecy involved in their investigations, and they are likely to have to seek unofficial channels for information so as not to allow the information on what is going on to reach the population at large. These teams have their headquarters in Tatant. They are an elite force gathered for their insight and tenacity. Roleplaying sessions will feature both "in the field" situations, and scenes of analysis where the PCs will "profile" their prey.

► Starting Point: Puppet Master

The PCs are brought together for a new inquiry. A killing has taken place and they must find the culprit. Assembling clues and directing further inquiries they seek out the criminal. Autopsy reports indicate a likely suspect to the sloppy murder. When they catch up with him, the deviant has just committed suicide. Although the case is apparently closed the next week they are brought back together in the wake of another commoner murder-suicide. The PCs have a mystery and must try to find out all they can about these dead killers to detect what foreign element might have driven them to this.

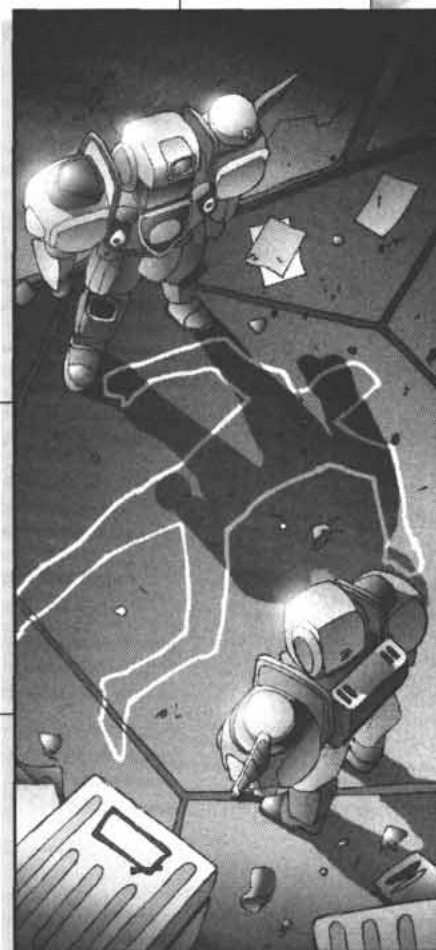
The truth is that a now officially dead DHM preceptor is masterminding these murders. As the PCs investigate the past and future crimes they will discover clues that point to a connection between all these events. All the murderers are in fact innocents, who have been subject to hypnotherapy and used as pawns in this elaborate scheme. The presence and identity of a linking person will slowly become apparent but since the puppet master has already faked his death, they should be stumped for a solution. Then one of the PCs is captured and turned into the next killer. Although the PC's suicide should be stopped, it is possible to have the murder take place. The other Players should be given a solid chance to prevent this, however, and the Gamemaster should be ready to follow up on the pain involved in becoming a killer.

► Possible Campaign Variations

Variation	Description
1	The puppet master works for SRID and wishes to make his killings as public as possible.
2	The puppet master is actually a DHM experiment.
3	These murders are being used to set someone up who the puppet master hates.
4	The puppet master is an Easterner operating out of the Lord Chancellor's diplomatic compound.
5	The puppets are all protectors and a link exists with the HAPF, which refuses to let the PCs investigate properly.
6	The puppets target the PCs' relatives and friends.

► Suggested Player Characters

Character Type	Description
1	DHM Inquisitor (preceptor)
2	HIRA criminologist (preceptor)
3	Violent Deviant Security Specialist (protector)
4	Detective (protector)
5	Forensics expert (commoner)
6	Operational assistant (commoner)



7.4 STOCK NPCs AND PERSONALITIES

The most unique aspect of Heavy Gear is its underlying storyline. Over the course of the next years, readers, Gamemasters and Players will see the world of the game change and grow as the story threads scattered throughout our sourcebooks are woven together. While the storyline is intended to serve as an interesting background to individual Gamemasters' campaigns (which are the foreground), it does mean that not every character in the game can be used freely without worrying about the consequences. To give Gamemasters some indications of how to use these introduced characters every Heavy Gear product since **Life on Terra Nova** has featured the chesspiece system and included a brief description of it.

New characters are given one of five chess pieces as an indication of their importance in the storyline. This permits Gamemasters to understand how best to use these NPCs without worrying about disrupting the setting and having to retrofit upcoming source material. Of course, roleplaying is about creating one's own stories, so Gamemasters should feel free to disregard the limitations of the chesspiece system, as long as they understand that their Terra Nova may no longer mesh with Dream Pod 9's.

The principal use of the chesspiece system is to indicate each character's importance to the overall storyline of Heavy Gear. These pieces, however, also give some indication of how to use the characters as NPCs in roleplaying sessions, even if one is not concerned with remaining consistent with the background storyline.

Historical Figures ◀

Kings and Queens are characters who have died before the date featured on the Timewatch™ display. Their inclusion indicates that they have had some importance for Heavy Gear, either by setting events in motion that have influenced the Heavy Gear storyline or by leaving a legacy still felt by Terranovans.

These characters have usually played some role which is important to the storyline, but may also have simply been a prime example of the spirit of their times. Often their legacy will play a role in the development of the Heavy Gear storyline, and their descendants, old allies and enemies might as well. Gamemasters running historical scenarios should treat these Historical Figures as Restricted Characters so as not to alter the main line of the storyline.

Restricted Characters ◀

Rooks are characters who are key to the Heavy Gear storyline and are to be used with care. Although they can still be useful in a roleplaying campaign — both as background elements and motivating forces — their survival until they can leave their mark on Terra Nova is critical to the storyline.

Although many Rooks hold powerful positions on Terra Nova, others seem utterly powerless or even insignificant. Small actions may have larger consequences later in the storyline. Gamemasters should tread carefully when using these characters in roleplaying scenarios, but they can become contacts, allies or even adversaries of Player Characters. Using them in purely confrontational scenarios, however, may prove unwise due to the chance for fatalities.

Very Important People ◀

Not everyone of note on Terra Nova is central to the Heavy Gear storyline. Very Important People are those characters who have a significant impact on Terra Nova, but are not critical to the storyline itself. This does not mean they have no influence on it, however.

Knights may not play a central role in the Heavy Gear storyline, but they may well have some impact. As important people in the game setting, they can influence major players or simply be carried along by the storyline. Gamemasters can feel free to use Knights in their adventures, but they should remember that all will be well protected (in one way or another) by underlings and allies.

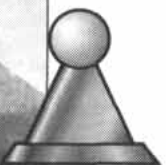
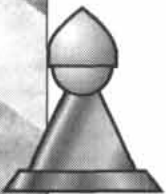
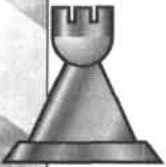
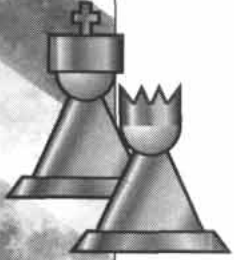
Social Encounters ◀

Social Encounters are those characters who are included in source material primarily to add flavor. They are rarely critical individuals and do not have a significant impact on the storyline, but they stand as symbols of larger trends on Terra Nova. They serve most commonly as contacts and background elements, rather than opponents.

Bishops serve as reminders of social forces on Terra Nova beyond the central plot of the storyline. From student movement leaders to fashion designers, these social leaders may have some secondary effect on the storyline but are mostly present to add flavor and reflect current events. Gamemasters may use social encounters as they see fit, although they are rarely designed for combat of any sort. Bishops may return in future products, but for purposes of atmosphere only.

Expendables ◀

In general, Expendables are "average" Terranovans. They have no personal impact on the storyline and are included in Heavy Gear products primarily to be used by Gamemasters. Although this category is used for faceless stock NPCs and typical citizens, many of the Pawns are anything but everyday. Some pawns are peripherally linked to the storyline, but they have no real effect upon it. Interesting pawns can even be used as Player Characters if the GM and Player wish.



DHM INQUISITOR

Department of Health and Morality inquisitors are fifth tier preceptors and carry with them a sense of awe and respect. No good citizen would ever think to lie to or trick one, because they know that secrets just cannot be hidden from them. Inquisitors have vast powers of search, seizure and detention. They are never without a detail of well-equipped protectors and one or two medically-trained commoners. They are adept at delving deep into a target's psyche (with the assistance of hypnotherapy, interrogation techniques and drugs) to obtain the truth, detect deviancy and treat it. By their long association with it, inquisitors are hardened to the suffering of others. Many tend to treat subjects as lab animals to be tested and treated rather than human beings due respect.

► Attributes

AGI	-1	APP	0	BLD	0	CRE	1	FIT	0
INF	1	KNO	1	PER	0	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
Computer	1	1	Investigation	2	1	Law	2	1	Notice (deception)*	1	1
First Aid	2	1	Life Sciences	2	1	Medicine (drugs)*	2	1	Psyc. (hypnotherapy)*	2	1
Interrogation	3	1									

*(Specialty)

► Typical Equipment

Robes, personal assistant, communicator, video recorder, vehicle, trideo recording device, Truth Case (see p. 90).



DISTRICT COURT JUDGE

Judges are as much experts on human nature and biology as on the law. Because Humanist society is based upon a more advanced technique of crime deterrence than the neo-classical approach used in most parts of Terra Nova, judges are concerned as much about the motivation and treatment of a criminal as his guilt. Punishment is only useful if it will protect society and reform the deviant. Judges make rulings as to what sort of treatment a deviant should receive and much focus is placed upon seeing that the victim is properly compensated and counseled. Judges sit on panels in numbers dependent on the level of the court. They have a high standing amongst the community, with the most senior ones appointed directly by the Illuminatus.

► Attributes

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

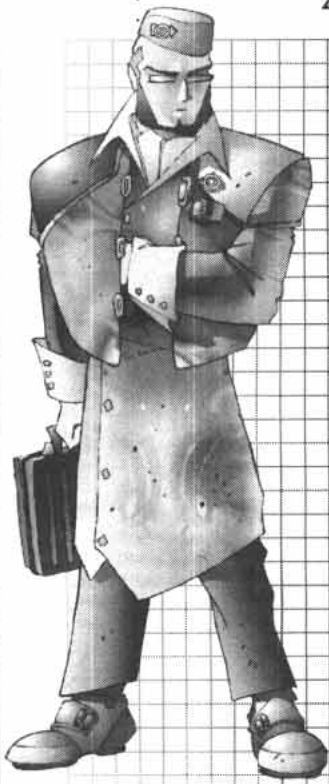
► Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	2	1	Foreign Lang (Anglic)	2	1	Law	2	1	Psychology	2	1
Etiquette	1	1	Human Perception	2	1	Notice	2	1	Social Science	2	1

► Typical Equipment:

Suit/robes, trideo recorder, communicator, legal text and case law data pad.





HIRA FOREIGN OPERATIVE

HIRA agents work within and outside the Alliance's borders. Those stationed in other Southern leagues need to be good at appearing nondescript, and also capable of handling themselves if things get rough. HIRA considers such an event as a failure, however. HIRA operatives traveling abroad do so only after demonstrating they are capable of avoiding — or talking their way out of — difficult situations. HIRA agents are an elite made up predominantly from the protector caste, although almost always led by a preceptor. They have a mystique surrounding them, which has led to the commoner reference to them as "ghosts" for their ability to be apparently everywhere at once. HIRA agents have access to sophisticated technology and drugs to assist them in their work.

Attributes

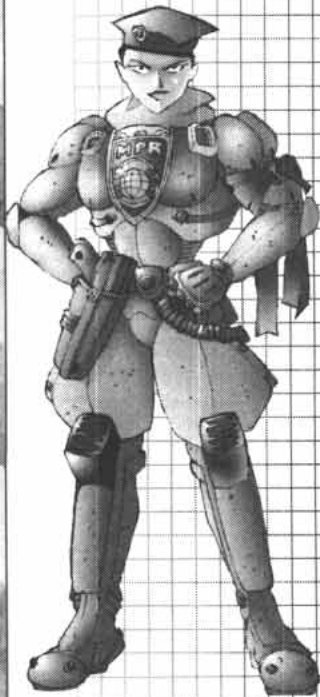
AGI	1	APP	0	BLD	0	CRE	1	FIT	0
INF	0	KNO	1	PER	1	PSY	0	WIL	1
STR	0	HEA	0	STA	25	UD	4	AD	4

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	1	Dodge	1	1	Melee	1	1	Stealth	2	1
Communications	2	1	Hand-to-Hand	1	1	Notice	2	1	Streetwise	1	0
Computer	1	1	Investigation	2	1	Small Arms	2	1	Theatrics	2	1

Typical Equipment

Civilian clothes appropriate to station, 9mm Sfika with shoulder-holster holding 4 clips, ceramic knife, military throat/ear comm set, night vision/thermal glasses, surveillance equipment, lock picks, disguise kit (with various Humanist and foreign IDs), personal computer and data disks.



MOUNTED PATROL RANGER

The Mounted Patrol Rangers operate all around the Alliance's borders and patrol the frontier on springer- and horseback. Most operate in rough, mountainous and plains terrain, turning strangers from the Badlands away and alerting Rapid Response MILICIA and HAPF forces to the presence of foreign units. They also train as light harassment units to be able to pin down larger rover gangs and light enemy reconnaissance units, while awaiting heavier support. MPRs are well known to those living in rural districts. In some areas they are likely to be the quickest to respond to a call for help because of the ability to cross almost any terrain on their springers.

Attributes

AGI	1	APP	0	BLD	0	CRE	1	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	5	AD	4

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Animal Handling	1	1	For. Lang (Anglic)	1	0	Navigation (land)	2	1	Small Arms	2	1
Camouflage	1	1	First Aid	1	0	Notice	2	1	Stealth	1	1
Combat Sense	2	1	Hand-to-Hand	2	1	Riding	2	1	Survival	1	1
Dodge	1	1	Melee	1	1						

Typical Equipment:

Uniform, light flak armor, data mapper, personal assistant, memcompass, military communicator, Sfika 15R, Sfika 9P, vibro knife, binoculars, nightvision/thermal goggles, riding springer or horse, medical kit, radio flares (6), smoke grenades (3), flare gun (6), camping gear.

PUBLIC ORDER PROTECTOR

Most of the protectors that everyday citizens encounter are Public Order Protectors, or POPs, the police in urban areas. Few ever have to fire their weapons except at the firing range, and most are used to a docile population that does as requested. POPs pride themselves on their politeness, and will always do what they can to assist others. POPs wear trideo recorders mounted on their shoulders which can be accessed by base superiors, including preceptors, to secretly monitor their actions. POPs travel around in teams of four in many cases. They sometimes patrol alone so that they appear less threatening, but only when they are in close proximity to a protector guard barracks or tower.

► Attributes

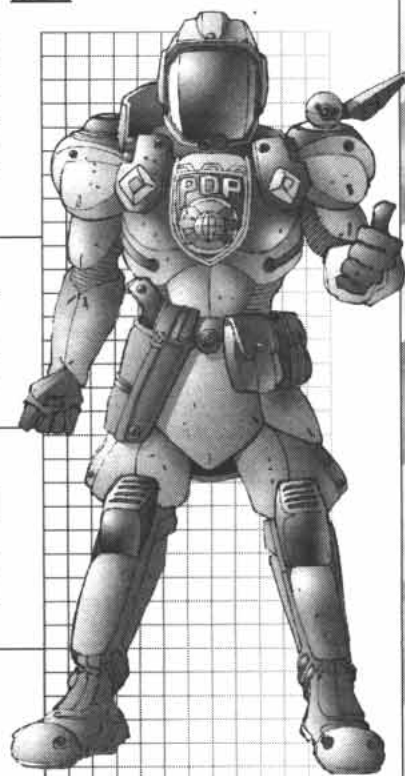
AGI	1	APP	0	BLD	0	CRE	0	FIT	1
INF	1	KNO	0	PER	1	PSY	0	WIL	1
STR	0	HEA	1	STA	30	UD	5	AD	5

► Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Athletics	2	1	First Aid	1	1	Law	1	1	Notice	2	1
Combat Sense	1	1	Hand-to-Hand	2	1	Melee	2	1	Small Arms	2	1
Dodge	2	1	Investigation	1	1						

► Typical Equipment

Special POP suit (see p. 90), Sfika 9P with 5 clips. Sfika 20F are carried in locked racks in many vehicles.



VIOLENT DEVIANCE SECURITY SPECIALIST

Violent Deviance Security Specialist (VDSS) protectors are specially trained to handle the most dangerous situations. They are an elite body, who are chosen for their excellent physical condition and natural aptitudes. Only other elite groups in the HAPF get even near their abilities. VDSS protectors are generally well built to deter trouble before it starts in escort duties, but they are mostly used to respond to crisis situations that Public Order Protectors find too dangerous. The Tactical Incident Specialist (TIS) division of the VDSS normally handle this duty. A TIS team is typically on standby in each of the Alliance's cities, ready to travel by VTOL or armored car to trouble spots.

► Attributes

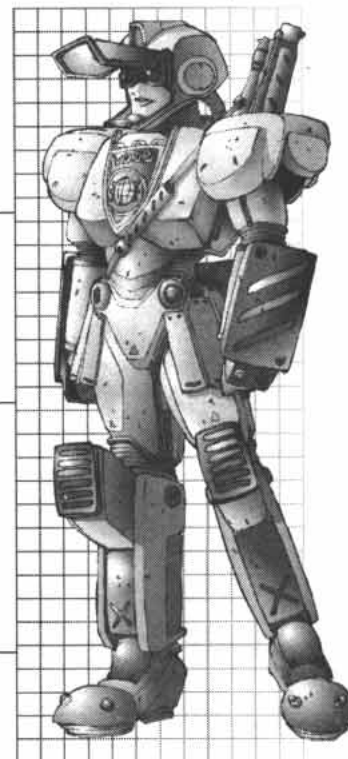
AGI	1	APP	0	BLD	1	CRE	0	FIT	1
INF	1	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	7	AD	7

► Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Athletics	2	1	First Aid	1	0	Melee	2	1	Small Arms	2	1
Combat Sense	2	1	Hand-to-Hand	2	1	Notice	1	1	Sniping	2	1
Dodge	2	1	Intimidate	1	1	Parachuting	1	1	Stealth	2	2
Drive	2	1									

► Typical Equipment

Heavy flak armor, gas mask, military throat/ear comm set, nightvision/thermal goggles, Sfika 11P, 11mm Sfika submachine gun, vibroknife. Other mission-specific equipment.



HOSARCH WIL MANESS

Maness was born on the outskirts of Raleigh, to commoner parents. His father was a senior quarry administrator and his mother a truck driver. Maness was brought up in a crèche in Raleigh because his parents wanted him to have a good education and avoid the distractions of the wilderness they worked in. Maness always loved coming back on holidays and knew he too wanted to work in the wilderness. His aptitude with vehicles and his upright character saw him selected for the protector caste. Although he had worked hard to be part of the mounted rangers, he was put into a heavy tank crew and fairly soon his mentor Guioso convinced him it was the right career for him. Since his early teens Maness has secretly been a strong believer in the Dream Time faith. He has been careful not to let this interfere with his work but there have been a few raised eyebrows from fellow crew when he "communes" with nature and "speaks" to the spirit of his tank.

Profession ◀

Stationed most of his life on bases in and around Raleigh, Maness has become an expert in armored tank cavalry fighting. He has been a trainer for the last few cycles, teaching century sized unit tactics. He has recently been pulled into the hovertank projects, having spent a great deal of time using Visigoths in the Tobian plains and Badlands fringes. His mentor sees him commanding a Penkosion as soon as one becomes available, but this may mean moving away from the northern savannah lands, which he is not very keen on. Currently Maness is in charge of the covert testing of the latest hovertank prototype under the guise of normal patrols and exercises and has attracted personal attention from Archon Navar.

Attitudes ◀

Maness personally justifies his protector status. He believes strongly that fights are a fundamental part of life and humanity's animal nature. Indeed, as far as he is concerned, it teaches respect for self and others. Maness believes that teaching a lesson through physical force is quite acceptable as well.

Combat Reactions ◀

Maness strikes hard and fast. His spiritual beliefs support his duties to protect the Alliance. He would hate to see the North gain control and be forced to relinquish his faith. He is even secretly happy with the Republican efforts to open up the Alliance, because of the religious freedom that comes with this. He would never ever betray the trust his league has placed upon him, although he hopes that with the coming troubles the Alliance does not decide to suppress religious beliefs even more. A veteran of the War of Alliance, Maness has killed many times, more recently rovers while on patrols into the Badlands.

Contacts ◀

Penkosarch Asloius Nhaton (age 53, specialties: leadership & tanks), his commanding officer; Preceptor Tier Oelium Welstun (5th Tier) (age 46, specialties: espionage & SRID), HIRA liaison for Project Rook; Penkosarch Guioso Velt (age 57, specialties: tanks & Gears), his mentor.

Vital Statistics ◀

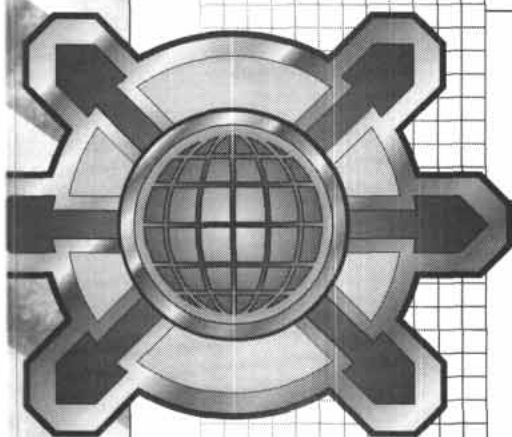
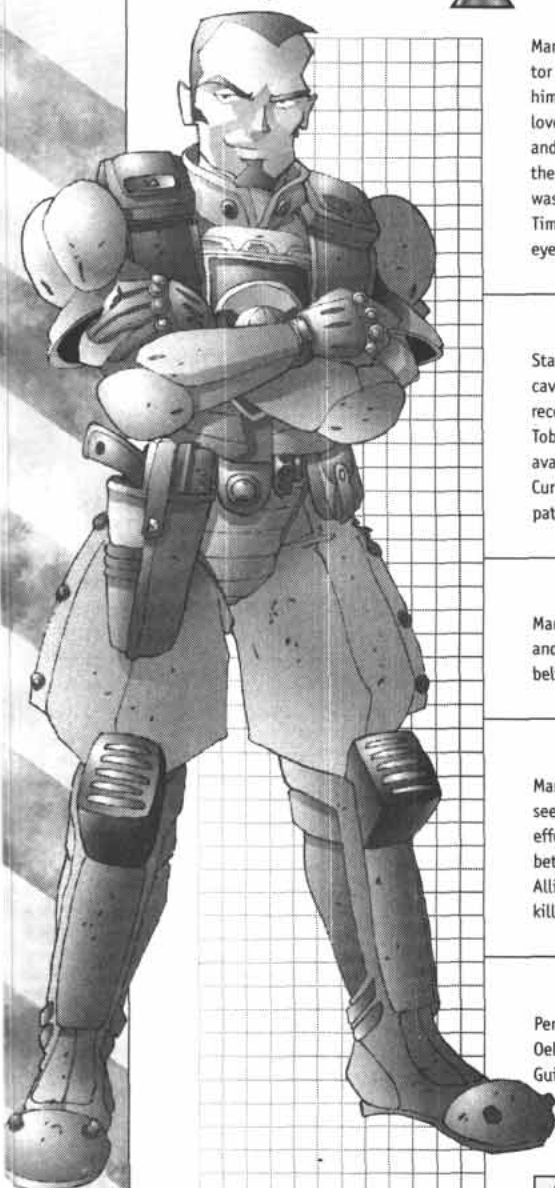
Age:	47 Cycles	Height:	1.75 Meters	Weight:	85kg	Hair Color:	Black	Eye Color:	Black
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Attributes ◀

AGI	1	APP	0	BLD	0	CRE	1	FIT	1
INF	0	KNO	0	PER	1	PSY	2	WIL	0
STR	0	HEA	1	STA	30	UD	5	AD	4

Skills ◀

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Athletics	1	1	Drive	2	1	Leadership	2	1	Survival	2	1
Bureaucracy	1	0	Etiquette	1	1	Melee	1	1	Tactics (Assault)*	2	1
Combat Sense	3	1	First Aid	1	0	Navigation (Ground)	2	0	Teaching	2	1
Communications	2	0	Gunnery (Ground)	3	1	Notice	2	1	*(Specialty)		
Dodge	1	1	Hand-to-Hand	2	1	Small Arms	2	1			



PRECEPTOR ROLAN WALTOS

Waltos was born in Gardena in TN 1860 and during his early cycles he developed all the typical Gardenan traits, such as xenophobia, pale skin and aversion to bright lights. Both his parents were commoner gardeners but by the age of 4 cycles it was readily apparent that young Rolan Waltos was destined for greater things. A DHM preceptor convinced his parents to let him spend the rest of his childhood growing up in a crèche because of his amazing potential. He was given special tutelage and testing and by the time of his adulthood exams, was already known from his research. Waltos quickly moved into the field of biology, particularly microbiology. He studied in Perth, Oxford and of course Gardena. It took him a while to get used to field research, however, because of typical Gardenan agoraphobia. Therapy, and his own drive to follow his mentor, helped overcome this.

► Profession

At 35 cycles Waltos was renowned in scientific circles throughout the Alliance. His work on viral immunization and agricultural diseases still forms the basis of much of what is known today. He was very annoyed with the requirement to lecture and arranged to take on students as part of his continuing field work. By his 60th cycle, Waltos had permanent tenure at the Oxford Academy of Science and was on permanent field and research assignment. Today he heads several projects with a staff of over a hundred and fifty under his control in various places around the Alliance. His most sensitive project is the development of Rage, an experimental hallucinogen psychotic (see 7.2.1 Weapons, p. 88) which he is undertaking with uncomfortable supervision by his mentor, the current head of the Department of Health and Morality.

► Attitudes

Waltos is an elitist and has always had trouble “wasting his time” dealing with those who do not understand his subject areas well. Because of his exceptional ability he has been able to evade reeducation. It is well known that he has a fondness for his home town, and he refuses to leave the Alliance, considering all other leagues to be barbaric and primitive. His students find him confrontational and harsh, mostly because he publicly berates those who he finds lax in their studies.

► Combat Reactions

Waltos has had a few close shaves in jungle research, looking for obscure or new plant types and testing his experiments. His natural arrogance means that he will presume any human attackers wants him alive and he is therefore likely to put up a fight. A degree of xenophobia and natural paranoia sees him carrying a firearm when in the field or when just feeling nervous. He has even had a bodyguard for the last five cycles.

► Contacts

Preceptor Han Speaker (age 83, specialties: Medicine & Genetics), his estranged mentor and head of the DHM; Quilious Bandem (age 64, specialties: spectrum analysis & biology), his commoner assistant and friend; Protector Klismar Uelues (age 48, specialties: espionage & small arms), HIRA body-guard; Mikal Dana (age 35, specialties: hunting & survival), his protector jungle guide.

► Vital Statistics

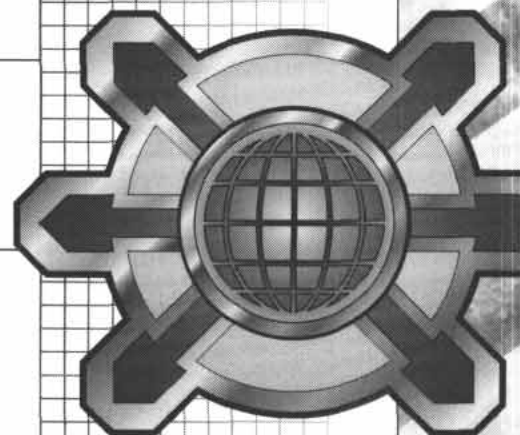
Age: 75 cycles	Height: 1.72 meters	Weight: 67 kg	Hair Color: Blonde	Eye Color: Blue
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► Attributes

AGI	0	APP	-1	BLD	0	CRE	1	FIT	1
INF	-1	KNO	3	PER	0	PSY	-1	WIL	2
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	3	Drive	1	0	Small Arms	1	0	Teaching	1	2
Computer	2	3	Leadership	1	3	Survival	2	2			
Dodge	1	0	Life Sciences	3	3	Swimming	1	1			



XIAN WELGON

Born in Gardena in TN 1896, Xian's father is a commoner nautical engineer and her mother is a commoner emergency services operative. Early on she showed aptitude with vehicle control skills and always believed she would become a protector. She failed on the grounds of discipline and self control, proving too hot headed and self absorbed. She was made a trainee submarine operator, a job that would adequately use her skills and offer her a degree of responsibility. Xian took it well, and after a minor tantrum and short reeducation, she settled down to learn her life's career. Xian spent most of her time helping extend Bluewater and transporting materials through the caves from the River District. When she gained her full deep dive license she started working for various companies as a freelance courier.

Profession ◀

About this time her mentor brought her into the Hehli, taking advantage of the mentor-student relationship. He indoctrinated her with the Hehli values and lured her with the promise that she would be trained as a protector — which she was. Xian now works as an undercover operative for the Hehli, mixing with the MILICIA. She even has a steady MILICIAman boyfriend, and has called upon him to keep the DHM off her back. Though she knows that she is living on the edge, she loves it. Her aunt, City Preceptor Tessa Bleu, has recently become aware of her activities. So far Bleu has protected her niece but she may use Xian to support or destroy the Hehli.

Attitudes ◀

Always a risk taker, Xian has matured quickly. Exposed to outside values as part of the Republican project in Gardena, she was infected with a wish to be free. The Hehli have made that possible, preparing for a chance to make Gardena a free city again. Xian is not certain how the Hehli broke her resistance to violence but now she awaits the chance to strike back at the foreigners. On the other hand she is somewhat attached to her MILICIAman boyfriend, who comes from the Mekong Dominion.

Combat Reactions ◀

Xian is tough. She tries to be even tougher than she is, taking on risks to make life exciting. She mixes with the MILICIA and tries to pass on useful gossip to her Hehli friends to assist the movement. She is always the first volunteer for a risky arms run, or to sneak known dissidents to meetings in Gardena. In a fight she will try to flee, while fighting her way out. She knows she has an advantage in the water and will take the fight there if possible.

Contacts: ◀

Ki Grande (age 44, specialties: submarine pilot & espionage), her mentor and Hehli controller; Corporal Jum Kotcius (age 43, specialties: soldiering & SCUBA diving), her recent MILICIAman love interest; Preceptor Tessa Bleu (age 74, specialties: bioengineering & nutrition), her aunt and City Preceptor of Gardena.

Vital Statistics ◀

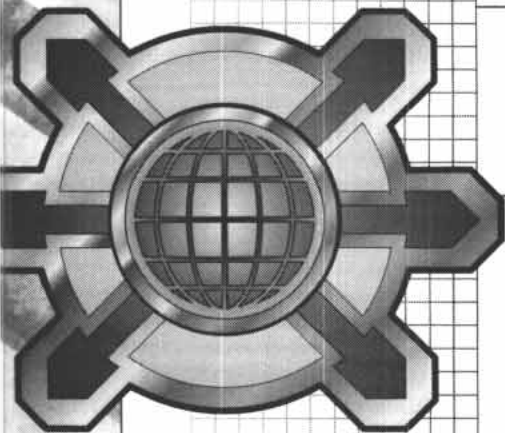
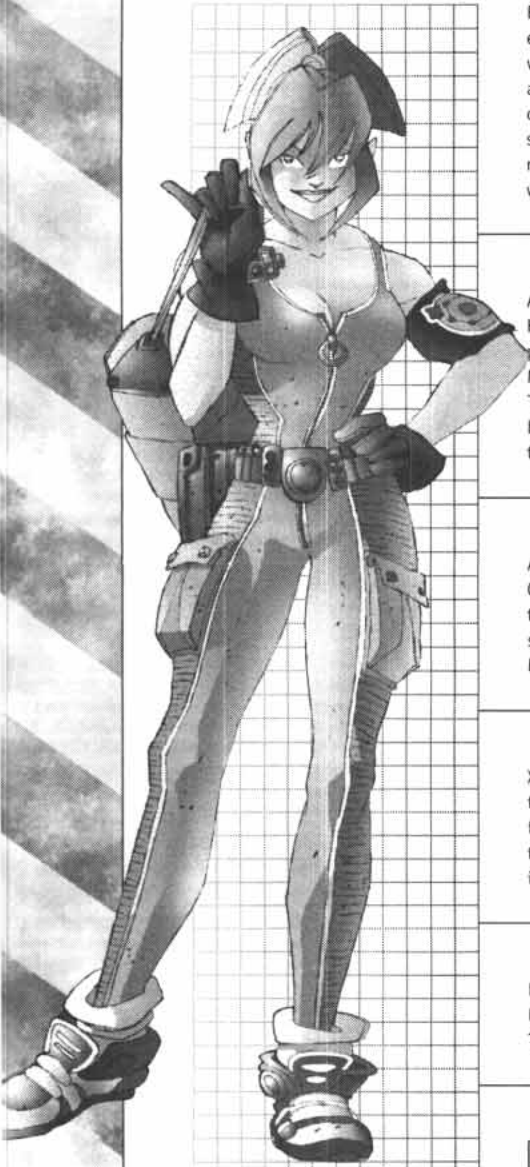
Age:	39	Height:	1.65 Meters	Weight:	66 Kg	Hair:	Blue	Eye Color:	Blue
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Attributes ◀

AGI	2	APP	1	BLD	1	CRE	0	FIT	1
INF	0	KNO	0	PER	1	PSY	0	WIL	1
STR	1	HEA	1	STA	35	UD	6	AD	5

Skills ◀

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	0	Computer	1	0	Heavy Gear Pilot	1	2	Stealth	1	2
Camouflage	1	1	Dodge	2	2	Navigation (Naval)	2	0	Survival	1	1
Combat Sense	1	1	First Aid	1	0	Naval Pilot	2	2	Swimming	3	1
Communication	2	0	Hand-to-Hand	1	2	Small Arms	1	2	Theatrics	2	0



MIRANDA PETITE

Miranda Petite was born in Gropius in TN 1911 and was quickly identified as a child prodigy. Intelligent and athletic, she excelled at pretty much everything she put her mind to. According to the preceptors assigned to monitor her, however, she suffered from a low attention span and an "unhealthy need for excitement." This lack of discipline disqualified her for elevated caste and she was made a commoner at age 16. Her mentor, Commoner Nataly Gont, helped channel her abilities into athletics and she became a top gymnast while training to be a wilderness scout. In 1930, Miranda won gold at the Terranovan Olympics and became something of a star in the Alliance and around the South. She was not happy with her position, however. She felt cheated by her commoner status and her mentor slowly introduced her to the Freewill movement in Gropius. Trained in survival, piloting and hunting skills as a guide, Miranda took well to the excitement of learning combat skills at first, but she eventually balked when it came time to participate in terrorist activities.

► Profession

Miranda wanted to be more than a wilderness guide, but didn't want to kill innocents for it. During a raid, she stole a Spitting Cobra as planned, but then fled into the desert. She ended up spending two cycles as a Duelist, discovering her abilities as a Gear combat pilot and breaking down her programming against violence. Still she longed for recognition; she wanted to be a soldier, not an outlaw. In TN 1932, she found her outlet when she was recruited into the MILICIA by Ali Muna-Habib, an agent of the Special Intervention Unit.

► Attitudes

Miranda is in many ways an incurable innocent. She has seen terrorism, underground combat and military black ops close-up, but she still has the outlook of a teenager. SIU commander Aristide Lazarus has given her the status and pride she was looking for in Gropius and she tends to assume that the SIU is always in the right. Her naiveté has begun to crack however, especially with the recent defection of Lussian Salban to the Eastern rebels. Salban was a fellow SIU ace and the two shared an infatuation that never had the chance to become anything more. With him gone, Miranda is realizing how much she regrets that.

► Combat Reactions

Miranda's anti-violence conditioning is long gone. In "Julius," her Spitting Cobra, she is a terror of the battlefield. Outside her Gear, she is more subdued, trying her best to keep up the veneer of a professional soldier. Lazarus' contacts in the Department of Administration have arranged for Miranda to become a protector and she tries (often unsuccessfully) to keep up the serious attitude of the ones she knew as a child.

► Contacts

Alia Muna-Habib (age 34; specialties: special ops & streetwise), her best friend in the SIU; Nataly Gont (age 54, specialties: terrorism & survival), her estranged mentor; Major Jan Augusta (age 58, specialties: special ops & tactics), her stern immediate superior.

► Vital Statistics

Age:	24 cycles	Height:	1.65 meters	Weight:	54 kg	Hair Color:	green	Eye Color:	blue
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► Attributes

AGI	3	APP	1	BLD	-1	CRE	0	FIT	2
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	1	STA	25	UD	3	AD	2

► Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Acrobatics	2	3	Dodge	2	3	Hand-to-Hand	1	3	Swimming	1	3
Athletics	1	3	Elec. Warfare	1	0	HG Pilot (Spit)*	3	3	Survival	2	0
Combat Sense	2	1	First Aid	1	0	Leadership	1	0	Tactics	1	0
Communications	2	0	For Lang (Anglic)	2	0	Small Arms	2	3	*(specialization)		
Dance	1	3	Gunnery (HG)	3	1	Stealth	1	3			



CAT AND MOUSE

Jo raced along in the half-light of the giant grass. The right eye piece of her face plate was showing the heat signature of Barch, the sniffer lizard that was her partner. Nearby she could hear Rostev and his sniffer Odon making their way after the other fleeing pilot. As Barch's thermal silhouette started to get suddenly larger a amplified sub-sonic whistle whined in Jo's earpiece. Her headset had picked up the sniffer's low vocalization, which was below that of human hearing, and passed it on to her. "Enemy gone to ground," the Voice Translation Computer translated in a soft male voice.

She dropped to the ground. She had to crawl some twenty meters through the world of jade green stems before she caught up with Barch. She said hello to the beast by giving the unarmored end of its tail a light squeeze. Moving forward more carefully now, she held her rifle before her, trying to locate the target through the sighting mechanism. Barch lay next to her still as a rock. The target had not moved else Barch would have "said" so. Video capture from earlier on had showed the target was in black flight gear and carried a pistol. Jo knew the flight crew had been on the run for two whole days now. By first heading further into the Alliance, they had eluded patrols, but now the "sniffer squads" were on the case and had tracked down their prey just as evening fell.

Adrenaline-charged blood was pumping through her arteries and Jo had to take a few breaths to calm herself. She had been a sniffer handler for three cycles now and had tracked a variety of fugitives, but this was her first real spy. She quickly achieved a state of relative calm and hyper-awareness. Panic and excitement were tempered by training and hypnotherapy. Jo cycled through Barch's video record and found the target was hiding on a small rise, amidst a tight clump of giant grass fronds. She knew the target would be weak and tired from the ordeal, probably decided holding up was the best thing to do.

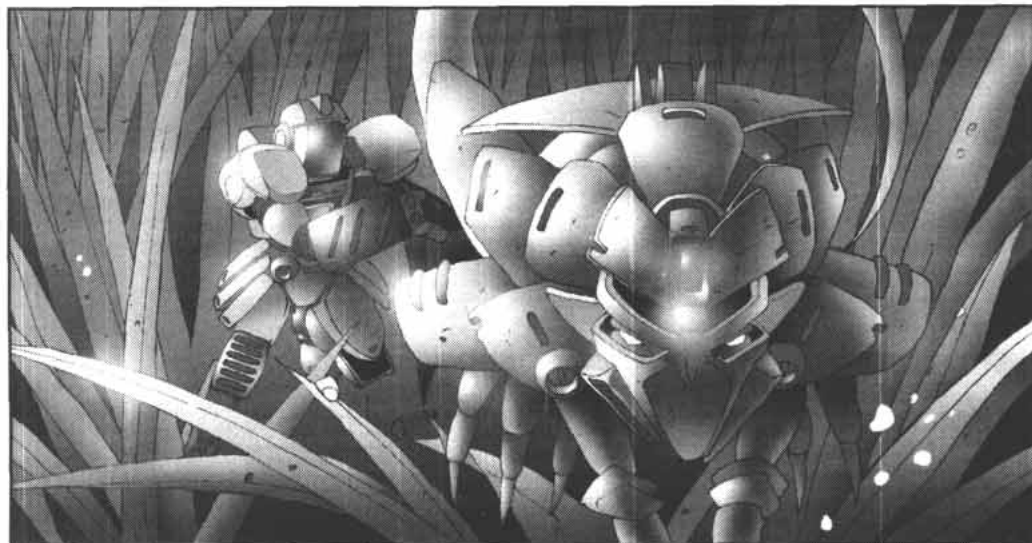
"Wait, watch, I circle behind enemy." Jo's Intralingua mixed with animal-like grunts would be understood with the help of the audio component of Barch's webbled computer. The creature rolled an eye back in acknowledgment and then waived its tail tip, slowly swishing it back and forth like a playful Perth cat.

As she worked her way around the target, a pack of wallabies suddenly sprung from the nearby grass and scattered, sending a stab of quickly suppressed panic through her heart. She froze, fearing the pilot would run from the sound of the small animals scurrying. After a minute without a sign of movement, she continued on her way.

She selected a three-round burst of tranquilizers and then started stalking up the slight rise, expecting to make the figure out at any moment in the dim light of the grass forest. She was startled when a bullet cracked into a stem near her. The flash illuminated the target some thirty meters away, clearly visible now in the infrared. Acting on instinct, Jo fired a burst in the general vicinity and ducked. "Attacking" said the computer voice in response to Barch's bark over the radio. Jo got up and tried to move as quickly as she could in her heavy armor.

As Jo raced up the rise, dodging the thick grass stalks, she heard a shriek. Believing she knew what had just transpired, she continued her sprint up the slope. A few seconds later, she saw the target on the ground, his gun arm pinned between Barch's jaws. Smiling, she fired a single dart into his thigh and closed in, whistling Barch off.

"Sierra Epsilon 4, request support to this position. Single intruder secured."



BLACKTONGUE SERPENT

The blacktongue serpent is one of the rare bivatebrate snakes, which have two spinal cords linked by flexible ribs. It can still function fully if one of the spinal cords is severed. It inhabits the Tobian Plain, northern savannah and foothills of the Pacifica Range. The blacktongue has a striking gray and red striped body, which it sheds every cycle in Summer. A fast moving creature, it is known to attack when startled, although its typical meals are rodents, small lizards and large insects. It senses its prey with its acute sense of smell and the heat sensitive pits in its nose.

The Blacktongue is one of the most poisonous reptiles on Terra Nova. The blacktongue has a reputation for aggressiveness and cunning. Locals know to leave it well alone, for it will attack if provoked. The blacktongue hunts mostly in the evening twilight, at which time it is very hard to see. Many protector special forces use the blacktongue snake as an informal symbol of their elite status.

Attributes

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

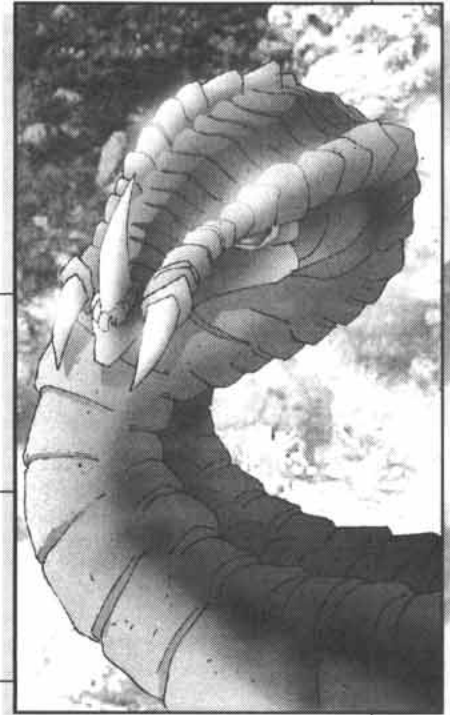
* + natural weapons

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	3	1	Hand To Hand	2	3	Stealth	2	2	Survival	2	2
Dodge	2	3									

Special Abilities

Bite (x5 DM): lethal toxin (Onset 5 round, Potency 15; HEA roll modified by half target's BLD, rounded down)



EARTH CAT

Cats are loved and protected creatures in Perth, so much so that special laws have been made to ensure they are always safe and healthy. Since a proportion of the population suffer from allergies, the Alliance has been a leader into anti-histamine research and distribution. Buildings in Perth are designed with cats in mind, a large proportion having special electronic cat doors which are programmed to allow access to only the cat with the appropriate electronic collar. Hurting a cat or letting one's animal attack and injure another is a quick way to have a cat license revoked and even receive reeducation for lack of responsibility.

The fascination with cats in Perth is considered acceptable primarily due to preceptor research which has shown that they have a healthy influence on the human psyche and are believed to make people more amicable and pleasant. They are certainly considered an indulgence and some preceptors have even had to undergo treatment over obsessive behavior.

Attributes

AGI	3	BLD	-6	FIT	2	INS	3	PER	3
WIL	0	STR	-2	HEA	3	STA	10	UD	1*

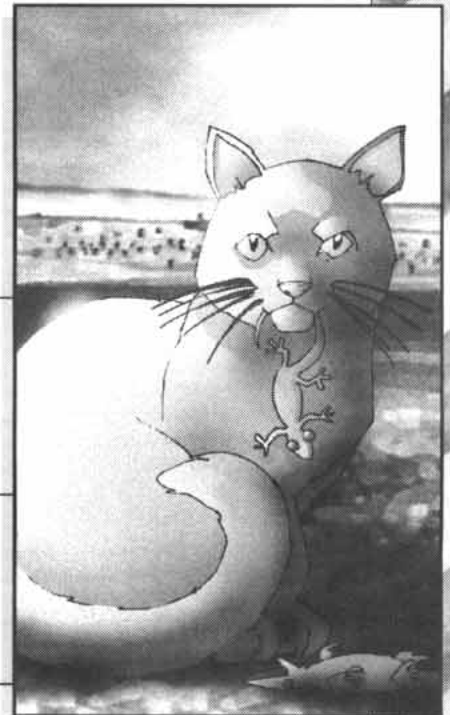
* + natural weapons

Skills

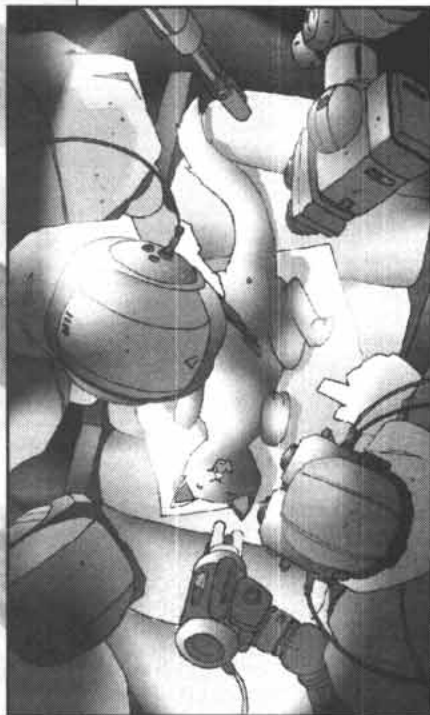
Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Acrobatics	1	3	Dodge	2	3	Notice	2	3	Stealth	2	3
Combat Sense	1	3	Hand-to-Hand	1	3						

Special Abilities

Bite (x2 damage); Claws (x1 damage)



EARTH CAT (WEBBLED)



Only a few know that for hundreds of cycles now cats have been genetically tampered with in the name of science. Many breeds can be trained like Terran dogs. More recently some have been receiving webbling (see **Technical Manual**, p.19) implants. Very rich commoners and foreigners can purchase such webbled cats as companions and even watch animals.

Offshoot work has created cats that are spies for the Illuminatus. They are webbled to allow them to watch, record, encrypt and transmit video of what they see and hear as they tail targeted subjects. The system works with a cat or cats being directed from a control facility, which uses heads up displays and sensory stimulation to get the cats to follow people or sneak into areas which would be more difficult for a normal spy. Webbled cats have built-in infrared vision and enhanced hearing. Many have their claws replaced with metal ones to improve their climbing ability and defense against predators.

Attributes

AGI	3	BLD	-6	FIT	2	INS	3	PER	4
WIL	0	STR	-2	HEA	3	STA	10	UD	1*

* + natural weapons

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Acrobatics	2	3	Dodge	2	3	Notice	2	4	Stealth	2	3
Combat Sense	3	4	Hand-to-Hand	1	3						

Special Abilities

Bite (x2 damage), Reinforced Claws (x3 damage), Webbling and Sensors (included in stats)

GIANT MUD CRAB



The giant mud crab's torso is a segmented carapace with a distinct tail assembly with which it swims. It boasts two large and very strong three claw pincers, which act in a similar fashion to Terranovan three fanged mouths. Although this man-sized beast is generally a swamp dweller, many varieties of the species exists, some of which live predominantly near rivers in savannah lands. During mating season they click their claws to attract mates and travelers have reported eerie sleepless nights listening to the noise of the mud crabs.

Its meat is considered a delicacy around Perth, Gropius and Thebes, where parties use nets and long grappling sticks to capture the beasts. The crab's incredibly tough shell is well known to be able to deflect light pistol ammunition. Vehicles have been disabled after colliding with them, and small boats traveling at speed are easily capsized by these creatures as they sit just below the surface awaiting passing prey. The crabs are known to be drawn to splashing in the water, so authorities discourage swimming in their habitat.

Attributes

AGI	-1	BLD	0	FIT	2	INS	0	PER	1
WILL	0	STR	1	HEA	0	STA	20	UD	4*

* + natural weapons

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Camouflage	2	0	Dodge	1	-1	Notice	1	1	Swimming	3	-1
Combat Sense	2	1	Hand-to-Hand	3	-1						

Special Abilities

Claws (x7 damage); Hardened Carapace (+40 Armor)

NOVIAN CROCODILE

Novian crocodiles are a cross between a snake and lizard, having a long thin body with four long legs attached under their body — making for a swift, agile animal. Their body is streamlined like an eel's and they swim with a large flat tail. Novian crocodile skin is a light scale and their elongated jaws sport the typical Terranovan three fang structure. Their colors normally match the local terrain. They live predominantly in marshes, shallow water ways and MacAllen tunnels that are near fresh air pockets. They live off all manner of small creatures, catching them with swift leaps from cover.

At night, they slip through canals and sewers in search of cats, which are allowed to roam free in gardens and public areas around Perth. There is a statue in one of Perth's main public office areas marking where a gallant cat named Morie actually managed to kill one of these vicious creatures. The novian crocodile is regarded as a cunning animal, and in marshy rural areas there are many tales about it taking disobedient children as snacks.

► Attributes

AGI	2	BLD	-1	FIT	3	INS	2	PER	3
WILL	1	STR	-1	HEA	2	STA	30	UD	1*

* + natural weapons

► Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	3	Hand-to-Hand	3	2	Stealth	1	2	Swimming	1	2
Dodge	2	2	Notice	2	3						

► Special Abilities

Bite (x7 damage), Claws (x2 damage), Scales (+5 armor)



SNIFFER

Sniffers are omnivorous and were first discovered in the Tobian Plain. They are an off-shoot of the Bank's monitor lizard common in the Badlands. Sniffers only resemble their cousins physically, however, being much more placid and lacking any venom glands. Sniffers are equated to a cross between Earth bloodhounds and pigs, for they have an acute sense of smell which allows them to find their diet of smaller lizards and various subterranean plant varieties. They have a particular fondness for sugarroot, used to help train the creatures.

Sniffers have been domesticated and are used throughout the Alliance for guarding and tracking purposes by various special commoner and protector units. These teams use the sniffers to hunt down intruders along the extensive borders and in disaster zones to find survivors. Protector sniffer squads can also be seen as airports and customs points, detecting firearms, explosives and drugs. Regarded as an intelligent creature, their reputable service to the Alliance can be seen in popular Humanist trideo shows such as "Search and Rescue."

► Attributes

AGI	2	BLD	1	FIT	1	INS	2	PER	2
WIL	0	STR	1	HEA	1	STA	35	UD	7*

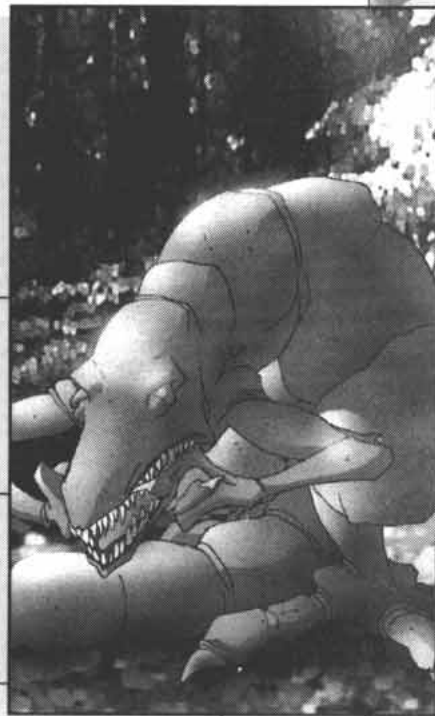
* + natural weapons

► Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	3	Hand-to-Hand	2	2	Stealth	2	2	Survival	2	2
Dodge	1	2	Notice (Tracking)	3	3						

► Special Abilities

Bite (x6 damage); Claws (x2 damage); Hightened sense of smell (+2 for smell-related Perception tests)



SNIFFER (WEBBLED)



Webbled sniffers form parts of special tracker units known colloquially as "sniffer squads." Each creature is brought up by a protector or commoner, and during the early cycles the handler and beast build up a bond that keeps them together until one of them dies. Commoner squads are found at civilian areas, but there are also specific protector squads who are expected to hunt down fugitives. These tracker pairs operate as special response teams to crises. Both handler and beast wear heavy or turtleshell armor while tracking targets.

Webbled sniffers have built-in infrared vision and enhanced hearing, both of which are designed to cut out in overload cases from such things as explosions. Webbled sniffers also have a video and sound capture system to record what they see and hear. They then are capable of immediately transmitting with video broadcasting and encryption equipment built along the creature's spine. The sniffers also have an audio interpretation system that allow the creature to better understand commands and communicate with a limited vocabulary.

Attributes

AGI	2	BLD	1	FIT	2	INS	3	PER	4
WILL	1	STR	1	HEA	2	STA	40	UD	7*

• + natural weapons

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	4	Hand-to-Hand	2	2	Stealth	2	2	Survival	2	2
Dodge	1	2	Notice	3	4						

Special Abilities

Bite (x6 damage); Claws (x2 damage); Armor suit (+30 Armor); Webbling and Sensors (included in stats)

THORNFALL FERN



The thornfall fern is found almost exclusively in the Emerald Belt. A fairly rare variety of giant fern, it requires living creatures as hosts for its seeds. It senses potential hosts through a vast fine root network that lies just below the mud in which it lives. When creatures apply enough pressure to a patch of roots, they trigger an electro-nervous response which carries up the trunk of the fern to the broad upper branches that carry the seed pods. The small spiked seeds are in a sticky sap within each pod, which burst open in response to the signal. The seeds then fall onto the animal and lodge on the hide. This allows the plant to begin to grow while still on the animal and eventually fall to the ground, where it will take root and propagate the species.

Unfortunately, the plant's reproductive system works well with local fauna with thick hides (barnabies, springers and grass dragons). When the sharp seeds fall on animals with softer flesh (like humans), they can end up under the skin or even in the bloodstream and poison the unfortunate animal.

Attributes

AGI	-4	BLD	9	FIT	n/a	INS	n/a	PER	1
WIL	n/a	STR	n/a	HEA	1	STA	90	UD	3*

* + natural weapons

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Camouflage	3	0	"Hand-to-Hand"	2	-4						

Special Abilities

Thorn seed and sap: on exposed flesh it serves as a Fatal Toxin (Potency 6, Onset Time 1 day). The seeds can be removed with a First Aid (Threshold 4) or Survival roll (Threshold 6).

TOBIAN IGUANA [GRASS DRAGON]

The Tobian iguana is also known as the “grass dragon” by Humanists. A cousin of the barnabus iguana, the creature lives almost exclusively in the giant grasses of the Tobian Plain although it also hunts hoppers, springers, skags and wallabies. It has a fearsome reputation — somewhat undeserved, given its placid nature — because of its overdeveloped mouth tusks. These creatures employ the elaborate mouth pieces during the mating season, when the males fight off rivals by charging at each other head-on until one concedes.

The Tobian iguana is slimmer than other Terra Nova megafauna, probably because its habitat requires it to negotiate the giant grasses. Its enormous tusks are used to slice through the fronds as it lumbers about. The creature is known for its intelligence and it makes an effort to avoid people and vehicles. The population is not large because it was hunted for many cycles as a trophy animal. The Tobian iguana is now a protected species, although some are bred to be hunted in special reserves.

Attributes

AGI	-1	BLD	5	FIT	2	INS	1	PER	1
WIL	0	STR	3	HEA	1	STA	55	UD	13

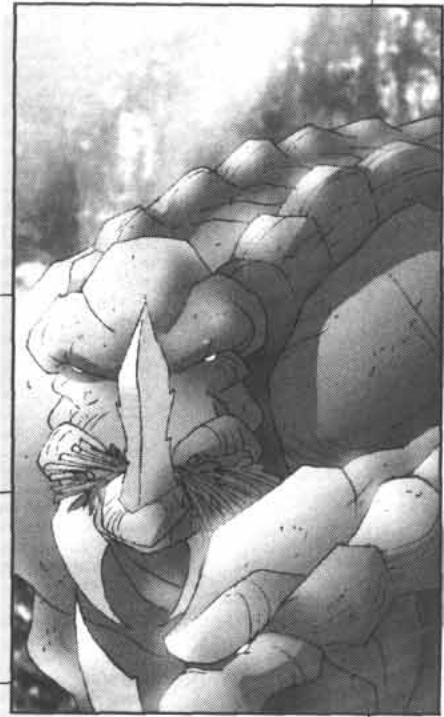
+ natural weapons

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	1	Hand-to-Hand	2	-1	Notice (tracking)	1	1	Survival	1	0
Dodge	1	-1									

Special Abilities

Tusks (x14 damage); Tail Lash (x7 damage); Thick Skin (+20 armor); Charge (40m/round, 3 rounds)



WALLABY

Wallabies were introduced from Earth to make the Australian colonists who settled in Raleigh feel more at home. A cute smaller species of kangaroo, they range in color from gray to red-brown, and grow to a meter in height at most. A herbivore, they've been genetically modified to eat Terranovan grass and small shrubs. Their strong hind legs are capable of propelling them at great speed across rough terrain. The female is identifiable from the pouch in which she keeps her young during the Spring and Summer.

Over the many cycles these creatures have adapted to the wilds, finding in the giant grasses a place of security and a good source of food. They have spread out all the way to the eastern Pacifica and far north. They have adapted so well to the environment that from time to time they breed to plague size and have to be culled. The animals are such a pest that around Raleigh dead wallabies can be seen all along the roadsides. These are victims to passing motorists, some of whom deliberately swerve to do their bit to get rid of this creature.

Attributes

AGI	1	BLD	-4	FIT	3	INS	1	PER	2
WIL	-1	STR	-4	HEA	1	STA	10	UD	1*

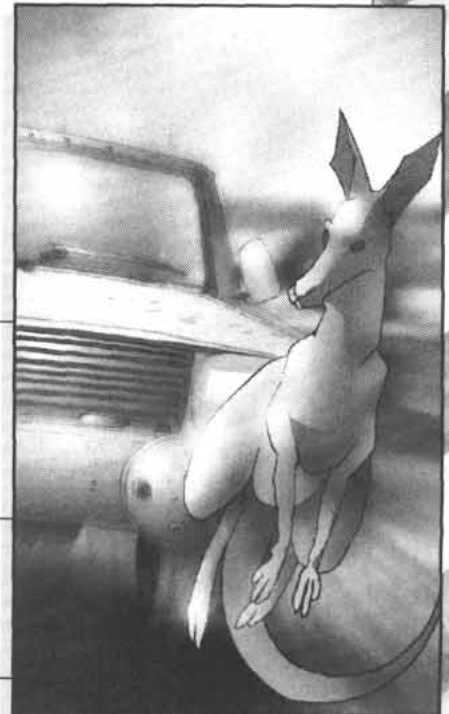
+ natural weapons

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Dodge	1	1	Notice	2	2	Stealth	2	1	Survival	1	2

Special Abilities

Sprint (50m/round, 5 rounds)



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