

COLONY BOOK THREE

DP9-070

LIFE ON ATLANTIS



INNER SPACE

THE NEW SEAS * AD 5392 HUMAN COLONY PURCHASE WORLD * AD 5420 EARTH KINCAID MOVE HEADQUARTERS TO PC SYLVIA * AD 5610 KINCAID PAY OFF A DEMOCRACY * AD 6003 ERA OF THE TALON MISSION ARRIVAL * AD 6144 TERRANOVA

HEAVY SOURCEBOOK GEAR



LIFE ON ATLANTIS

Beatrice Masant looked the young man up and down. His dress and posture marked him out as an Outsider, a Nov, and one who was, to use the old but relevant cliché, a fish out of water. He was clearly nervous, fidgeting and eyes darting back and forth. Not pressure sickness, she thought, but it was the depth that worried him. How strange to think that, having traveled millions of kilometers through the hostile vastness of space, he was worried by a few thousand meters of water. But then he does come from a desert world, she thought. Atlantis could be as much an alien hell for him as Terra Nova or Caprice would be for her.

"Haliméra, sous-sergent McRae." She disliked using Anglic, a crude, unexpressive tongue, but she knew he wouldn't speak Hellenic. "I hope your journey and that of your filios was not too uncomfortable." She gestured for him to sit.

"I have reviewed the proposal you conveyed and it would seem to be the most efficient solution to our predicament. We agree to your terms. You have them with you?"

The Nov nodded then reached into the bag sitting at the side of his chair. He extracted a data disc from the carryall, placing it before Masant, then reached down again. With visible effort, he lifted a large box-shaped object, roughly 30-cm on a side, onto the table. "It's designated ONNet CPU IG 672/44 and is fully trained. We call him Iggy."

The water world of Atlantis has resisted the CEF invaders for more than twenty years, neither side having the resources to break the stalemate. Now new forces are coming into play that threaten the balance as other colonies reach out across the Gateweb to twist the Atlantean conflict to their own ends. Utopia stands with Earth, developing new submersibles and weapons of war, while Terra Nova — who threw back the invaders decades ago — move to support the native resistance. Who will prevail, and can Atlantis afford the cost of either failure or victory?

Atlantis is a deadly world where even the slightest mistake can spell instant death. This sourcebook includes:

- A complete history of Atlantis' colonization and its war against the CEF
- Information on the Atlan Corporate Hegemony
- Details of Atlantean Gaianism
- Information on the CEF Fifth Fleet, the Antartix resistance and the Waverider sub-culture
- Full write-ups and maps for 16 Atlantean city-states and Tels
- Sample campaign set-ups
- New character archetypes
- Rules for deep-water operations

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COLONY BOOK THREE

HEAVY GEAR[®]



Behind the Scenes

The idea of exploring outer space, the stars and other planets, has long been a focus of mankind's scientific endeavors. Many see such missions as chances to explore the unknown, to discover alien life and environments in a never-ending quest to expand human knowledge. Yet even in the 21st century we have access to hostile and alien environments containing lifeforms and landscapes that defy belief. It is a landscape we all know of yet few know much about, a landscape rich in resources and opportunities, if only the technology were available to explore and exploit them. The Sea.

The colony world of Atlantis allows us to examine such an environment, the "inner space" of the oceans, exploring the riches and rewards of its depths as well as the attendant dangers of doing so. The seas can be unforgiving, and the deep oceans doubly so with the inhabitants having to survive pressures dozens of times higher than on Earth and where even the slightest slip can bring instant death. It is a world rich in food and resources and one that is determined not to bow to any outsiders.

The major themes of Atlantis are Self Interest and Balance. All those that are involved in the on-going war for control of the water world are driven by very personal motivations, the alliances among the parties (particularly on the Atlantean side) pulling in a host of directions. While the war continues, the desire to win dilutes the effect of these divergent interests, but should one side prove victorious, the alliances will likely unravel and the resulting conflagration might make the current struggle seem like a warm-up. Harmonizing these interests — and balancing the requirements of technology and the environment — is a key concern of those in power across Atlantis. As the conflict on Atlantis heats up with the arrival of the Black Talons, will the balance be restored or will the situation tilt even further out of control?

INNER
SPACE
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TABLE OF CONTENTS

0



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CHAPTER 1: INTRODUCTION	4
FICTION: DEEP BLUE	4
1.1 INNER SPACE	5
1.1.1 THE IMPORTANCE OF INDEPENDENCE	5
1.1.2 BOOH CONTENT	5
1.2 PLANETARY BASICS	6
1.2.1 TIME KEEPING	6
1.2.2 BASIC GEOGRAPHY	6
1.2.3 GEOLOGY	8
1.2.4 OCEANOGRAPHY	9
1.2.5 CLIMATE & WEATHER	10
1.2.6 ATLANTERN LIFEFORMS	10
WORLD MAP	11
1.3 THE EOS SYSTEM	12
1.3.1 EURYPHRESSA	12
1.3.2 OURANOS	12
1.3.3 MOONS: SELENE, THEIA AND GAIA	13
1.3.4 THE TITAN ASTEROIDS	13
1.3.5 HYPERION	13
1.3.6 RHEA	13
1.3.7 AURORA	13
CHAPTER 2: HISTORY OF ATLANTIS	
FICTION: MONSTERS OF THE DEEP	14
2.1 THE NEW SEAS	15
2.1.1 TESTING THE WATER (AD 5390-5425)	15
2.1.2 - FIRST RETURNS (AD 5425-5511)	16
2.1.3 - SERPENTS IN PARADISE	16
2.1.4 RICHES OF THE OCEAN (AD 5612-5691)	17
2.1.5 TURNING THE TIDES (AD 5692-5810)	18
2.1.6 STORM WARNING (AD 5811-6120)	19
2.1.7 BREAKERS (AD 6121-6122)	20
2.1.8 RIDING THE WAVE (AD 6123-6144)	21
CHAPTER 3: POLITICS & CONFLICTS	
FICTION: THE GOLDEN PIRATE	22
3.1 ALLIANCES AND DIVISIONS	23
3.1.1 THE PEOPLES OF ATLANTIS	23
3.2 NEC COLONIAL BOARD	24
3.2.1 CURRENT CONCERNS	24
3.2.2 STRUCTURE	25
3.3 ACH (ATLAN CORPORATE HEGEMONY)	26
3.3.1 CURRENT CONCERNS	26
3.3.2 STRUCTURE	27
3.4 THE WAVERIDERS	28
3.4.1 CURRENT CONCERNS	28
3.4.2 STRUCTURE	29
3.5 THE RESISTANCE	30
3.5.1 CURRENT CONCERNS	30
3.5.2 STRUCTURE	31
3.5.3 ORGANIZATION	32
3.5.4 RANKS	33
3.5.5 CREATING ANTARTIS UNITS	34
3.5.6 ANTARTIS INFANTRY UNITS	35
3.5.7 ANTARTIS VEHICLE UNITS	36
3.5.8 PLOT RESOURCES	37
3.6 THE OUTSIDERS	38
3.6.1 EARTH CORPORATIONS	38
3.6.2 THE BLACK TALONS	38
3.6.3 REFORMED JERUSALEMITE CATHOLICISM	38
3.7 PROMINENT PEOPLE	39
3.7.1 GENERAL BRENT LOESS	39
3.7.2 CHAIRMAN BÉATRICE MASANT	39
3.7.3 FACTOR CHRISTOFFER FAOLAN	39
3.7.4 ARCHEVÊQUE LEISTER RAVENSHEAD	39
CHAPTER 4: SEA AND SHORE	40
FICTION: DEADLY GAMES	40
4.1 OCCUPATION AND ALLIANCE	41
4.1.1 SHIPPING AND SECURITY	41
4.2 THE ISLANDS	42
4.2.1 THE ISLA FRANKOS ARCHIPELAGO	43
4.2.2 ATLANTER	44
4.2.3 LENASHOLME	45
4.2.4 COLDHARBOR	46
4.2.5 HEIMEY	47
4.3 THE SHOALS	48
4.3.1 CANTOR'S ATOLL	49
4.3.2 THE COVE	50
4.3.3 THE SARGASSO	51
4.3.4 THE RUINS OF HEIRAHLEON	52
4.4 THE BENTHIC PLAINS (THE DEEPS)	53
4.4.1 THEA	54
4.4.2 XEPHOS	55
4.4.3 GERVAISE'S WARREN	56
4.4.4 LUHAS	57
4.5 NOMADS	58
4.5.1 TEL GEBIA	59
4.5.2 TEL ATLAN	60
4.5.3 TEL ESAN	61

TABLE OF CONTENTS

0



CHAPTER 5: ATLANTEAN LIVING	62
FICTION: LOYALTY	62
5.1 SOCIETY	63
5.1.1 FAMILY	63
5.1.2 PREJUDICE	63
5.1.3 RELIGION	64
5.1.4 JUSTICE	64
5.1.5 HONOR	65
5.2 LIFESTYLE	66
5.2.1 LANGUAGE	66
5.2.2 AGE	67
5.2.3 EDUCATION	67
5.2.4 RESIDENCE	68
5.2.5 RITES	68
5.2.6 TRAVEL	69
5.2.7 COMMUNICATIONS	69
5.2.8 CLOTHING	69
5.2.9 FOOD AND DRINK	70
5.2.10 MEDICINE	70
5.3 ARTS AND ENTERTAINMENT	71
5.3.1 SPORTS	71
5.4 TECHNOLOGY	72
5.4.1 ENERGY AND POWER	72
5.4.2 MATERIALS AND STRUCTURES	73
5.4.3 COMPUTERS AND AUTOMATION	73
5.5 WAR ON ATLANTIS	75
CHAPTER 6: GAMEMASTER RESOURCES	76
FICTION: UNDER PRESSURE	76
6.1 CAMPAIGNING ON ATLANTIS	77
6.2 ATLANTEAN CAMPAIGNS	78
6.2.1 WAVE RIDER CAMPAIGNS	78
6.2.2 POLITICAL ADVENTURES	79
6.2.3 OCEAN ADVENTURES	79
6.3 UNDERWATER RULES	80
6.3.1 MOVEMENT	80
6.3.2 SENSORS	81
6.3.3 COMBAT	82
6.4 PERSONAL EQUIPMENT	83
6.2.1 WEAPONS	83
6.2.2 EQUIPMENT	84
6.5 STOCH NPCs AND PERSONALITIES	85
6.5.1 DESIGNING AN ATLANTEAN CHARACTER	86
6.5.2 CONCEPT, BACKGROUND AND SUB-PLOTS	86
6.5.3 ATTRIBUTES AND SKILLS	86
PELAGIC DITIS (DIVER)	87
BENTHIC PILOT	87

WAVE RIDER MERCHANT	88
ANTARTIS STRATIOTIS	88
SAFETY OFFICER	89
CEF SABOTEUR	89
6.7 ATLANTEAN CRITTERS	90
XENO-DOLPHIN	90
XENO-THON	90
WATER DRAGON	91
SUNFISH	91
HOOK EEL	92
SEA BUTTERFLY	92
JELLYFISH	93
VAMPYROTEUTHIS (HELLSQUID)	93
6.8 VEHICLES	94
6.8.1 DEEP SEA WORKSUIT	94
6.8.2 HAVOURI	96
6.8.3 ATLANTEAN WAVEPIECEA	98
6.8.4 CARGO SUBMARINE	100
6.8.5 HEAROPS-CLASS ATTACK SUBMARINE	102
6.8.6 SISYPHUS-CLASS ASAT SUBMARINE	103
6.8.7 SCYLLA BUOY	104
6.8.8 SEA SERPENT	106
6.8.9 TYPE V GUNBOAT	108
6.8.10 D-FIN SUB	110
INDEX	112

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DEEP BLUE



Berthold flinched as the hull popped, his eyes darting about the small cabin with reach report. His fingers gripped the arms of the chair; this was usually the post of the weapons officer, though on this short run he had been left behind and the torpedo systems slaved to the navigator's console instead. His gaze, eyes wide with a hint of hysteria, met those of the pilot who — to Bethold's immense surprise — almost appeared to smile at him.

"Nothing to worry about, sir," she said calmly. Yes it was definitely a smile on her too-perfect features. *Was she a GREL? She certainly didn't have the skin tone for it, nor the identikit look.* "It's routine, the hull adjusting to the pressure as we dive. It's much worse if we approach our crush depth."

The CID officer nodded dumbly. *Worse?* He hated to think. "Which is?" he stuttered.

"600 meters, sir. That's good enough to dive to the cities in the shoals and certainly good enough for out to The Cove. The bottom is only at around 300 meters here in the Attican Shoal." *Only*, Berthold thought as a shiver ran down his spine. The pilot patted the console as if it were a pet. "The '41 is a good boat sir, though the native nuclear boats have to be heard to be believed." There was something in the tone of her voice, almost reverence as she thought about the Atlantean subs. *No, definitely not a GREL.*

"You're a SLEDGE!" he exclaimed with sudden realization, his voice seeming unduly loud in the now almost silent cabin. The CEF hunter-killer submarines were almost completely silent when operating on battery power.

"BES IV-27, sir." She executed a crisp salute.

He should have suspected as soon as he boarded. Unlike the human troopers on Atlantis, the engineered soldiers didn't mind his presence. They were never disrespectful, didn't deride him behind his back, unlike those officers in Port Atlantea. "You seem surprised."

"I didn't realize any of your —" he struggled for a moment, an odd desire for politeness catching his voice, prompting him to change his phraseology, "—, erm, class were on Atlantis, at least not in Sea Command." He'd certainly not been briefed. Then again, that wasn't a surprise given the poor relationship between the CEF and the CID on the stale-mated water world.

"There are two crews, sir, fresh from workup on Utopia. We've been here since Ektos Minas, developing tactics for use against the Antartis." *Six-month, in the local tongue.* So they'd been here about five Earth weeks. *Interesting that she is using local words*, he thought, the nerves of his first dive in a submarine disappearing as the political and military reality of life on Atlantis struck home. *Was that something CID should keep an eye on?* After all, some of the soldiers on Terra Nova had gone native. *No, not the SLEDGES*, he thought. If anything these vat-bred soldiers will be more loyal than their predecessors, less dispirited by the long stalemate. Still, the use of local terms would have to be watched, particularly that name for the rebels, Antartis. The natives took it to mean robber barons, heroes, not an interpretation the CID wanted to encourage.

"You mean the native terrorists, yes?" He let an edge of professional sternness enter his voice, all thoughts of politeness driven from his mind.

"Aye, sir." The BES stated, acknowledging her faux pas and turning back to her console.

The mini-sub continued to glide through the deep blue waters.



INNER SPACE - 1.1

Ever since its discovery in AD 5392, the water world of Atlantis has been surrounded by an aura of mystery, its vast blue oceans and verdant isles synonymous with luxury and beauty. Atlantis remains at the forefront of popular imagination; though invaded in 6121, the CEF has yet to gain more than a toehold on the planet, the tenacity and ingenuity of the Atlanteans an example to those who oppose the NEC. Yet behind their success lies a world riven by political and cultural differences, the staunch individuality and independence of the Atlanteans overcome by a sense of fanatical Atlantean patriotism that is sometimes hard-pressed to cover the divisions. Indeed, had there been nations on Atlantis then it too might have followed the lead of Terra Nova and Utopia into global war. Individuality has saved Atlantis from disaster, but will it continue to do so?

Life on Atlantis is a self-contained sourcebook for the Heavy Gear game, detailing the water world and the factions fighting to control it. It greatly expands on the information given in the **Heavy Gear, Second Edition** rulebook and **Life on Terra Nova, Second Edition** sourcebook, detailing the geography, culture and politics of the embattled world. The book provides players and Gamemasters alike ideas, rules and equipment for use in their Atlantean campaigns, either in isolation or as part of the larger **Heavy Gear** universe.



The Importance of Independence - 1.1.1

Kincaid Aquapharm purchased Atlantis a year after its discovery, a brief Terraforming campaign fine-tuning the environment to human needs. While rather warm (and, of course, wet) for humanity, Atlantis is otherwise ideally suited to human life, blessed with a teeming ecosystem and close enough to Earth's climate as to allow easy adaptation. Indeed, compared to Terra Nova or the Utopian worlds Atlantis was a paradise, only exceeded by other worlds of the Atlantean chain. As a privately owned world, however, immigration was strictly controlled, with none of the rush that met Terra Nova or even Utopia.

The people who settled here were individuals or part of small groups, initially all employees of Kincaid Aquapharm who soon established Atlantis as a major source of pharmaceuticals and luxury foodstuffs. In addition to the core of bureaucratic and regimented workers, the corporation employed rugged pioneers to survey the seas and to establish facilities, later supplemented by independent-minded contractors who worked for the company but were not bound by Kincaid's rules and regulations. These groups remained pseudo-independent while acknowledging the planetary government — the Atlan Corporate Hegemony — which has been both the core of Atlantis' strength, and at the same time one of its greatest weaknesses.

With no single group or place for the CEF to strike at, dealing a decisive blow to Atlantean resistance is impossible, even if the CEF had the necessary resources to take the war into the deep oceans. Attempts to forge an alliance with one faction against the others — the policy used on Utopia — has come to naught; for all their infighting, the native groups are bound together by their loyalty to Atlantis.

Book Content - 1.1.2

This chapter details the physical characteristics of Atlantis and the other worlds of the Eos system, including details of physical geography, climate, timekeeping and the burgeoning ecology. *Chapter Two: History of Atlantis*, provides details of the planet from its discovery and purchase by the Kincaid Aquapharm corporation, through its exploitation and significance to the Concordat, to the world now fought over for more than twenty years by forces of the CEF and Atlan Corporate Hegemony. *Chapter Three: Politics and Conflicts*, details the major economic, political and military powers on Atlantis, ranging from the Atlan Corporate Hegemony to the non-conformist Waveriders. *Chapter Four: Sea and Shore* looks at the distinct settlements on Atlantis; the islands, the shallow Shoals, the Deeps of the abyssal plains, and the nomadic groups. *Chapter Five: Atlantean Living* details life on Atlantis, examining many aspects of life on the water world. *Chapter Six: Gamemaster Resources*, provides rules for underwater campaigns, as well as character archetypes, vehicles and equipment, and a broad selection of Atlantean and imported life forms.



1.2 - PLANETARY BASICS



Atlantis is the third of six planets, orbiting 1.25 AU from a white F8V star designated Eos by the surveyors who discovered it in AD 5392 and whose official catalogue reference is IDF 78220. Atlantis is slightly smaller than Earth, with an equatorial diameter of 11,300 kilometers that combines with a lower density (about 0.95 that of Earth) to give a gravity of 0.85g and an escape velocity of 9.65 km per second. The other worlds in the Eos system are Euryphaessa, Ouranos inside Atlantis' orbit, and Hyperion, Rhea and Aurora in the outer system. Hyperion and Rhea are gas giants, surrounded by a plethora of rings and moons. A collection of planetoids orbit between Atlantis and Hyperion, perhaps the remnants of a failed planet, though this band is nowhere near as dense as Earth's asteroid belt or the Blessed belts of Caprice.

Atlantis has three moons, two of significant size with the third little more than a captured asteroid. The larger moons are Selene (840 km equatorial diameter) and Theia (922 km), with periods of 19 and 34 Atlantean days respectively in their almost circular orbits. The moonlet, Gaia, has a diameter of only 182 km but a period of 41 days. Gaia's orbit is highly elliptical and thus from the surface it appears to grow and shrink during its orbit. At its perigee Gaia crosses the orbit of Theia though astronomical modeling predicts there is little chance of collision between the two moons.

1.2.1 - Timekeeping

Atlantis' calendar owes much to Earth's, and during the Concordat years Kincaid Aquapharm used Earth time in addition to the local calendar. Since the withdrawal, however, the Earth calendar has fallen into disuse and only the local system is used with any regularity.

Atlantis' day lasts 26.65 Earth hours, divided into 20 hours each of 80 minutes. Each minute is the same length of an Earth minute and comprises of 60 seconds. Atlantis' year is 415 Atlantean days (460.8 Earth days), broken into 10 months of 41 days each, plus five intercalary days. In order they are: Protosminas (first-month), Deuterosminas (second-month), Protimera (IC1), Tritosminas (third-month), Terterosminas (fourth-month), Deuterimera (IC2), Pemptosminas (fifth-month), Ektosminas (sixth-month), Tritimera (IC3), Evdomosminas (seventh-month), Ogdosminas (eight-month), Tetartimera (IC4), Enatosminas (ninth-month), Dhekatosminas (tenth-month), and Pemptimera (IC5, New Years Day, also called Protoxronia). Every 9 years there is an extra "leap" day after Pemptimera, Eximera, which is a planetary holiday. Dates are expressed in the form day, month, year AC. The start of the Atlantean calendar is 4 March 5392 AD and so 1 January 6144 is 19 Tritosminas 595 AC.

1.2.2 - Basic Geography

Atlantis' surface is mostly water, the landmass made up of thousands of volcanic islands dotted across the planet in a series of archipelagos. The highest point on Atlantis — Mount Dinaros — is 3,472 meters above mean sea level but 5,100 meters above the abyssal plain from which it emerges. Most islands are only a few hundred square kilometers, increasing to two or three thousands in the major chains, such as Isla Frankos or the Heimay Archipelago. Only three islands (Lenasholme, Savonus and Kavala) exceed ten thousands, and only one, Atlantea, exceeds a hundred thousand square kilometers. The CEF and their allies dominate the islands, which are home to all of Atlantis' space- and air-related industries.

On a drier world, the areas known collectively as the shoals would be continental landmasses. They cover roughly 22 percent of the planet's area and are submerged under one hundred to five hundred meters of water. The shoals are the site of numerous artificial islands and aquatic installations, built up from the seabed. The water is deep enough for Atlantean subs to operate freely, but is also close enough to CEF bases for their submarines and tanks to be effective. As a result, the shoals are the principal battleground for the CEF and the Atlantean resistance, the Antartis.

● The Abyssal Plains

The bulk of Atlantis comprises the dark abyssal plains, lying on average fifteen hundred meters below mean sea level and covering just under seventy percent of the planet. Due to absorption by the water, sunlight does not reach these depths yet despite this, the low temperatures and the immense water pressure, these plains teem with life. Both native and introduced animal and plant species are at home in the immense pressure and the extremes of temperature here. The Plains are also the site of numerous aquatic cities, in many cases developing from mining installations. Save for near the shallowest of the abyssal cities, human life cannot exist outside these deep-water installations without special dive suits or vehicles. Most of the aquatic cities on the abyssal plains are solidly in the hands of the Antartis, though a few of the shallowest have been successfully attacked by the CEF.



Temperatures ◆

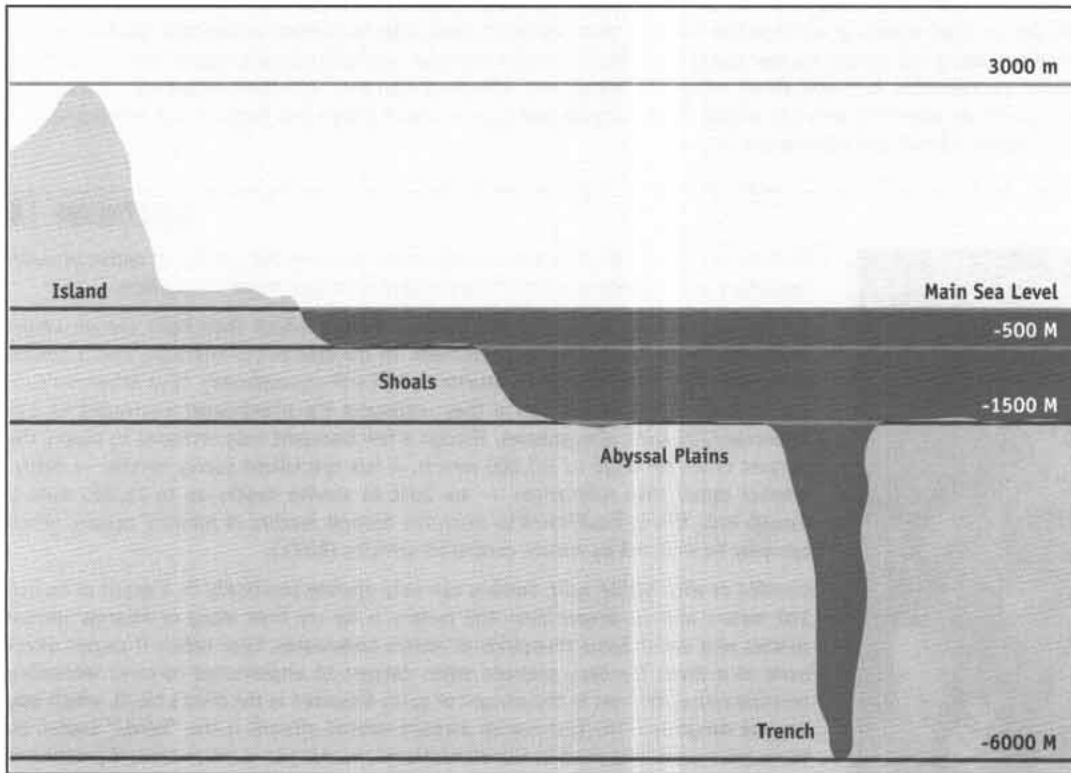
The temperature of the depths can fluctuate wildly; for the most part the benthic depths, where sunlight never penetrates, can be bitterly cold. However, Atlantis' volcanism means that in many areas, water is heated and forced out in the form of deep-water vents or chimneys. In such locales, water temperature may reach 400 C but the immense pressure at such depths means this water does not turn to steam as might be expected but rather exists in a super-heated state, a dangerous hazard for the unwary that provides deep-water fauna with chemical and heat energy, replacing the sun as the power source for local ecosystems.

Pressures ◆

Pressure is the best known and least avoidable of the benthic depths' environmental hazards. Every 10 meters of depth increases pressure on a diver or submersible equal to one atmosphere, and at an average depth of 1,500 meters, this means the deep-water cities feel the force of around 150 Earth atmospheres. Structures and vehicles can be constructed to withstand such pressures — and even to go into the deep trenches, some of which extend more than 10,000 meters into the depths — but unlike many of the native marine species, human life is too fragile to survive at such depths unaided.

The Trenches ◆

Despite the hostility of the plains, they are not the most extreme environment on Atlantis. That distinction lies with a handful of trenches that extend several kilometers into the planet's crust as a result of tectonic activity. The four deepest are the Ole Trench (6,260 meters deep), the Arbor Trench (8,100 meters deep), the Shriver Trench (11,300 meters deep) and the Charybdis Trench (14,400 meters deep). Even Atlantean submersible technology struggles to reach the bottom of these trenches, and after almost 600 Atlantean years (750 Terran years) very little of the trenches has been explored.





1.2.3 - Geology

Compared to the other inhabited worlds of the former Concordat, Atlantis is extremely active geologically, though much of the evidence is hidden beneath the vast oceans. The planet's surface comprises almost a dozen tectonic plates that are in constant motion. Where these plates collide and the land is driven up (the convergence zones), mountains result, most of which remain hidden in the depths as seamounts, though a number thrust above the surface as islands of the archipelagos. Many of these peaks are volcanic — there are 1,431 active volcanoes *above* the surface, and at least another 900 underwater. As a result, new islands are constantly appearing as these volcanoes lay down new lava, though a roughly equal number are destroyed, most gradually by volcanic activity or constant erosion by the sea but occasionally in spectacular explosions. Most of the volcanoes that peak above the ocean are stratovolcanoes — with a roughly conical shape — while over half of the subaquatic eruptions are from “rift” volcanoes with a less-pronounced (and often negligible) peak. Stratovolcanoes appear where tectonic plates converge, while rift volcanoes are associated with plate divergence. Though volcanoes are scattered across Atlantis, the highest concentration (more than 150) are in the Heimay archipelago, and are usually surrounded by hot springs and fumaroles. As a result of this volcanism, igneous rocks predominate on Atlantis. Sedimentary deposits, principally sandstone and limestone, are continually being laid down but are transformed into metamorphic types by heat and chemical action.

Volcanoes are not the only manifestations of volcanism on Atlantis. In some areas, water is super-heated by magma and erupts as geysers (on the surface) or via “chimneys” in the seabed. The pressure at depth means that this water is often well above normal boiling point yet still in liquid form, the water jets reaching up to 450° C in extreme cases. Despite this, sub-aquatic vents are a haven of life on the abyssal plains, often the only source of heat (and thus energy) in the deep dark, as well as being a major source of minerals. Many Atlantean settlements exploit the planet's volcanism to provide power, driving shafts into the ground (or seabed) to heat water and generate geothermal power. This “free” power means that even the most isolated communities are well equipped with power-consuming equipment. Indeed, only the free-floating Tels are unable to exploit this free power source.

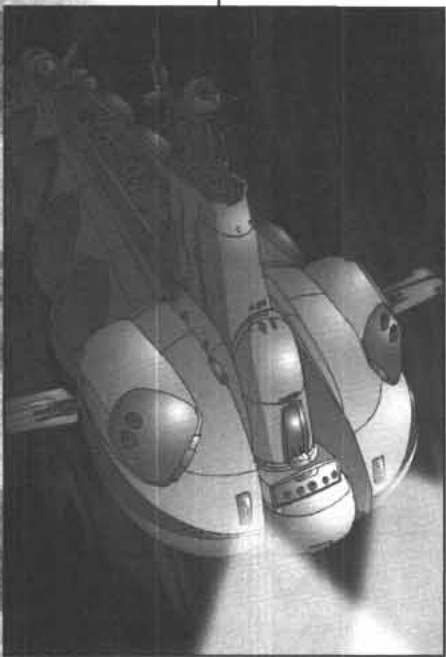
A consequence of Atlantis' tectonic activity are the earthquakes that rock the planet almost continuously. Most Atlantean natives don't even register small quakes (up to around 3.0 on the Richter scale, which most islands experience at least once a month) though new arrivals find them distracting. Truly devastating earthquakes (those over 7.0 on the Richter Scale) are rare and tremors are regarded simply as a part of life. More problematic are the tsunamis — tidal waves up to 20 meters high — that can result from high-magnitude sub-aquatic quakes (usually those exceeding 5.0 on the Richter scale) and which can bear down on archipelagos with astonishing force. Many coastal communities maintain storm refuges to escape the effects of tsunamis, and their frequency — a coastal settlement can expect to be hit by a tidal wave every decade or so — was a significant factor in the development of free-floating islands and sub-aquatic cities.

Under Pressure

Pressure is the bane of all existence underwater, the considerably denser nature of water exerting a much greater pressure than an equivalent amount of atmosphere.

All submarines have a rated crush-depth — that at which their hulls can no longer withstand the pressure of water upon them. In the case of CEF minisubs, this is around 600 meters (the equivalent of 63 Atlantean/60 Earth atmospheres). Most Atlantean subs are rated to 2,000 meters, where they withstand the phenomenal equivalent of 210 Atlantean/200 Earth atmospheres, though a few transport subs intended to supply the deepest cities are rated to 3-5,000 meters. A few specialized survey vessels — Bathyscaphes rather than submarines — are built to survive depths up to 12,000 meters, though even this is insufficient to reach the deepest reaches of Atlantis' oceans, which can only be explored by remote controlled vehicles (ROV's).

Unaided or with SCUBA gear, humans can only operate practically to a depth of around 100 meters and no deeper than 200 meters, a far cry from many of Atlantis' animal species who are at home thousands of meters underwater. Even before it causes direct harm to a diver, however, pressure poses dangers to unprotected humans; increasing pressure causes changes in the amount of gases dissolved in the diver's blood, which may become dangerous. The best-known pressure-related ailment is the “Bends” caused by these extra gases dissolved in the bloodstream reverting to gaseous state if pressure is reduced too quickly (by the diver decreasing depth too quickly). Another major ailment is nitrogen narcosis caused by an excess of nitrogen in the bloodstream, leading to a sense of intoxication. Both of these ailments can be ameliorated or negated by using specialized mixes or equipment (such as fluid breathing gear) or by using diving hardsuits that maintain a lower pressure.





Oceanography - 1.2.4

To outsiders, the descriptor “water world” is enough to sum up the seas of Atlantis. It is, however, a gross simplification of the situation, with complex patterns of currents flowing through the oceans and sophisticated structures existing within the often kilometers-deep waters. A number of factors drive these currents, most notably Atlantis’ rotation and energy received in the form of sunlight from Eos, but also variations in salinity across the globe and surface winds. The winds drive currents near the water-air interface (usually to a depth of 1-200 meters) but it is temperature and salinity — thermohaline effects — that govern deeper currents by powering a number of “pumps” that drive deep-water movement, resulting in generally west-east or clockwise currents in the northern hemisphere, and east-west and counter-clockwise currents in the southern. There are exceptions — the Brow Current southeast of Heimay and Heiraklean runs roughly east-west across the Mystran Abyssal, driven by cold Antarctic waters flowing from the Stygian seamounts. Such currents often extend deep beneath the surface and some currents are wholly submerged, atmospheric circulation modifying the flows to create distinct surface water currents. The most powerful of these water circulation systems are known as gyres, each a roughly circular flow. The Theran Gyre dominates the northern hemisphere, its flow encompassing the Theran Archipelago and the Atlantean massif. In the southern hemisphere are the Arbor and Mystran Gyres, encompassing the Arbor seamounts and the Herimay archipelago respectively. Items swept up in the gyres — such as fish shoals, free-floating kelp beds or wreckage — are likely to be trapped there pending some outside influence, such as a storm. The artificial tels exploit the predictability of these gyres, each of the artificial islands swept in a perpetual loop across the expanses of Atlantis’ oceans.

Temperature bands within the water divide the oceans into distinct layers, sudden temperature changes — thermoclines — forming the boundaries between warm and cold water. Though easily permeable to those traveling underwater, these boundary layers have a radical effect on the propagation of sound, serving as false surfaces to deflect and alter sounds. Creatures (or vehicles) on either side of the thermocline may be unable to hear each other, a result of sound waves being deflected, while others within the same “layer” may be able to hear much further than normal due to the sound waves being reflected off a thermocline (often multiple times).

The presence of three moons around Atlantis complicates the tidal system considerably, with high tides linked to both Selene and Theia. Where the high tides from each moon coincide (between two and three times per year) an extra-high tide occurs, known as a Charybdis Tide. During storm tides, coastal communities are on their guard against flooding, often sandbagging doorways and safeguarding valuables. Tiny Gaia has minimal influence on the daily tides, but when it is aligned with its larger siblings — which takes place every 248 days with Selene or every 205 with Theia — it can exacerbate the effects of high tide. When all three moons are in alignment — every 2585 days — the result is a super-heavy tide known as a Scylla Tide. This tide often wreaks devastation in areas that lack tidal defenses, often completely submerging whole islands.

Atlantis has small ice caps at each pole, each extending to roughly the 85th latitude. The northern ice cap is largely free-floating, encompassing no landmasses, though parts of it are grounded on the Karalan Abyssal. In contrast, the southern ice cap is locked in place by the Stygian Seamounts, the highest of which are encased in a kilometer of ice. Icebergs calve from both ice caps, making surface navigation hazardous to the 75th latitude. Many Atlantean submarines use passage under the icecaps to shorten their journeys, making their way through the mass of ice and rock. Few, if any, CEF captains have the knowledge to continue a pursuit into these areas, nor are their vessels robust enough to survive the journey.

The most unusual features of the Atlantean oceans are saline “lakes” on many of the abyssal plains. Denser than the surrounding water, lenses of water super-saturated with salt settle in hollows on the seabed. To a viewer, these “pools” resemble a lake, complete with a “surface” thanks to a different refraction index than the surrounding sea. These lakes are a disconcerting sight to inexperienced divers — many have a psychological barrier to diving “into” such lakes — though there is no more difficulty in crossing the sea/lake divide than there is crossing thermoclines.

Water, Water, Everywhere . . . ■

Many new arrivals to Atlantis are surprised to find that one of the most precious commodities on the planet is fresh water. As on Earth, the Atlantean seas are salt-water, albeit marginally less saline than those of humanity’s home world. Small settlements must rely on rainfall collectors (and in some cases vapor condensers) for their supply of fresh water, though most large cities have their own desalination plants, powered by geothermal or solar power. The rainfall itself, though not harmful to Earthly-originated life, is far from ideal for the human palate. It often contains high levels of dissolved sulphur, absorbed in the atmosphere or else from the ground in the case of freshwater springs and rivers, lending it an unpleasant rotten-egg smell unless treated. Such fresh water is, in fact, a dilute acid that etches exposed limestone and creates the intricate formations found on Lenasholme and in the Isla Frankos archipelago. In a few places, most notably Heimay, the interaction of volcanic chemicals and rainfall produces lakes and streams that are strongly acidic and inimical to Earth-originated life. Nonetheless, some native Atlantean species have adapted to survive in these harsh conditions, thriving in lakes with pH values as low as 1.5. Life also thrives in many of Atlantis’ hot springs, all of which have high concentrations of boric acid.



1.2.5 - Climate & Weather

Atlantis is slightly further from its star than Earth is from Sol, but the more intense Eos F9 classification means its “life zone” (the orbits in which water exists in liquid form and can thus support terrestrial life) is also further from the star. Indeed, though orbiting almost 40% further from its star than Earth, Atlantis is closer to the inner edge of the life zone and thus average temperatures are higher than on humanity’s home world. Indeed, this positioning is exacerbated by the proportion of “greenhouse” gasses in the atmosphere — principally water vapor but also carbon dioxide — that pushes average equatorial temperatures to around 40° centigrade.

The atmosphere is almost identical to that of Earth — 75% Nitrogen, 23% Oxygen, 1% Argon, 0.1% Carbon Dioxide — and a mean pressure of around 950 millibars (95% of Earth’s). Water vapor is a notable component of the atmosphere, though the exact proportion varies wildly depending on temperature and other conditions. On average, it is a little under 2% of the atmospheric volume, but this may increase to over 5% in high temperatures on the equator, or drop to less than 0.5% in the cool arctic. At Atlantis’ equator, the heat is oppressive and humidity approaches 100%, conditions in which flora and fauna thrive but which humans find uncomfortable. Rainfall is frequent and heavy, following patterns that vary little by day or season. The mid-latitudes are better suited to human existence, with average temperatures of around 20° centigrade and a comparably reduced humidity. A climate comparable to Earth’s Mediterranean extends from the 20th to 55th latitude in each hemisphere and is the primary area of human settlement. Diurnal variations of up to 10° centigrade are the norm, and even at the equator temperatures can plummet at night, though the “radiator effect” of the sea prevents massive temperature reductions. Only above the 70th latitude (or at high altitude) are sub-zero temperatures common.

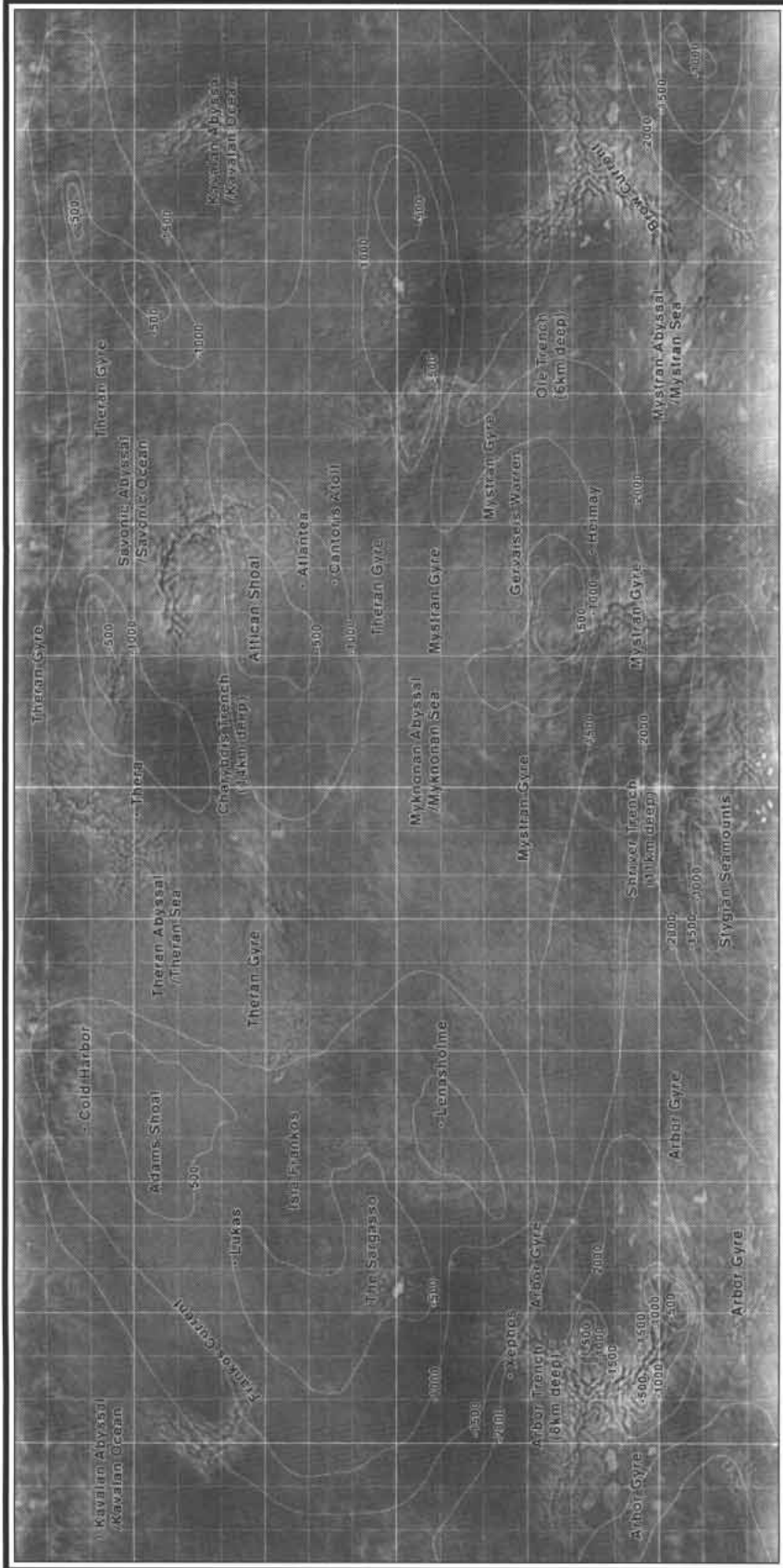
With an axial tilt of only 16 degrees, seasonal variations on Atlantis are less pronounced than on Earth and the changes can easily be missed by those unfamiliar with the world’s climate. Temperatures in each hemisphere’s summer (Terterosminas to Evdomosminas in the north, Enatosminas to Deuterosminas in the south) increase by around 5° while winter temperatures drop by similar amounts. More pronounced effects can be seen in the ocean currents, with the gyres and “pumps” of the summer hemisphere being notably stronger than their winter equivalents. As such, seasonal climatic change plays a significant role in Atlantis’ circulatory systems.

Unfortunately, a side effect of the high temperatures on Atlantis (or rather the copious amounts of energy received from Eos) and temperature differentials between the equator and poles is that the weather systems on Atlantis are more vigorous than those of Earth, even exceeding those of Terra Nova in some cases. Localized storms are common, with up to 10 cm of rain per hour, and most parts of the planet can expect heavy rainfall on a weekly if not daily basis. Centered on intense low-pressure areas (often 100 millibars below the ambient), typhoons frequently wrack the oceans, particularly in the late summer months in the 10th to 40th latitudes. With little land to channel and weaken these storms, they often rage for weeks or months, with winds reaching almost 300 kph and prompting sea swells of up to 30 meters. Most settlements have storm shelters to protect them against both hurricanes and tides. Occasionally, several typhoons will merge into a single megastorm like that which wracked Atlantis in AD 5511. Such storms occur once or twice per century and wreak considerable material damage to surface settlements.

1.2.6 - Atlantean Lifeforms

Atlantis had a burgeoning ecosystem when purchased by Kincaid, arguably even richer than the “garden world” of Terra Nova, with diverse species of flora and fauna. Almost all of the animal species — about 97 percent — were aquatic (principally mollusks, crustaceans, fish and jellyfish analogues) and the remainder avian, amphibian or reptilian. No mammals existed on Atlantis, since their niche was occupied by a handful of reptilian species. Beyond depths of 150 meters, the seawater absorbs almost all of the sunlight and photosynthesis becomes impractical. Species living at such depths must either migrate to the photic zone (the 150-meter band at the surface where there is sufficient light) to feed off plant life, or else must find alternative sources of sustenance, usually each other. Though a number of deeper species are chemosynthetic, deriving sustenance from chemical reactions, particularly around the deep-sea thermal vents. Some species migrate up and down as much as 1,000 meters, and are usually linked to the planet’s diurnal cycle, often nearing the surface only at night.

Though broadly similar to Terrestrial life, with similar patterns of DNA and RNA, the native species were not viable as food sources without considerable genetic modification. Instead, the corporation introduced a number of modified Earth species, adapted to survive in Atlantean conditions. Native species like water dragons, hook eels and vampyroteuthis remained the lords of the deep but imported aquatic mammals such as whales and dolphins established a solid fin-hold in the photic zone of the oceans. Other species established themselves in the shoals, notably seals and turtles, while cod and salmon shoals have become Atlantis’ pre-eminent food source. Seals and dolphins took on additional importance to the colonists, taking on the roles in society usually occupied by canines and beasts of burden. Indeed, the works of Lila Papandreiou have radically reshaped human relationships with them. Kincaid also made substantial modifications to plant species on the Atlantean landmasses, rendering them edible by humans and imported species. Relatively few Earth plants were introduced, principally those such as rice that were readily cultivatable in hydroponics labs.



INTRODUCTION

1



1.3 - THE EOS SYSTEM



The Atlantean system sits roughly 1400 Light Years from Earth and comprises six worlds orbiting an F8V star named Eos. Eos has a luminosity of 1.85 and masses 1.225 times as much as Sol, with a mean surface temperature of 6300°. Of these worlds, only Atlantis resides in Eos' "life zone" — the distance from the star, roughly between 1 and 1.9 AU in the case of Eos, at which water can remain liquid and Earth-like life might survive — though the chemical building blocks of life exist on several other Eosian worlds or their moons. Although human life in the Eos system was largely confined to Atlantis during the colonial era, the other Eosian worlds have taken on great significance recently, particularly in the years since the CEF invasion since several of them provide secure bases for the Earth military to operate from.

1.3.1 - Euryphaessa

Euryphaessa is the innermost Eosian world, situated scarcely 0.4 AU (about 60 million km) from its star. One hemisphere of the rocky world is tide-locked to Eos, permanently facing the star and thus continuously bombarded with radiation, while the other is perpetually shielded from the sun. The smallest of Eos' worlds, with an equatorial diameter of 3,500 kilometers, gravity on Euryphaessa is only 0.33 that of Earth though its density is 1.2 times that of humanity's home.

A year on Euryphaessa lasts only 83.26 Terran days (75.3 Atlantean days), during which time there are thousands of volcanic eruptions as gravitational stresses wrack the planet. Sheets of solidified lava dot the planet, forming dark patches like the maria of Earth's moon. Euryphaessa has a thin hydrogen-helium atmosphere, in constant motion around world. Until the CEF invasion, there was no permanent human settlement on Euryphaessa, though there had been scientific expeditions. The Earth forces established first an observation post on the planet, and in the last decade have begun to mine iron and silver, as well as establishing hydrogen refineries to fuel the shuttles. Euryphaessa's escape velocity is 3.3 km per second.

1.3.2 - Ouranos

Ouranos is the second world of the Eos system, orbiting the star once every 235 Terran (212.9 Atlantean) days at a distance of 0.8 AU. In many regards, Ouranos is the dark twin of Atlantis, roughly the same size (9,200 kilometer equatorial diameter) but extremely dry and inhospitable. The planet's thin atmosphere is incapable of supporting life beyond the microbial level, nor can it shield Ouranos from meteor bombardment, and as a result craters dot the planet's surface. The area around the largest craters — those between 10 and 75 km wide — forms concentric rings of rugged hills, called Annulae, ranging from 50 to 250 meters tall. Gravity on Ouranos is just over 0.5g, a result of a density only 0.8 that of Earth, and one day lasts 18 Atlantean hours (24 Earth hours). Escape velocity is 7.2 km per second.

In the early years of colonization, Kincaid established a series of mines and refineries on Ouranos to extract and process ores that were difficult to obtain on Atlantis itself. As submarine technologies improved, so the importance of these high-cost facilities dwindled. A few remained in operation, extracting precious metals, but most were dismantled or mothballed by 200 AC. Though no-longer of use to the Atlanteans, the facilities were ideal for the invading CEF, who reactivated a number to support their operations while converting others into barracks and maintenance facilities when it became clear that their captured bases on Atlantis' islands were both insufficient to meet their needs and exposed to native attack. Admiral Kenichi maintains the headquarters of the CEF 5th Fleet at the former mining town of Ephesus, now scarcely recognizable, delegating command of the ground forces on Atlantis itself to General Brent Loess. Ouranos has one small moon, Cronus, scarcely 200 km in diameter, and the site of numerous CEF weapons batteries.



Moons of Atlantis: Selene, Theia and Gaia - 1.3.3

Atlantis' three moons are solidly under CEF control, the site of numerous bases and observation facilities. With near-orbit denied them, the CEF have established communications relays on each of the moons together with observation facilities, intended to make up for the lack of reconnaissance satellites. The resolution from these bases is, however, insufficient for the CEF's operational needs — the closest is 100,000 km from the planet rather than the few hundred kilometers of near-orbit satellites. Weapons installations also dot each of the moons, both intended to defend them against an Atlantean attack and to provide a very limited strategic bombardment against the planet's surface should the need arise. The dark side of Selene is the site of a purpose-built CEF facility to support the 5th fleet. It is the operational base for most of the fleet's vessels, though maintenance is handled at Ouranos.

The Titan Asteroids - 1.3.4

Orbiting between Atlantis and Hyperion, the Titan Asteroids are believed to be the remnants of a failed planet. The planetoids vary from a few meters across to almost 75 km diameter. A number of the largest asteroids have been named, but most simply receive a designation (e.g. T137/172 — the 172nd asteroid catalogued in year 137). A number of asteroids have been surveyed and mined for metals vital to Atlantis' space program — it is often cheaper to mine asteroids than boost materials into orbit from Atlantis or Ouranos. These facilities were seized by the CEF in the early days of the invasion and their efforts turned toward supporting the 5th fleet. Additionally, the CEF has undertaken a number of "special projects" in the Titan belt including, according to Antartis rumor, fitting several mid-sized asteroids with drives and guidance systems, presumably to push them into Atlantean orbit where they could form the core of ASAT-resilient orbital facilities, or perhaps as crude bombardment weapons.

Hyperion - 1.3.5

The fourth planet in the Eos system, the gas giant Hyperion, orbits at a distance of 7 AU from the star once every 6095 Terran days (5510 Atlantean days — 13.28 Atlantean years). With an equatorial diameter of 130,000 kilometers, it is the third most massive object in the Atlantean system and is surrounded by a dozen moonlets, two of which — Charon and Erebus, each of which is only slightly smaller than Euryphaessa — have their own atmospheres. Erebus has been the subject of several Atlantean scientific expeditions, their objective its seas of liquid methane which are believed to harbor a proto-ecosystem. The CEF has taken little interest in Hyperion.

Rhea - 1.3.6

The fifth Eosian world, Rhea is a super-Jovian planet with an equatorial diameter of 182,000 kilometers. Rhea orbits Eos once over 15,489 Terran days (13,945 Atlantean days, or 33.6 Atlantean years). The massive world has almost three-dozen moons, though a third are less than 100 km in diameter, acting principally as "shepherds" for the planet's intricate system of rings. Only two — Titania and Puck — are more than 1000 km in diameter, both wracked by intense volcanism due to gravitational stresses from their massive parent world. Titania has a dense atmosphere but is also bathed in intense radiation from its interaction with Rhea's magnetic field. As such it is not thought to sustain life, nor are there any manned bases despite the presence of large surface deposits of valuable minerals.

Aurora - 1.3.7

Situated 27 AU from Eos, which appears as little more than a point of light, Aurora is a frigid world covered in sheets of methane ice. With a diameter of 4500 km, Aurora is the second smallest planet in the Eos system and with the exception of the gas giants, the least dense (roughly half as dense as Earth). The local gravity is only 17% that of Earth but that has not prevented a semi-permanent occupation of the world by scientists, the Skelton Observatory looking out into the vastness of space and one base of a massive radio interferometer whose other principal installation is the Parr telescope on Atlantea's Mount Howard. This massive baseline was the largest radio telescope array ever established but has fallen into disuse since the CEF co-opted the Mount Howard facility for their own purposes. Furthermore, no re-supply mission has visited Skelton Base since AD 6118 and the current status of its scientist inhabitants is unknown — the CEF has declined suggestions that they send a vessel to determine the scientist's fate, citing logistical difficulties in mounting an expedition to such a remote outpost. Aurora orbits Eos once every 46,267 Terran days (41,741 Atlantean days or 100.6 Atlantean years) and has an escape velocity of 2.78 km./sec.



MONSTERS OF THE DEEP



The dark leviathan slid through the water with an ease that belied its bulk, a massive body from which thrust numerous fins. The fish and other aquatic beasts gave the predator no heed. Such strange gargantuans were rare but had prowled the seas for many orbits of the water-world around its sun. As the hunter approached the surface it slowed, its fins twitching and its unnatural tail ceasing its thrashing. It hung there, just below the surface, a strange blowhole opening mid-way along its back.

"Engine room answers all stop," reported the submarine's XO. "Hovering at weapon's depth, sir. Laser periscope extending."

For all the vessel's size, the control room was still cramped, buried deep in the submarine's multi-thousand-ton hull. "Thank you, mister Costa," the captain was unflappable as ever. "Weps?"

"Capacitors read maximum charge, sir, and we have locked in the firing solution from the Scylla buoys. The target shows no deviations."

Deepfish to the light, Captain Restau thought, helpless before Atlantean technology and cunning. The invaders' manned vessels were too unpredictable, but the CEF were deluded if they thought this spy-in-the-sky would last more than a few hours.

"Target is now over the horizon," Weps reported, calmly and efficiently. "Ideal firing position in six minutes..." he hesitated momentarily while gazing at his glowing display, "...mark."

Restau nodded in acknowledgement then turned to the sonar station. "The neighborhood's quiet?"

"Nobody here but us fishes," reported Ensign Michelton, the sensor operator, before adding a belated "sir!" The kid was flippant and a pain in the rear end, but damn he was good. Unfortunately, Michelton knew it and constantly pushed at the boundaries of authority, his arrogance overriding the military discipline drilled into him by the resistance. Still, if the ensign said there were no CEF vessels in the area, Restau believed him. The kid had an uncanny ability to visualize the area round the sub and spot even the stealthiest intruders. That was the sole reason why the Antartis captain put up with him.

"Okay, slave the FCS to the mainframe then bring up the primary bus." The crew moved quickly as the last key systems were engaged and safety locks disabled. The command crew watched the last seconds tick down. The captain checked his watch then spoke — a formality as the firing would be automatic. "Fire."

The submarine's lights dimmed. For a brief instant, a burning column of superheated plasma appeared to connect the thick periscope to the heavens as the massive laser vaporized all in its path before lancing through the less resistant upper atmosphere. Concentric ripples and waves spread around the vessel as air rushed back into the void, a dull boom echoing through the enormous submersible.

Two hundred kilometers above, a star flared brightly then faded as the CEF spy satellite vaporized under the intense energy discharge; Atlantis' low orbit was a dangerous place for the invaders to be.

At its captain's command, the gargantuan weapon platform turned and dove, returning to the deep-dark where it belonged and where its masters' rule was uncontested.





THE NEW SEAS - 2.1

Explorations of Caprice's CP-20 Gate point, discovered in AD 5390, brought Human Concordat explorers to the Eos system two years later. What they found was in stark contrast to the two previous "inhabitable" worlds beyond Earth; a warm, life-rich water world totally unlike barren Caprice and dry Terra Nova. The surveys quickly established that only three percent of the planet's surface was above water; the deep oceans teemed with primitive life but were otherwise unremarkable. The surveyors noted that a broad range of minerals were present on the islands but did little to explore the sea beds, lacking the equipment to do so. Had they done so, they would have realized that Atlantis, as the world was later known, was as rich in resources as Caprice. Instead, they decided that while capable of supporting human life, the newly discovered world was not an attractive proposition for colonization and instead continued to explore the Gate points leading further from Eos, eventually discovering the "Atlantean worlds": Home in 5395, New Jerusalem in 5415 and Eden in 5428.

It was therefore a great surprise when, less than a month after the survey flotilla's report was filed on Earth, the Kincaid Consortium placed a massive and unprecedented bid to purchase the water world. Many thought the trillions bid by Kincaid were a wasted effort and that the corporation could never hope to pay off the debt or make a profit. Nonetheless, the Concordat were pleased with the offer and accepted Kincaid's bid in 5393, resulting in sole purchase becoming the de-facto standard for the disposal of all future colonies (with the notable exception of Botany Bay).



Testing the Water (AD 5390-5425) - 2.1.1

While compatible with human life, Atlantis still posed a number of environmental challenges to colonization and to the long-term viability of Kincaid's endeavor. Planetary engineers seeded the atmosphere and oceans with Terran algae, which reduced the carbon dioxide levels in the atmosphere markedly and increased the amount of oxygen, bringing both into the comfort zone of humans. These algae also worked to reduce the sulfur content of the air and seas. By AD 5420's, Earth-originated life could survive on Atlantis comfortably and without risk of permanent harm. Playing it safe, Kincaid engineered the Terran species they planned to introduce to better resist the rigors of the new world — enhanced renal and liver functions were the most common modification; the first of these were introduced in AD 4221. Efforts to modify Atlantis' environment continued for another sixteen years, but the introduction of Earth lifeforms marked the beginning of colonization, with first a trickle and later a torrent of people coming through the Gate to seek a new life.

The first colony site — now buried under Port Atlantea — housed little more than a thousand pioneers, many of whom had been employed by Kincaid as surveyors and construction workers. Immigration in those early days was less than five-hundred per year, mainly qualified divers or those employed for their oceanographic skills, though this number rose steadily toward the middle of the century when Kincaid's aquafarming facilities came online. Immigration peaked at a thousand per month, complemented by the first native births in AD 5425. Though never as heavily colonized as Terra Nova, Utopia, or the other Atlantean worlds, Atlantis quickly developed a sizeable population and its economy and industrial base rapidly diversified, rendering the world easily capable of supporting itself.



Delores Kincaid

Delores Kincaid was CEO of an alliance of aquafarming interests in Earth's Mediterranean and Western Atlantic. A native of Athens, Delores grew up on boats — her father commanded a fishing fleet based in Piraeus — and diversified the business to include fish-farming and hydroponics. Building alliances with like-minded businesses, she was able to broker collective deals for the sale of their goods. In AD 5371, this business alliance was formally recognized in the founding of the Kincaid Aquafarm Consortium (the present variation on the name was not adopted until AD 5503). The company prospered and within a dozen years was one of Earth's pre-eminent food producers.

Even so, the corporation's bid for Atlantis, something Delores masterminded, was a shock and something outsiders thought would doom the company. Delores' business acumen convinced the Concordat authorities that Kincaid's business plan was solid and that the corporation would be able to meet its payments. Although tempted to visit, Kincaid remained on Earth during the early years of Atlantis' colonization, though her enthusiasm for the project were instrumental in encouraging others to join the nascent colony. Kincaid only undertook the long journey from Earth in AD 5412, when she was 71 years old. She visited twice more, in AD 5421 for the release of the first Terran species into Atlantean waters, and in AD 5427, when she retired and took up residence in Port Atlantea. She died in AD 5433, just six weeks before the Kincaid board voted to move their headquarters from Athens to Port Atlantea.



2.1.2 - First Returns (AD 5425-5511)

Although the first colonists arrived in AD 5401 to survey the water world, it was another twenty years before commercial operations began. Initial plans to farm native stock proved unworkable, the biochemistry of the indigenous species being too alien for human consumption. While Terran species were being adapted to the Atlantean environment, Kincaid's scientists made extensive studies of the Atlantean life forms, recruiting some of Earth's best geneticists to make close studies of their makeup. In doing so, they developed a number of new techniques and it was the patents for these that first provided a return for Kincaid as they were taken up by numerous businesses on Earth and Caprice.

In these early years, Kincaid also developed advanced hydroponics techniques that were used to grow numerous Earth crops without risk of cross-contamination with the Atlantean ecosystem, protecting the crops from the alien environment. These technologies were refined over the years and though not as widely taken up as the genetic patents, Kincaid's advanced aquaculture procedures were incorporated by environmental engineers, improving the efficiency of starship hydroponics and atmospheric processing systems. In AD 5431, Kincaid's determination to defend its patents was made clear to all when Caprice-based Axial BioTech attempted to market an aquaculture system featuring Kincaid's designs without obtaining appropriate licenses. In a prolonged and bitter legal case, Kincaid proved both Axial's theft and subsequent attempts to cover up the evidence. Axial were disgraced and forced into receivership, while Kincaid demonstrated their determination and the power of a corporation with a whole world's resources behind them.

Systematic surveys of the seabed over the first thirty years of the colonization effort revealed the true extent of Atlantis' mineral wealth, though the deep-water technologies to extract them in any quantity did not become available until the 5440's. Even then, the expense of lifting such materials from the ocean floor made them a poor commercial prospect (though together with mines on the inner world of Ouranos, it did reduce Atlantis' reliance on imports from Caprice and Earth). This would ultimately prove to be one of Atlantis' greatest advantages, allowing them to steer their own path independent of the other worlds of the Concordat.

2.1.3 - Serpents in Paradise

Not everyone was happy with Kincaid's efforts to adapt the Atlantean environment, though in the early years this discontent was muted. However, the introduction of Terran species to Atlantis crystallized opposition to the Consortium's actions, prompting protests on both Earth and Atlantis at the "gross interference" with the planet's ecosystem. In AD 5451, opposition to the genetic engineering of both Terran and Atlantean species took a dangerous turn when extremists detonated a small bomb at a fish hatchery in Port Atlantea. Though it caused only superficial damage, it heralded the start of a struggle between Kincaid's security services and environmental extremists that has continued sporadically to the present day. Kincaid's scientific installations were the principal targets of the eco-terrorists, but a few also targeted Atlantis' burgeoning tourist industry — the idea of a world with thousands of beautiful desert islands caught the imagination of the jaded upper classes of Earth and Caprice — though the terrorists quickly abandoned this tack when they found it harmed their public image and starved them of financial support.

A handful of tourist resorts opened in the 5440s and 5450s, but these were soon eclipsed by a series of massive floating hotel-resorts that could journey between the islands, transporting their exclusive clientele to Atlantis' varied sites. The itineraries of such vessels — the first of which entered service in AD 5471 — lasted anywhere from 30 to 200 days, sometimes cruising leisurely between the islands, at others anchoring in a single spot for a week or more to allow the residents to explore, sunbathe or dive among the bountiful local fauna.

■ Forces of Nature

The violence of Atlantis' environment, its weather and volcanism, was well known to the colonists, who built their homes to withstand everything the world could throw at them — or so they thought. In AD 5511, a succession of storms battering the Mykonan Ocean merged into a single mega-hurricane, dubbed *Sylvia* by the meteorologists in Port Atlantea. Such a massive convergence had never been witnessed before, and the storm overwhelmed even the formidable preparations of the Atlanteans. More than five thousand people were killed and there was immense property damage in coastal settlements. A hundred vessels were sunk in the storm's three-week rampage and many others were damaged; the most notable casualty was the floating resort of Xanthi, which was shattered by the waves and subsequently scuttled to prevent it being wrecked on the coasts of the Heimay Archipelago. The resort's residents, evacuated in a daring airlift as the stormfront approached, took refuge on Atlantea before being found alternative accommodation.

The storm — and realization that repeat performances were likely, most recently in AD 6103 — prompted a major shift in the Atlantean mindset. Previously, the bulk of housing construction took place on the islands, with aquatic installations the site of fish farms and mineral extraction endeavors. After mega-hurricane *Sylvia* cut its swathe across Atlantis' Northern latitudes, much more emphasis was placed on the construction of sub-aquatic habitats, both in the shallows and, as the technology developed, on the abyssal plains. On the eve of the storm, only one percent of the population lived in aquatic habitats. Within a century, that figure was almost seventy percent.



Riches of the Ocean (AD 5512-5691) - 2.1.4

Kincaid paid off its debts by the early 57th century and made a respectable profit from its Atlantean endeavors. Shipping seafood delicacies to Caprice was the most notable trade, with sunfish caviar, sea dragon eggs and sea butterflies the principal exports. The former soon outstripped Ostreta caviar from Earth as the mark of success and luxury among the Concordat's elite. Like Terran Fugu (puffer fish), the main attraction of sea butterfly was its toxicity; unless prepared correctly, eating sea butterfly could lead to poisoning and death and so only qualified and licensed chefs prepared the dish. The challenge in doing so was to prepare the dish so that it was non-lethal but contained sufficient poison to intoxicate the eater. Too much poison and the diner would suffer paralysis and possibly a heart attack.

Of more widespread availability were the drugs developed from Atlantis' vibrant ecosystem or using Atlantis-developed genetic modification techniques. Marketed under the corporation's new name, Kincaid Aquapharm, these ranged from enhanced anti-viral agents and steroid-analogues to anticoagulants and painkillers. However, the total take-up of these drugs — which allowed Kincaid to pay off its debts by AD 5610 — paled into insignificance compared to a single product, Metagon.

Developed initially as part of a cancer treatment regimen — it works as a targeted alkylating agent and antimetabolite, impairing cell division and function — Metagon was a supremely effective part of the oncologists arsenal. The ability to tailor its effects to target just cancerous cells made it far superior to other drugs of a similar type and it was in high demand throughout the Concordat. However, Metagon was also extremely expensive, even before the discoveries that sent demand spiraling out of control. The great revelation regarding Metagon came in AD 5643 as part of ongoing lab experiments by scientists in Port Atlantea. It was discovered that like other alkylating agents, Metagon did effect healthy cells but not in the same manner. While other drugs interfered with cell operations, including damaging the patient's immune system, Metagon merely slowed cell activity and in many regards enhanced its ability to function. In effect it slowed the aging process to almost half the normal rate. Of course, there was a drawback: each treatment only remained effective for around a month (decreasing to about a week as the patient aged) and after a number of treatments — the exact number varied between patients, usually 2-4 months after the start of treatments — the body became reliant on the drug's presence to operate effectively. Missing treatments triggered widespread organ failure, leading to a swift and painful death. This led to grave concerns among many physicians — the Neufelt Axiom stressed quality of life over longevity — but to the Concordat's rich and powerful, perpetual addiction was a small price to pay for potentially doubling their life expectancy. As demand for the "Atlantean wonder drug" skyrocketed, so did Kincaid's profits, though manufacturing difficulties placed severe limits on its availability, and the price soared to reflect its scarcity. The difficulty of obtaining the raw materials for the drug — glands from a rare deep-water eel — and the inability to synthesize this component ensured that demand would always outstrip supply. Nonetheless, Kincaid became rich, the company's prosperity reflected in the lifestyle of the Consortium's employees and the underwriting of a wide range of pharmacological projects and research into aquatic technologies.

The Dragon Murders

By the late 57th century, the employees of Kincaid Aquapharm enjoyed one of the highest standards of living in the Concordat. Nonetheless, crime remained a problem on Atlantis as the population grew, particularly in the widely scattered communities. Kincaid's security forces (the KSF) made allowances for the frontier mentality that pervaded among the colonists but cracked down hard on violent crime. As a result, Atlantis quickly garnered an image, albeit somewhat exaggerated, as a tolerant paradise that further encouraged free spirits to emigrate to the water world. The events of AD 5691 shattered this image.

On 19 Terterosminas, a mid-level Kincaid manager was found brutally murdered in Port Atlantea's industrial quarter. There appeared to be no motive for the attack and the murder had ritualistic elements; several of the victim's organs were removed and the outline of a water dragon was cut into his torso. The KSF began an urgent investigation, but despite their efforts another body with similar wounds was discovered sixteen days later. This time, the victim was Emmie Dunn, a senior production manager at Agora Pharmacon who had been reported missing by her husband several hours before the discovery. Over that summer, there were another seven murders, all following the same MO and targeting senior Kincaid personnel. A sense of paranoia gripped Atlantis as a host of theories were floated regarding the perpetrator. Some blamed the eco-terrorists, whose "war" against Kincaid continued in fits and starts, while others suggested a disaffected employee or even a tourist who suffered temporary insanity as a result of the wide range of Atlantean intoxicants. The actual culprit was never identified, and all angles of investigation proved fruitless; the murders seemed to end on their own, lending some credence to the idea that the murderer was a visitor. Though Port Atlantea quickly recovered from the horror of the slayings, the events caught the public imagination and led to a succession of "Dragon Murders" books and documentaries, each presenting a different solution to the events. Even today, more than three hundred years later, "Dragon Murder" tours remained a popular tourist attraction up until the CEF invasion.



2.1.5 - Turning the Tides (AD 5692-5810)

Though Atlantis was owned outright by the Kincaid Consortium, a host of other businesses established themselves in the colony to support Kincaid's endeavors and to sustain the colonist's lifestyle. Like all immigrants to Atlantis, these companies had to acknowledge Kincaid's overlordship and submit to their authority. Though Kincaid rarely used its position to further their own aims — blocking attempts by competitors from Caprice and Earth to establish Atlantean subsidiaries was the only notable use of these powers — many companies were leery of Kincaid's position and over the years a number of protests were lodged with the Concordat. In each case, the ruling went in Kincaid's favor as the landowner, though this did not prevent the emergence of a groundswell of opinion in favor of the reform in the governance of Atlantis.

Until AD 5710, the government of Atlantis and the board of Kincaid were indistinguishable, the CEO of the Consortium was in effect the head of state for a sovereign member of the Concordat. Influence of the government was via the board and its responsibility to its shareholders. It was every shareholder's right to address the board to make their feelings known and to vote on matters in proportion to their stake. This meant that only around a tenth of the Atlantean population could vote on issues that affected the world and real power resided with less than two-dozen individuals who held the lion's share of Kincaid's stock. As the 57th century ended, so protests against Kincaid's absolute rule mounted. At first, it was scattered condemnation of the board by a handful of outspoken critics who used the media to make their feelings known but soon a popular movement emerged, organizing mass protests in Port Atlantea and major settlements across Atlantis. At first, the board ignored these demonstrations but by AD 5704 a succession of strikes had demonstrated the protestor's resolve and their ability to influence Atlantean affairs. With more than a million colonists demonstrating on the capital's streets, Kincaid decided enough was enough.

In response, the board established a committee to examine the protestor's complaints and to investigate governmental reforms. The result of their deliberations, which lasted almost three years, reshaped the political landscape of the colony. While Kincaid did not relinquish their ownership and ultimate authority over Atlantis, they did agree to the establishment of an independent authority to govern the world, membership of which would be determined by elections every five years. Every colonist could vote for the one hundred members of this body, the Atlan Corporate Hegemony, each of whom represented a distinct settlement or geographical area, though as a safeguard against future mass immigration, only those born on Atlantis could actually occupy one of the Hegemony seats. Establishing the legal and physical framework for the new government took another two years but on 1 January AD 5710 (8 Dhekatosminas AY 251) power passed peacefully from Kincaid and Atlantis became a participatory democracy. In the centuries that followed, the democratic principals would merge with the independent nature of individual Atlanteans to form a unique and robust society.

◆ Sudden Reversals

The Concordat's decisions to abandon its colonies in AD 5790 shook Kincaid and the Atlan Corporate Hegemony to their cores. Though Atlantis was not as reliant on interstellar trade as other colonies such as Caprice, the sudden withdrawal of Earth and its fleets shattered the planet's economy and forced many Atlanteans to eke out a subsistence living. Before that, however, there were riots in many Atlantean cities as some groups of colonists fought to be on the last ships heading back to Earth — Kincaid still retained substantial holdings on Earth. Others sought to secure supplies of Metagon, either for personal use or to sell to desperate Earth-bound individuals who would henceforth be isolated from their supplies of the wonder drug. The independent Atlantean Constabulary proved insufficient to maintain order and for the first time in eighty years, the KSF deployed onto the streets of Atlantis' cities in an effort to maintain order. They met with mixed results — much of Kincaid's infrastructure was safeguarded but large areas of the island cities were devastated in the chaos. The artificial islands and subaquatic cities were less hard hit by the rioting as most of the residents were staunchly independent and committed to life on Atlantis. Some even relished the Concordat's withdrawal, feeling that freed from Earth's apron strings Atlantean culture could flourish and find its own unique expression.

Kincaid forces managed to secure a single Gateship, subsequently renamed the AHS *Poseidon*, and fought off Concordat attempts to retake it. This vessel would become a vital bridge with the other worlds, allowing Atlantis to initiate trade with other worlds, principally Caprice. In general, however, Atlantis withdrew into itself, seeking strength in self-reliance and personal accomplishment. While other worlds fragmented, collapsing into a host of petty nations, Atlantis remained whole, maintaining the loose associations of the Atlan Corporate Hegemony. The greatest expression of this new Atlantean culture was the non-conformist waverider culture, individuals who live an itinerant existence, choosing freedom of action and expression over ties to any city or corporation. Though initially numbering only a few hundred individuals, the waveriders grew to encompass a sizeable percentage of the Atlantean population, trading their services for the goods they needed.





Storm Warning (AD 5811-6120) - 2.1.6

Kincaid survived Earth's introspection but its influence over Atlantean affairs waned. While most of the citizens continued to accept the authority of the Atlan Corporate Hegemony, each of the cities — particularly those in the deep oceans — began to function independently of its neighbors. Within fifty years of Earth's withdrawal, each was a de-facto city-state, self-reliant and looking out for its own interests rather than those of a "greater Atlantis." At first, this manifested as a loyalty to the city-state over and above other concerns but soon escalated into bitter rivalries. Trade disputes became commonplace as the deep cities flexed their muscles and sought to demonstrate their power and influence. The concept of nationalism was unknown to most Atlanteans but the period until AD 6003 became known as the Era of the City States and saw these trade disputes escalate in a succession of brushfire wars as various factions sought to interdict their rivals or circumvent blockades. Kincaid and the ACH were able to reign in the worst of the excesses and prevent the kind of alliance building and warfare that erupted on Terra Nova and Utopia, but instead were forced to endure a sporadic conflict that lasted for over a century.

Four deep-water city-states were destroyed in the conflict, either a result of enemy attacks or sabotage, costing tens of thousands of lives. Another two cities were abandoned as a result of catastrophic systems failures, though in both cases, the efforts to rescue the inhabitants demonstrated a willingness to put aside personal issues to meet the challenge of a disaster. Indeed, when the city of Iraklio on the edge of the Charybdis Trench suffered a major failure of its environmental systems, Thera and Lukas — then involved in a bloody spat over fishing in the Adams Shoal — abandoned their conflict and each sent vessels to aid in the evacuation of the doomed city. No new cities were built to replace those that failed but the survivor cities grew far beyond their designers' wildest dreams, not only growing to house the refugees but also a steady stream of migrants from the island settlements. Though the war demonstrated the fragility of the deep-water cities, they became accepted as the economic and cultural centers of the planet.

The Theran Protocols ◆

Nonetheless, the conflict cost countless lives and the material cost ran into the trillions. For all their efforts, not one city-state was ever able to gain the upper hand and subjugate its neighbors. In AD 6003, the Theran Protocols brought the open warfare between the city-states to an end, largely replacing it with commercial and scientific endeavors as each signatory sought to prove its superiority. The deep-water city-state of Thera replaced Port Atlantea as the center of the notional Atlantean government, the ACH, which struggled to rebuild its authority, so badly undermined in the Era of the City States. Four years later, the city-states bound by the Theran Protocols adopted a federal constitution, granting each equal representation in the streamlined Hegemony Council. Those who hadn't signed the protocols were encouraged to do so, and by AD 6012 all of the major settlements had reconfirmed their allegiance to the ACH, leaving only the nomadic waveriders outside the new Atlantean government.

Despite the ACH's best intentions, the Protocols did not wholly stop conflict between the cities but it did prevent the worst excesses, eliminating the grave danger to civilian life. Paramilitary forces of each city-state continued to clash in the deep oceans, but such engagements became increasingly ritualized and eventually metamorphosed into the Pelagic Duels (see 6.3.1 *Sports*, page 71) where the combatant's pride was the principal casualty. Efforts to bring the disparate paramilitary forces under the authority of the ACH came to naught; the cities were unwilling to give up such a large part of their power and saw no need to do so. It would take the tragic events of AD 6121 to forge any sort of unified command structure.

Swimming Between the Stars ◆

Interstellar trade continued sporadically, with missions to Caprice or Home every ten to fifteen Earth years and less regularly with Eden, Terra Nova and — once, at the other party's instigation — Utopia. Atlantean pharmaceuticals, particularly Metagon, were in high demand but there was little the Atlanteans desired from others. In the end, only the Capricians found it worth persevering, undertaking trade missions largely on their own initiative approximately every ten to fifteen years. Unlike the other colonies, Caprice was able to provide Atlantis with unique technologies, principally in the fields of metallurgy and computer science. These were used to bolster Atlantis' explorations of its deep oceans, build stronger and more resilient habitats and to create vessels that could journey ever deeper.

When a trade delegation scheduled to arrive in AD 6118 failed to appear, the Atlantean authorities were unconcerned. Such missions were frequently postponed for a variety of reasons, often for a number of years. Little did the Atlanteans know that the reason for the absent mission was the sudden and unexpected return of Earth's forces to Caprice; the Colonial Earth Forces (CEF) embargoed any such missions while they prepared their own brutal assault on the colonies. Atlantis did not have long to wait.



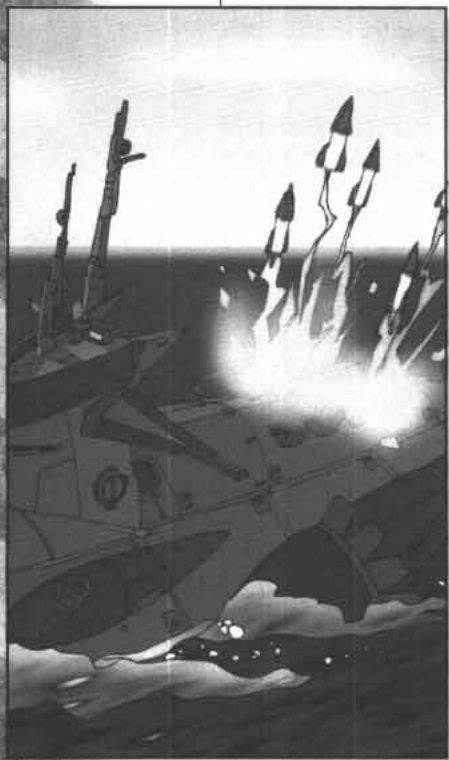
2.1.7 - Breakers [AD 6121-6122]

The sudden appearance of the CEF 5th Fleet in late December AD 6121 caught the Atlanteans completely unprepared. They had no reason to expect an attack from Caprice — the very concept of an interstellar war was preposterous — and had little in the way of orbital military assets to hinder the invaders' progress. Within two weeks, the CEF had seized control of all Atlantean off-world facilities, principally a handful of orbital refineries for zero-G processing but also the facilities on Ouranos and the Atlantean moons. The scientific base on Aurora they abandoned and the occupants are believed to have perished. The Earth forces did not immediately move to seize Atlantis but spent several weeks surveying the world from orbit and updating their invasion plans. Concealed by more than a kilometer of water, they did not realize the events that had reshaped the abyssal habitats and based their plans for conquest on Concordat-era information indicating that the main centers of government and industry were on the islands, a mistake that would not become apparent for several months.

In early February of AD 6122, the CEF staged a series of assaults against the Isla Frankos Archipelago and Atlantea. They seized both objectives with only minimal resistance — the Kincaid forces guarding the corporate facilities in Port Atlantea were quickly overwhelmed by the GRELS — before quickly securing the other major landmasses. Over the next few months, GRELS and hovertanks easily secured more than ninety percent of the surface installations, both on the islands and in the shoals. Of the major surface settlements, only the refinery-city of Heirakleon remained in Atlantean hands, the CEF being wary of committing the mass infantry forces required to seize its maze-like structures.

However, though their orbital surveys closely matched the Concordat-era records, the populations of the facilities captured by the CEF were considerably less than the expected numbers and likewise many of the heavy industries they had expected to be present were surprisingly undeveloped. They knew the Atlanteans had advanced manufacturing capabilities — they had witnessed several advanced Atlantean submarines running on the surface — yet there appeared to be no shipyards. It took several months for the CEF commanders to realize that in the Concordat's absence, the deep-water habitats had become Atlantis' principal cities and that with few exceptions these facilities were beyond the reach of the invading troops. Nonetheless, they hoped that control of the landmasses and the littoral would be enough to force the deep-water cities to capitulate. When they had not done so by November, the CEF decided to force the issue and assembled a fleet to "crack" Lukas, the shallowest of the sea-bed cities.

Hunters Hunted



The CEF fleet assembled at Port Atlantea incorporated more than fifty of the SSK-41 subsmeribles the CEF had brought with them (see **Colonial Expeditionary Forces** sourcebook, page 120), as well as nearly twice that number of surface transports. Though there had been some minor clashes with lightly armed Atlantean troops, the CEF had little reason to fear for the safety of their fleet and departed the safe anchorage with considerable fanfare and high expectations of success. Unfortunately, it quickly became apparent that "ineffectual" Atlantean naval forces were far from weak when a pair of Kekrops-class nuclear attack subs engaged the fleet and sank two of the transports. Even after the attack, the CEF was confident, believing they'd beaten off the attack. Unfortunately, it was only a probe and the real attack occurred several hours later when the fleet was 150 kilometers southwest of Cape Bluewater. In what became known as the Bluewater Incident, a pack of eight Atlantean nuclear subs engaged the CEF fleet, this time using their full power and abilities. Five of the Atlantean subs were badly damaged in the engagement and one was subsequently scuttled before it could reach a safe port. There were no CEF survivors and all hopes by the NEC of a quick end to the war on Atlantis died with their ships.

The CEF were incapable of exacting revenge on the bases from which the Atlantean subs operated, but there remained several facilities vulnerable to counter strikes. Four days after the loss of their fleet, the CEF maneuvered an artillery satellite into orbit above Heirakleon and with no warning to the inhabitants, dropped a succession of projectiles onto the industrial complex. More than two-hundred thousand people died in the strike and the ensuing conflagration, something the CEF hoped would serve as an object lesson to the Atlanteans still resisting the occupation. The CEF believed such a devastating assault would break the natives' spirit but instead they provided them with a common rallying point, pushing both corporate interests and ecological groups — who had fought each other since the colonization — into abandoning their long-standing feud in favor of combined opposition to the Earth invasion. The impetus of the opposition to Earth's return, though slow to mount, would soon come home to the invaders.





Riding the Wave (AD 6123-6144) - 2.1.8

Banding together under the name of the Antartis, the name of ancient robber-barons who fought off invaders of an old Earth nation, the disparate paramilitary forces rallied together and in the early months of AD 6123 thrashed out a common command structure and despite the risk of reprisals, took the war back to the CEF. For the next eighteen months, the Antartis pursued CEF vessels, at first simply harassing their shipping — the scale of Bluewater was never repeated, thanks in part to the CEF's abandonment of surface shipping in favor of aircraft and sub-orbitals — but eventually including counterattacks against shoal facilities seized by the CEF. Using a combination of surprise and determination, they were able to clear CEF troops from a number of outlying settlements though the threat of further reprisals — the invaders used artillery on several occasions to sanitize the battlefield — prevented the Antartis achieving their planned objectives. While the CEF controlled Low Atlantean Orbit (LAO), the resistance would never be able to truly take the war back to the enemy with any hope of success. The Atlanteans had the weapons to attack the satellites but could not generate an accurate firing solution without alerting the CEF and inviting a devastating counterblow.

The answer came a little over three years after the invasion with the deployment of a series of buoys codenamed "Scylla" that contained a sophisticated tracking and data distribution system. Working in concert, these buoys could develop a firing solution using passive means undetectable by the CEF and then transmit that information to the ASAT-equipped submarines. The first use of the system took place in May of AD 6125, and for the next month the CEF were mystified by the unexplained loss of a succession of reconnaissance, communication and artillery satellites. Even once they had identified the Antartis' methods, the CEF were unable to counter the Scylla system — the optical sensors were immune to jamming, and the buoys too numerous to destroy in detail — and chose to abandon low orbit and concentrate their space resources out of reach of the Antartis batteries. The CEF had, however, already discovered that the Scylla system did have some weaknesses: notably, it took considerable time to develop a firing solution, and thus shuttles and other transient craft were relatively safe from reprisals.

Though the Atlanteans were now spared from the CEF artillery, they lacked the military technology to effectively take the war back to the CEF, in particular to deal with the heavily armored and determined GRELS, or the highly mobile hovertanks. For their part, the CEF similarly lacked the resources and expertise to take the war back into the oceans, let alone down onto the abyssal plains. What followed became known as the Long War, a series of raids and counter-raids where neither side had any real prospects of advancing their cause but instead simply strove to buy time to develop an appropriate edge. The NEC had the resources of the worlds they had re-conquered at their disposal — from the technical know how of Utopia where new submarines were under development to the genetics labs of Caprice where efforts to create an aquatic-adapted SLEDGE struggled to produce an acceptable model — while the Atlanteans were alone in their endeavor, or so they thought.

■ The Black Talons

In mid AD 6141 (AC 593 or TN 1946), Antartis units operating in the Adams Shoals received a coded transmission from an inbound shuttle. The encoding was archaic, dating back to the Concordat era, but it was clearly aimed at natives rather than the CEF invaders. It came, so they learned, from a Terranovan vessel that had managed to circumvent the CEF's control over the Gate network and run the blockade of Atlantis. The Antartis learned that Terra Nova had beaten back the invaders and was sending out missions to Contact the resistance on other worlds such as Caprice and now Atlantis. Though their pride made the Antartis wary of outside aid, the Terranovans — *Novs* to the Atlanteans, in an in-joke related to the local slang — quickly demonstrated their worth.

The newcomers brought with them combat walkers, distant relatives of the diving suits used in the deep oceans. These machines, called Gears, were few in number but more than a match for the CEF war material, and incorporated modifications that made them at home in both the shallow waters of the shoals and on land. Consequently, they could thus be deployed from submarines, engage targets in the littoral and on land, and then withdraw as needed. They were the edge the Atlanteans needed against the CEF.

By AD 6144 the Terranovan military leadership, the Westphalia Cabinet, had approved the plans for shipping equipment to Atlantis. Doing so without alerting the CEF would take time, though this could be profitably used to train Terranovan and Atlantean troops to work together. Unfortunately, the Terranovans and Atlanteans know that every day they delay gives the Earth forces more time to perfect and deploy the new weapons under development elsewhere in the conquered worlds.

The battle for Atlantis had become a race.





THE GOLDEN PIRATE



"So what did he do?" The little one asked, guileless, his face full of excitement, "How did Pambou escape?"

Theofanus allowed himself a broad grin. This tale never failed to capture the children's attention, no matter that its telling had other purposes. A good story always taught as well as entertained, so he believed.

"The Golden Pirate," he always stressed that part, playing up the romantic aspects, "knew the village well, as it was where he was born. He knew secret passages out of the palace and as the black bandits chased him with their swords, used them to hide and sneak away from the black-hearted villains." Unbidden memories came back. *A younger man dove into the storm drain as GREs ransacked the square, turning the once-peaceful setting into a scene of carnage. Hearing footsteps approaching, he crawled deeper into the blackness, slithering on his belly through the passage. It was a long way to the docks but a misspent youth of smuggling and finding the hidden ways would see him there safely.*

"Didn't he fight them?" said another child, obviously disappointed at the lack of blood in this story. "Didn't he free his village?"

Theofanus smiled. "Pambou the Golden Pirate was valiant but even he knew his limits. He was only one man and there were dozens of bandits in the village. He could not hope to fight them all and win, not on his own at least." *The man slithered his way through the passages, fearful that any moment he would be discovered and killed like so many others. He was unarmed and unskilled, but understood that what he knew would be vital to those who did know how to fight. "Instead he knew he had to escape the bandit's trap and return to his secret cove, thence to return with his trusty band."*

"Through the secret passages, he reached the harbor and crept toward his trusty boat, moored under the pier. One bandit stood guard but was no match for the Golden Pirate. Using the experience of all his years avoiding the Sheriff's men, he crept down the pier and with a sharp rap to the back of the Bandit's head, rendered him unconscious before leaping into the waiting boat and hoisting the sails."

The guard didn't see the man emerge from the tunnel a dozen yards away and drop lightly to his feet on the dock. With years of practiced stealth, he snuck up behind the trooper, looping a wire garrote around the Earther's neck before killing him quickly and quietly. Lowering the body to the dock, he quickly ransacked the trooper's pouches, pocketing and handful of items before picking up the paddler's rifle. Bastards they might be, but they had fine weapons.

"And with that, Pambou sailed away from the docks, laughing as the bandits cursed his departure." *High velocity bullets zinged past, some sizzling as they dove into the water, but none were accurate enough to hit the speeding hydrofoil.*

A clamoring of voices, "But what about the bandits? Did he kill them all? What about Lady Melisandre? Was she still held prisoner by the bandits?"

"That," Theofanus smiled thinly as he recalled the bloody aftermath, "is a story for another day."





ALLIANCES AND DIVISIONS - 3.1

The concept of nationalism never took hold on Atlantis, and instead the concepts of loyalty to the city (or vessel in many cases) became the primary allegiance of the Atlantean people. Always a rugged and self-reliant people, they strove to resist any incursion into their rights and freedoms. At the same time, the ever-present dangers of living on a water-world forced the Atlanteans to work together and develop specific skill sets. While staunch believers in their own prowess and in self-advancement, the concept of “hang together or hang separately” is inextricably entwined with the Atlantean psyche.

While Atlanteans perpetually jockey for position against each other, a “game” that frequently results in violence and — occasionally — death, they tolerate no outside interference in their affairs. If disturbed by another party, a pair of combatants will often temporarily put aside their own disagreement to deal with the interloper before resuming their own battle. This is exactly what has happened on Atlantis since the CEF arrived, disparate and previously (and sometimes currently) antagonistic groups putting aside their differences while the intruder — in this case the NEC and its troops — are dealt with. Meetings between disparate groups of Atlanteans often seethe with barely concealed hatred, forcing the negotiators to be skilled diplomats, walking an ever-treacherous path of compromise and postponed reckonings. In the early months of the invasion, the CEF sought to exploit these internal divisions (much as they had on Utopia) but found that their efforts to “divide and conquer” only drove their opponents into tighter alliances. Now, the CEF realize that the only way to win on Atlantis is to break the Antartis and the power of the cities, though doing so is a race against the Atlantean development of military technologies to neutralize the CEF.

The question is that if or when the CEF is dealt with, will the Atlanteans throw away their victory in a paroxysm of violence to assuage the tensions of a two-decade war.



The Peoples of Atlantis - 3.1.1

Throughout Atlantis’ history its inhabitants have divided themselves into a series of overlapping groups, describing who and what they are as well as outlining their outlooks and abilities. There are five principal groupings — six since the arrival of the CEF and forces from Terra Nova — though not all of these terms are exclusive. A corporate could also be a terrestrial, a pelagic or a benthic (though employees of offworld corporations are simply viewed as offworlders) while many Waveriders are also pelagics (with a scattering of terrestrials and almost no benthics).

Corporates are those in the employ of Kincaid Aquapharm or any of the other commercial groups on Atlantis. They are mostly businessmen and administrators, working for monolithic organizations, but sometimes self-employed businessmen — notably those who have dealings with the corporations — are called ‘corporates’ by their peers as a term of derision. The terms *corps*, *corp-dogs* or “walking cod” are common slang for corporates.

Terrestrials are those Atlanteans who live and work on the world’s many islands, shunning the maritime lifestyle of their compatriots. Terrestrials are held in low esteem by their maritime kin, whom they in turn look on as crude and unsophisticated. Atlantean slang also uses the phrases *dry-foot*, *crawler* and *sand-eater* to refer to terrestrials, the latter of which is synonymous with collaborator.

Pelagics are maritime Atlanteans, either resident on one of the many shoal settlements or associated with one of the thousands of vessels that ply the oceans. They are at home in and on the waters and learn to swim at a very early age. Some pelagics undergo modifications to increase lung capacity or muscle density, though these modifications are extremely rare and crude compared to the CEF’s genetically engineered GRELS and SLEDGES. Pelagics are often nicknamed *water babies*, *storm dancers* or *salts*. Many pelagic vessels are manned by extended families.

Benthics are the other group of maritime Atlanteans, those who live in the deep-water cities on the abyssal plains. Having been raised in an extremely fragile hi-tech environment, benthics are among the most meticulous and cautious Atlantean residents, coming across as extremely wary and suspicious when compared to their pelagic kin. Benthics are also called *deeper*s, *pressure-heads* or *squids*, the latter most often by pelagics.

Waveriders are the final native group, comprising free spirits who reject corporate ideals and live off the bounties of the sea. Not all non-Corporates are Waveriders, though the movement accepts any who are willing to accept its ideals; almost all Waveriders are adherents of Atlantean Gaianism and seek to live in harmony with their “ocean mother.” Most Waveriders live on ships or the *tels* (floating cities), eking out a meager living by selling their skills. To the “civilized” groups on Atlantis the Waveriders are the dregs of society but this does not prevent exploiting them when the need arises. Waveriders are variously nicknamed *gulls*, *sea-gypsies* or *hippies* by the other groups.

Recent years have seen the addition of a new category, that of *offworlder*, used to denote both the CEF invaders and the Antartis’ new allies from Terra Nova. Offworlders are regarded with suspicion by all Atlanteans, be they friendly or otherwise, and only after proving himself repeatedly will an offworlder be fully accepted by an Atlantean community. The nicknames used for offworlders vary depending on their origins — *Novs* or *sandies* for Terranovans, *paddlers* or *Terraboys* for the CEF, *skinnies* for GRELS and *space-cod* (a reference to their world’s domination by corporate interests) for the few Capricians who have come to Atlantis.





3.2 - NEC COLONIAL BOARD (ATLANTIS)

The NEC's government on Atlantis, the Colonial Board is an uneasy amalgam of the CID, CEF military command and local structures. The NEC's original plan was to hand administration of its recaptured territories to the Commonwealth Integrity Directorate (CID) much as had been done on Caprice, but the failure of the CEF to subjugate the world — and ongoing doubts as to its ability to do so — made the plan unworkable. Instead, Atlantis remained under martial law, with ultimate authority in the system resting with the Admiral commanding 5th Fleet, Vice Admiral Isoroku Jay Kenichi. As military governor, Admiral Kenichi is charged with re-integrating Atlantis with Earth both economically and politically, though the present situation makes the task almost impossible.

The governor and his deputies have established a working relationship with the people of the islands under their occupation, allowing them to go about their daily routine with as little interference as possible. They have introduced NEC-style identity cards and impose a strict curfew in many outlying settlements but have otherwise allowed matters to continue as before the occupation. Siberian, the lingua-franca of the NEC, is taught in Atlantean schools alongside Hellenic, Shoaler French and Anglic.

Rationing is commonplace and under the Board's aegis, all of the island-based industries of Atlantis have been turned to supporting the CEF, including the production of food, clothing and light arms. Admiral Kenichi finds the output levels tolerable but realizes that attempting to pressure the native industries further would erode what little good will exists between the occupying forces and their "hosts." Nonetheless, he may have little choice but to do so — his superiors on Caprice and Earth believe that as a whole, the 5th Fleet should be able to support itself from the resources of the Eos system rather than serving as a profitless drain on their resources. However, even with the best will in the world — which is certainly not forthcoming — the Fleet is reliant on Caprice for heavy industry.

Efforts to replace Atlantean managers with officials brought in from Caprice or Earth has proved counter-productive — strikes and go-slows further hindered production in companies where it was tried — and so replacing the established management has been kept to a minimum, usually in cases where security is an issue or productivity is already below acceptable levels. In the most extreme cases, the workforce has been replaced by GREs or workers brought in from Caprice and Earth.

Vital Statistic

Founding Date:	AD 6221
Method of Government:	Military Dictatorship
Head of Government:	Vice Admiral Isoroku Jay Kenichi
Capital:	Port Atlantea/Ephesus
Population:	1.9 million

3.2.1 - Current Concerns

The board knows it is sitting on a powder keg and struggles to extract acceptable production levels from the companies working at their behest. The Admiral knows that much of this resistance stems from the Antartis rebels, who remain out of CEF reach in their deep-water bases, and the problem-riven Atlan Corporate Hegemony that has been sundered by the Occupation. Part of the problem, however, stems from the politics of the Colonial Board itself.

Though the Admiral is the principal CEF and NEC representative in the Eos system, his civilian counterpart, consul Korg Philipov, has sought to bolster his own position at the expense of the Admiral's. This infighting, though concealed behind a veneer of civility and cooperation, is having a detrimental effect on the Board's efforts to govern Atlantis and extract the required consumables to support the occupation force. Some fear that Philipov may one-day overstep the mark and goad Kenichi into a bloody clampdown that could potentially lead to a civil war among the occupiers. Keeping news of these political divisions from the native rebels has been a major headache for the CID, who are also faced with soldiers whose loyalty to Earth is wearing thin after twenty years in a combat zone.





Structure - 3.2.2

Unlike its sister body on Caprice, the Atlantean Colonial Board comprises mainly CEF personnel complemented, to the dismay of both, with CID officers. The CEF troops are charged with maintaining order and liaising with the natives, while the CID serve as the de-facto police force, testing the loyalty of both the subjugated Atlanteans and the CEF troops.

The supreme head of the Colonial Board is the Governor General, presently Vice Admiral Isoroku Jay Kenichi. Under the NEC's plans, the Governor General was to be little more than a figurehead, an easily discernable leader who would be easily manipulated by the Atlantean Politburo. The Admiral's continued tenure has derailed these plans — with martial law in effect, he brings with him the supreme authority of his fleet command — relegating the would-be puppeteers to the sidelines. In effect, the notional head of state has been replaced by a military dictator.

The Atlantean Politburo, comprising a dozen Consuls from Earth and Atlantis, was intended to formulate policy and both debate and ratify the Governor General's decisions. The ongoing troubles have severely curtailed the Politburo's power and Consuls have little to do beyond rubber-stamping Kenichi's dictats. Most have come to regard their monthly meetings as of no consequence and only five of the consuls, two of them Atlantean, attend with any regularity, the others simply exploiting their titles as status symbols. However, one of the Consuls has no desire to be sidelined and has been working diligently to enhance his own position.

Regional committees, usually island-based, enact the Board's decisions, distributing proclamations and enforcing regulations. In many areas they incorporate the disparate elements of the ACH (see 3.3, *The Atlan Corporate Hegemony*) into their structure, each sundered from their parent body by the occupation, though CEF patrols and CID agents carry out most of the daily work, seconded from their parent units to execute their assigned tasks. Very few individuals are permanently assigned to the Colonial Board but more than half of the ground troops on Atlantis have, at some time or other, been seconded to the Board. This flexible structure and the board's powers to commandeer the assets it requires, does not sit well with CEF unit commanders who feel it compromises their effectiveness and unit integrity. To them, the parallel chain of command represented by the Board only serves to further confuse an already difficult situation.

Vice Admiral Isoroku Jay Kenichi ●

A veteran of World War Three and once an opponent of the NEC — he fought for the IAPN in the conflict — Isoroku Kenichi is as seen a politician as he is a military tactician. With Atlantis still regarded as a war zone, he serves as the NEC's spokesman in the Eos system, overseeing both efforts to complete the conquest and to maintain the NEC's values in the areas it has already seized. The protracted stalemate has, however, undermined the Admiral's position and his resolve, though as yet no other candidate has been proposed to take over governance of what some in the CEF high command regard as a forlorn hope. Though growing weary of his protracted posting, the admiral has been at the forefront of planning to improve the NEC's position, regularly consulting with Fleet Admiral Winthrop at Caprice and taking a keen interest in the development of new weapons for the Atlantean theatre. His recent troubles with NEC Consul Philipov have, however, raised doubts in the Admiral's mind as to whether he will be allowed to oversee the CEF's eventual victory or cast aside as a scapegoat for the 5th Fleet's failures. (More information on Vice Admiral Kenichi, including game statistics, can be found on page 72 of the **Colonial Expeditionary Forces Sourcebook**.)

Consul Korg Philipov ◆

The eldest son of an NEC party boss, Korg Philipov expected to be installed as Atlantis' Governor General but the ongoing stalemate — incompetence by the military in his view — has denied him his rightful place in the Atlantean power structure. Instead of being the wayward colony's leader, he finds himself forced to endorse the decisions of someone who was once an enemy. Though outwardly polite and urbane, Philipov detests Admiral Kenichi and all he stands for and has undertaken a number of actions to subvert the Governor's authority. In pursuit of his goals, Philipov has made contact with various native organizations and these dealings could easily be interpreted as treason by the CEF and result in grave censure, if not death, for the Consul. He knows, however, that to prevail he must take chances and forging alliances across the demarcation line seems to him to be the easiest way of resolving the situation on Atlantis and forcing the brutes of the CEF to step aside.





3.3 - ATLAN CORPORATE HEGEMONY (ACH)

The Atlan Corporate Hegemony replaced Kincaid Consortium's absolute rule over Atlantis but has never been able to fully extricate itself from the politics of business. Though it styles itself as a government of the people created by democratic reforms, the ACH remains inextricably linked with business interests and struggles to exist independently of Atlantis' overlords, be they Kincaid Aquapharm or the CEF. Its powers have waxed and waned over the centuries, reaching their lowest point during the Era of the City States, when local interests overwhelmed global issues, while reaching their greatest extent — despite the trying circumstances — in the modern era with the formation of the Antartis (see 3.5, *The Antartis*).

The war has sundered the ACH, some elements falling under the authority of the CEF and the NEC masters, though the majority remains free. Many of the ACH elements in the occupied territories now work alongside the invaders to manage the community, earning them scorn from other groups who deride them as collaborators. In truth, this cooperation with the enemy is a carefully crafted ploy, carried out on the orders of Béatrice Masant, the ACH chairman. Masant had no desire to see the CEF establish a rival governmental bureaucracy, something that would most likely be solely under Earth's control, and instead directed those elements of the ACH stranded in territory controlled by the invaders to cooperate with the NEC. Though realizing that a number of the ACH "collaborators" would in fact be agents for the resistance, the acquisition of a ready-made bureaucracy was too good for the CEF to pass up. Utilizing the CID to vet the ACH employees on a regular basis, the Colonial Board has incorporated their structures into its own organization.

Nonetheless, the heartland of the ACH remains the deep-water cities, particularly Thera, which has been the seat of the ACH since shortly after the Theran Protocols. A federal body that managed interactions between the cities, it was the ACH that made the first faltering moves to organize the military forces of the pseudo-independent cities into a force capable of resisting the invaders, an accomplishment that soon took on a life of its own. Many in the ACH wonder if they have created a monster in the Antartis, something that will eventually spell their own doom.

Vital Statistic

Founding Date:	AD 5710
Method of Government:	Representative Democracy
Head of Government:	Chairman Béatrice Masant
Capital:	Thera
Population:	32.7 Million (excluding occupied territories)

3.3.1 - Current Concerns

The schism between the collaborating and resisting elements of the ACH remains foremost in the minds of many and only a handful know the truth of the situation. The remainder worry that in this divide there are the seeds of a permanent wound in Atlantis' psyche, something that will take generations to heal. Those at the heart of the ACH, the Hegemony Council, have similar worries but for wholly different reasons. Rather than being concerned by the occupied-free divide, what concerns the council are divisions within the "free" territories. Though Atlantean attention remains focused on dealing with the invaders, disparate groups have begun to push their own interests to the fore once more. Many such groups are small and lack influence but the actions of others are of grave concern to the ACH.

In recent years, some of the cities have begun to flex their muscles once more, testing the bounds imposed on them by the ACH charter. Though not likely while the CEF remain a threat, they fear a return to the Era of the City States and the internecine war that typified it. Further concerning the ACH — though not Chairman Masant, for obvious reasons — is Kincaid's return to the active political fold as typified by their dealings with the Antartis. Save via their appointment of the ACH chairman, the corporation has done little to influence politics and government for almost 400 years. In many regards the ACH is becoming less concerned with the current war and more with the next, the one brewing in its own ranks.





Structure - 3.3.2

The ACH is a federal government, formed around an elected council and holding a substantial amount of centralized power while at the same time allowing each of the member elements a large degree of autonomy. Until recently, the ACH's power lay principally in legal and fiscal matters. It ensures the laws of all the Atlantean city-states and territories are in harmony via the ACH Supreme Court in Thera and administers both the financial systems (stock markets and so forth) and the currency as a "neutral party." It does not, however, control taxation, budgeting, law enforcement or health care, all of which fall under the remit of the cities. Though lacking the legal powers to raise a standing army, the ACH did play a major role in the formation of the Antartis though its influence over the resistance movement has diminished markedly.

The core of the ACH is the Hegemony Council that comprises 26 members. The most prominent is the ACH Chairman who is also the head of the Kincaid board and the only non-elected member of the council. The chairman, appointed for life and charged with maintaining order in the council meetings, has the right to propose business for the council without prior vetting (the council's regular business is determined by a series of sub-committees) and may cast an additional vote to resolve ties but otherwise has no powers beyond those of the other members. The remaining councilors are representatives of their respective cities or territories, elected to the Council by popular vote (usually one per city though the abyssal cities have more than one councilor to reflect their populations) and serving no more than two consecutive five-year terms of office. Since the invasion, many of these councilors have been appointed from the exile community as free elections in the occupied territories are not possible. The councilors also sit on a succession of topic-specific sub-committees, each of which comprises between four and six members (whose assignments are rotated annually) and determines the business for the main committee.

Supporting the Hegemony Council is a permanent bureaucracy, the Civil Service, with administrative facilities in every city-state and territory. These bureaucrats do not become embroiled in politics (officially, at least) and are full-time employees of the ACH rather than elected representatives. Though officially "servants of the people" (hence their official name) many bureaucrats wield immense authority. Indeed, some say that if you want to become a real power in the ACH you should become a civil servant, not stand for election as a councilor.

Territories and City-states ◆

What follows is a list of the city-states and territories of Atlantis, together with their councilors. Those areas marked (*) are occupied by the CEF and though represented on the Hegemony Council, their bureaucracies cooperate with the Colonial Board.

☐ The Islands

Coldharbor (*)	Georg Leros	Isla Frankos Territory (*)	Ladislav Grover
Lenasholme (*)	Saul Valentyn	Atlantea Territory (*)	Milos Overland
Port Atlantea (*)	Louise Folia	Heimay Territory (*)	Eric Cunin

☐ The Shoals

Cantor's Atoll (*)	Yusaku Regles	Adams Territory	Patrice Vereau
The Cove (*)	Dafni Pyters	Arbor Territory	Ladu Dadia
Heiraklean	Vacant	Attican Territory (*)	Julian Pserimos

☐ The Abyssal Plains

Gervaise's Warren	Victoria Hellas	Xephos	Niall Koch, Adelina Dale
Lukas	Ana-Marie Alexandropoulis, Barclay Roberts	Kavalan Territory	Ileana Hutchinson
Mystras	Beda Csutoros, Lorne Powers	Mykonan Territory	Richard Avloniti
Thera	Clemente Hania, Amalea Keogh, Gregorio Inamoto	Savonic Territory	Dimitris Wright





3.4 - THE WAVERIDERS

During the Concordat era, Atlantis was a staunchly corporate world, with only a small minority of malcontents advocating a less structured lifestyle. These were principally those whose employment by Kincaid Aquapharm and its supporting institutions was little more than an excuse to experience Atlantis' rugged environment and flourishing ecosystem. Many were environmentalists, divers and surveyors who came to disdain the settled existence that followed the establishment and "civilization" of the colony. They chafed against the corporate existence and when Kincaid's influence diminished after the Concordat's withdrawal and the collapse of the interstellar economy, these outsiders were finally free to do as they will and carve out their own existence.

In the early years of the 59th century, after several decades of individual experimentation, these wanderers, vagabonds and dropouts began to come together as a distinct social group sharing a series of common values. Known as the Waveriders for their freewheeling lifestyle and belief in personal freedoms, they sought a refuge and solace among kindred spirits, at first on large ocean-going boats and then in more substantial settlements. Their first true settlement was on the wreck of the resort-ship *Atlantean Dream*, later the core of the floating city of Tel Gebir, which despite the rigors of years of isolation, was quickly patched up and rendered sea worthy. The Waveriders had no desire to be tied down by established rules — or to any particular place — and the concept of an itinerant life in a floating city appealed to them, though this too was seen as too staid by some members of the community who would visit the Tel for a short while, mooring up for a few weeks or months, and then setting sail once more, perhaps for months or years.

Many came to the Waverider settlements seeking adventure and new experiences, but many simply came to find themselves. As a result, spirituality became a central part of Waverider society, inextricably intertwined with concepts of environmentalism and natural law. Though never formally established as a religion, these intermingled beliefs became known as Atlantean Gaianism, with every Waverider holding true to at least some of its beliefs. Most Waveriders eke out an existence atop the waves in the cities or ships, but a handful live in the depths, crewing transport submarines, seeking to bring Gaia's wisdom to the Benthics, and generally being regarded as "parasites" by those they encounter. This small group is the one most commonly encountered by residents of the abyssal cities, unfairly coloring opinions of Waverider culture.

Vital Statistic <input type="checkbox"/>	
Founding Date:	circa AD 6811
Method of Government:	Varies
Head of Government:	None
Capital:	None
Population:	Unknown (estimated to be around a million)

3.4.1 - Current Concerns

The CEF invasion placed the Waveriders in a difficult position. Ostensibly they stand aloof from the corporate culture that dominates the rest of the planet and thus should care little for what happens. In truth, the Waveriders are no less Atlantean than their corporate opposites and desire to see the CEF ejected from the planet. Unlike the ACH, who left the Waveriders to their own devices, the CEF made a series of aggressive efforts to bring the Waveriders to heel, dispatching combat teams to the Tels to "bring order." These teams were eventually withdrawn, having failed to find any evidence of Waverider complicity with the Antartis, though the threat of follow-up visits is ever present.

However, the only group that could provide the Waveriders with the tools and training to properly defend themselves — the ACH and the deep-ocean cities — has little desire to aid the nomads, nor would many Waveriders be happy to work with the culture they sought to escape. Indeed, many in the ACH council would like nothing more than to see the Waveriders disappear, though they appreciate the existence of another group on whom to blame many of their own actions. A few Antartis teams do work with the Waveriders, using them for technical support or information gathering (both tasks at which the nomads excel) and provide arms and training in exchange. As a rule, however, the Waveriders stand alone against their enemies, under pressure from both sides.





Structure- 3.4.2

The popular Atlantean view that the Waveriders are a homogenous society is almost the opposite of the true situation. Shared ideas and goals bind the nomads together but there is little in the way of structure within their society. Indeed, there are almost as many views on how the Waverider culture functions as there are Waveriders. Though there are distinct hierarchies within parts of Waverider society, these are the result of command structures and procedures required to crew vessels and ensure the safety and well being of the group rather than the manifestations of power found elsewhere. The only consistent structure within Waverider are those of the family, often involving large extended families spanning three or four generations and frequently (but not exclusively) focused on a matriarchal figure. Groups of families often build long-term alliances, cemented by a succession of marriages, though the extent of contact within these alliances varies wildly. Some bond together in sort of "super-family" with the family heads regarding each other like siblings. In other cases, the members may only encounter each other irregularly, particularly if one or both belong to the Merchantman's Guild or adhere to an itinerant lifestyle. In such cases, reunions are often raucous affairs, celebrated by feasting and dancing.

The Guilds are the only other pervasive force in Waverider society, though only a portion of the nomads belong to one of the dozen or so societies. The most powerful is the Merchantman's Guild, which — as the name suggests — controls trading within Waverider society. There are few actual rules but rather a series of guidelines that lay down "best practice" for deals and are intended to limit fraudulent dealings. The Merchantmen are one of only two groups to have regular contact with non-Waveriders (the other being the Artificer's Guild, comprising many of the Waverider's technicians). The other main guilds are the Shipwrights, the Navigators and the Physicians.

"Maman" Di Angelo ◆

The Di Angelo family of Tel Atlan are one of the most influential on the floating city, involved in a wide range of illegal concerns such as drug running and protection rackets, as well as more legitimate concerns such as smuggling and fishing. Sitting at the heart of this family is Lica Di Angelo, the octogenarian matriarch of the clan who insists that all of her subordinates, be they blood relatives or not, refer to her as "Maman." Despite the soft motherly image she likes to convey, Maman is cold-blooded and ruthless and does not hesitate to order executions and punishments of those who offend her or have the misfortune to be in her path. Though ostensibly a Waverider, Maman Di Angelo's authoritarian rule over her business and criminal empire is more in keeping with the corporate culture of the deep-water cities. She is constantly seeking new opportunities to exploit and in recent years has been seeking to expand her influence, building tenuous links with various unsavory groups in the western hemisphere, including the Wrecker pirates of the Sargasso. Using their contacts with the Wreckers, Maman's family have begun to establish their reputation as "fixers," able to get their hands on a wide variety of goods almost to order.

Valentin Della ◆

Atlantean Gaianism has no clergy but Waveriders do recognize individuals whose sense of the faith is keener than that of their companions. One such individual is Valentin Della, master of the trading schooner Blue Spirit who also serves as a kind of lay preacher for the faith. Though not a born Waverider — he grew up in Heirakleon — he frequently came into contact with them in his youth and took refuge among the nomads when the CEF destroyed his home city. Sympathetic to their ideals despite his industrial upbringing, Valentin was quickly accepted by the Waveriders and made a living for himself as crew on the merchant vessels that plied the Myknonan Sea. Perhaps because of his upbringing, he was receptive to the environmental message of Atlantean Gaianism and soon became an adherent. It was clear to those around him, however, that this was no simple conversion. Instead, Valentin appeared to have an innate understanding of how the principals of Gaianism best applied to daily life and was frequently called upon to share his insights. Engrossed in his daily life of seamanship and mercantilism, Valentin has little comprehension of the following he is slowly but surely gathering among the Waveriders.





3.5 - THE RESISTANCE (ANTARTIS)

When the CEF attacked Atlantis there was little in the way of organized resistance. Police and military forces existed but on a scattered regional level, each answering to different city-states and authorities. The lightly armed infantry of the islands posed little opposition to the invaders, who brutally brushed them aside and then set about disarming the survivors. Only in the oceans was the Atlantean military able to pose a real threat to the CEF, their combination of naval technology and experience in maritime warfare far outstripping that of the invaders. Even so, the deep-water cities were comparatively lightly defended and only the hostile environment that surrounded them and the limitations of the CEF's war machine prevented their being overrun.

The Atlan Corporate Hegemony, acutely aware of how close to disaster they were, set about forging the paramilitary forces of the city-states into unified force, or at least building a chain of command that all answered to. The ACH's efforts in this regard met a fair degree of success and the result became known as the Antartis, with a succession of victories to their credit, including the devastation of the CEF fleet at Bluewater. However, while the ACH was instrumental in forming the Antartis, it was unable to maintain a hold on the reigns of power. Some commanders saw the Antartis as a means of expanding their own power and influence and traded their military strength for political advantage. Others maintained strong ties to their home cities and were wary of taking action to support or defend their erstwhile rivals. However, the most worrying development for the ACH was the growing influence of Kincaid Aquapharm in the Antartis, the corporation fielding several submarine squadrons of its own and funding a number of others. With military commanders steadily gathering political authority in their own hands — many are treated as nobility and frequently feté by the settlements under their protection — this gave Kincaid its first major political influence since the reformation of the government, with the ACH the most likely to lose out.

The image of the Antartis as valiant freedom fighters is ingrained in the mind of most Atlanteans though in a growing number of misdemeanor cases are tarnishing this reputation. The desire to exploit the power of the forces at their command is a strong one and too many are falling to its seductive lure, using it for personal, political or material gain.

Vital Statistic

Founding Date:	AD 6821
Method of Government:	Military Junta
Head of Government:	Admiral Leo Feldman
Capital:	Thera
Population:	Unknown

3.5.1 - Current Concerns

Though a command structure exists for the Antartis, it is not universally accepted or adhered to. The resistance remains a collection of fractious, semi-autonomous groups, bound together by a common enemy. Though all members of the Antartis want to see the Earth forces ejected from Atlantis, there is no consensus as to what should happen after that. Many wish nothing more than a return to the pre-invasion status quo but others seek to overthrow the established social order, either completely undermining the Hegemony or reforming it to reflect their own aims. Assuming the CEF is finally dealt with, there is little prospect of the disparate members of the Antartis continuing to work together and there is the very real risk that they will turn their skills, learned from decades of war, against each other.

Agreement on the methods of waging war against the CEF exist only as broad outlines with the specifics left to individual commanders and their followers. While giving the Antartis great flexibility, this also prevents large-scale coordination of efforts, something that is becoming increasingly important to the Atlantean resistance. The arrival of the Black Talons has spurred some localized cooperation, as the Terranovans teach their Atlantean counterparts the fine art of war on the land, but some in the Antartis resent what they see as yet more outside interference in Atlantean affairs and refuse to cooperate with the supposed allies. How this will effect matters on Atlantis remains to be seen.





Structure - 3.5.2

Officially, the Antartis fleet comprises a number of independent battlegroups, each under the leadership of a Commander or Admiral and reporting in turn to first a regional command and thence to the Atlantean High Command in Thera. In practice, however, the matter is considerably more complex, with officers reporting both to their "superiors" in the Antartis and to their political overlords in the cities. In many cases, the battlegroup's first loyalty remains the city that built and funds it, presenting the military commanders with a quandary. Internal politics becomes a key factor in military strategy, with reaction within the alliance almost as important as the external military objectives. Commanders are wary of ordering units into action that might harm their own interests (or aid those of rivals) and in most cases a compromise has to be reached, either aiming for the middle ground or bringing in uninvolved units who care little for the repercussions within the Antartis of their actions. The prospect of units undertaking "independent action" for their own gain is also becoming increasingly common as the war drags on.

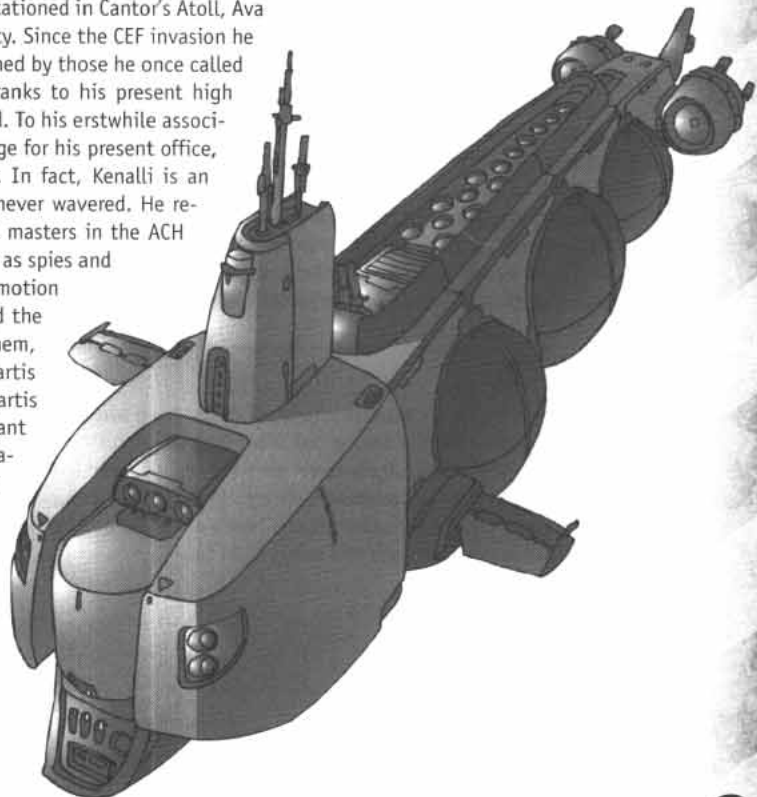
The Antartis also operates on the islands, albeit covertly and with less obvious prospects for personal gain than in the fleets. This land arm of the resistance uses a guerilla model, with small cells of operatives carrying out tasks assigned them by the high command. These are principally sabotage and intelligence gathering but also include assassination and abduction. Though weaker and less influential than their ocean-based siblings, these guerilla cells are less likely to be swayed by the Antartis' internal politics, instead adhering more closely to the orders of their distant masters.

Admiral Leo Feldman ◆

Once commander of an attack sub based out of Xephos, Leo Feldman has risen through the ranks of the Antartis though a mix of tactical genius and brute strength. Aggressive and determined like so many of his sub-commanding contemporaries, Feldman lacks the finesse of other leaders but makes up for it with charisma and authority. He is popular among the rank and file of the Antartis, thanks largely to his plainspoken nature but is less well regarded by politicians and subordinate commanders. His "interference" in their affairs is not much liked, despite (unlike many Antartis officers) his stringent efforts not to favor his home city. In the eleven years since he took command of the Antartis, the Admiral has witnessed the resurgent self-interest of the forces under his command but has striven valiantly to work round it. Despite being based in Thera, the admiral has survived two assassination attempts, the blame for which has been placed squarely at the feet of the CEF. Feldman is aware, however, that the evidence is flimsy and could easily be a screen for the actions of his domestic opponents.

Commissioner Ava Kanelli ◆

The senior member of the Atlantean Constabulary stationed in Cantor's Atoll, Ava Kanelli was once a respected pillar of the community. Since the CEF invasion he has been widely denounced as a collaborator, shunned by those he once called friends though he was able to rise through the ranks to his present high office thanks to the patronage of the Colonial Board. To his erstwhile associates, he has sold his soul to the invaders in exchange for his present office, betraying the trust and aspirations of his people. In fact, Kanelli is an Atlantean loyalist, whose loyalty to the ACH has never wavered. He remained with the Constabulary on the orders of his masters in the ACH who sought to use him and other "hidden loyalists" as spies and agents in the invader's camp. As Kanelli gained promotion after promotion, so his importance to the ACH and the Antartis grew, though to protect both himself and them, he was forced to sever his ties with the local Antartis cells. Kanelli is presently the highest-ranking Antartis agent in Cantor's Atoll and one of the most important in the occupied territories. He has provided information that has proved vital to the Antartis cause in the region though his handlers feel he has taken too many risks in recent months and risks exposure by the CID.





3.5.3 - Organization

The Antartis are a loosely organized military force, following a wide range of organizational structures inherited from city-state and semi-independent authorities. The principal building block of the Antartis, and the formation most often deployed, is the *pempas* or demi-squad, comprising five troopers or a single vehicle, be it a *wavepiercer*, a surface vessel or a submarine. These are then grouped into squads, called variously *Dekas* (for infantry) or *telos* for vehicles, comprising two to four demi-squads. These may be grouped in a variety of larger formations, most notably troops of 50 men, *Pentèkostys*, or flotillas (*Ilé*) of up to two-dozen vehicles, though larger formations exist largely for organizational and reporting purposes rather than as true units. In essence, the Antartis are a collection of war-bands, brought together under a supposedly unified authority.

◆ Infantry

Most infantry are trained as *epibatès*, marines, and are at home in shallow waters as they are on dry land. In most operations, these troops wear close-fitting nomex wetsuits that include integral armor plates of ballistic polymers. These can deflect small arms fire but are of minimal use against high-power weapons. Most suits also contain integral emergency gill systems, allowing the wearer to operate in the water for several minutes even without a respirator or full life support equipment. *Epibatès* are armed with stingers, compressed air-powered spearguns that fire spears headed with either the traditional spike or explosive "power heads". The stinger has limited range but functions well both in and out of the water. The *Monada Yprovixion Kastrophon* (underwater destruction unit) are a specially trained element of the marines, adept at espionage and ordinance disposal though they are best known for their expertise with demolition charges. MYK teams are reputed to "do the impossible on a regular basis", earning them a fearsome reputation among both the Antartis and the CEF.

Non-marine infantry are called *stratiotis* and differ little from their counterparts on Terranova, Earth or Caprice. They lack the diving equipment of the *epibatès*, though many do follow the Atlantean tradition of wearing a lightweight wetsuit under their fatigues, but otherwise have comparable experience and training and most can serve as marines when the need arises.

The most unusual of the Antartis infantry are those trained to fight as aquatic cavalry (or more accurately mounted infantry) and known among the Antartis as *hamippos*. Making use of specially trained xeno-dolphins, who tow the troopers into combat with a speed and grace impossible to achieve with powered propulsion. Other xeno-dolphins are trained to help the Antartis in other ways, delivering explosive or recon drones into areas difficult for a human to reach.

◆ Vehicles

Like many Atlanteans, the basis of Naval uniforms is a tight-fitting wetsuits with integral emergency re-breathers and buoyancy aids. Over this all ranks wear a loose-fitting jumpsuit, usually blue and green but sometimes other colors as dictated by captain, with insignia on the shoulders and collars denoting rank and service branch. On combat vessels, the majority of the crew are called *nautès*, which simply translates as seamen, while personnel other than those required to operate the vessel (such as marines) are collectively known as *hyperèsia*. The crew of a large vessel bond closely and form a close fellowship, regarding each other as kin, and their ability to work together and anticipate each other's actions comes across in the fighting abilities of Atlantean submarines. Large vessels are not, however, the only vehicles employed by the Antartis. Small skimmers like the *wavepiercer* are used to deliver raiders to Shoals installations and onto the islands, exploiting their small size and speed to avoid detection by the CEF.

◆ Outsiders

Since their arrival on Atlantis, the Black Talons have worked closely with the Antartis, teaching the Atlanteans to take the war back to the CEF and at the same time learning the finer points of aquatic combat from the Antartis. Unfortunately, the Hellenic word for foreigner — *xeno* — is also used to denote a mercenary and the negative connotations involved have coloured relations between the Terranovan troops and those they are seeking to assist. Already distrustful of those not loyal to the same masters, many of the Antartis regard the *xenagia* ("foreign legion") with barely concealed scorn and regard them as little better than the CEF.





Ranks - 3.5.4

As with most militaries, the Antartis divides its troops into; those who command (commissioned officers) and those who obey (enlisted troops). Sub-groupings exist within both commissioned and enlisted ranks, most notably between general officers and command officers in the commissioned ranks, and between non-commissioned officers and 'regular' troops in the enlisted ranks. Non-commissioned officers occupies the borderline between the commissioned and enlisted ranks, technically inferior to any commissioned officer, but in practice wielding considerable authority.

Enlisted Ranks ◆

Naftis (Seaman) are the most junior members of the Antartis fleet, their experience ranging from a few weeks to several years. They fill a wide range of positions in the military, ranging from basic ship crew and rear-echelon personnel to combat infantry. *Naftis* employed as infantry are called *stratiotis*, while those employed as divers are called *ditis* and ship's crew are either *Nautès* (main crew) or *hyperèsia* (support staff, or more derogatively "passengers").

Diopos (Able Seaman) are the Antartis' specialists, including sensor and communications operations, technicians, and heavy-weapons troopers. Heavy weapons troopers are often called *kataphractos* or *promachos* depending upon whether their role is defensive or offensive. *Diopos* usually have at least one year's experience.

NCO Ranks ◆

Kelefstis (petty officer/sergeant) are the highest rank of NCO found in the field, serving as advisors to the commanders of *ilè* or *pentèkostys*, or commanding demi-squads. Their primary duty is as a link between the officers and troops, facilitating the smooth exchange of information both ways, ensuring the officers have all the information and advice they need to run the unit, and that the troops obey their orders. Most *kelefstis* have five or more years of experience.

Epiklefstis (senior petty officer/staff sergeant) are *ilè* NCOs, keeping the *Ilarchès* in touch with the troops and serving as an advisor. Very experienced, having served in multiple campaigns over several decades, each *Epiklefstis* also oversees the discipline and morale of the unit.

Archikelefstis (chief petty officer/master sergeant) are the most senior NCOs in the Antartis, holding a position roughly analogous to that of *Chiliarchès*. They serve as senior NCO for units of *taxis* size or larger when they are formed, coordinating the efforts of numerous *ilè*, a thankless task but one in which the *archikelefstis* appear to revel. On a large vessel, an *archikelefstis* oversees all of the enlisted men and is referred to as the *Chief of Boat*.

Command Officer Ranks ◆

Dilochitès (ensign) are the lowest rank of the officer corps and are usually charged with overseeing the actions of enlisted personnel. On a large vessel they serve as section heads and in infantry units they command a *dekas*

Dekarchos (lieutenant) are the most senior officers who do not operate independently. Each commands a *pentèkostos* (troop of 50 soldiers) or serves as department head on a vessel. The most experienced serve as first officers on ships and submarines, overseeing their smooth operation, and are referred to as *keleuthès*. *Dekarchos* usually have between three and ten years experience as an officer

Hekatontarchès (Captain) (literally "commander of a hundred troops") commands an *ilè* (200 troops, a company) and are also the commanders of independent vessels such as submarines. Though their rank is *hekatontarchès*, the commander of a vessel referred to as *trièrarchos* by his crew and has absolute authority on his vessel. A senior *hekatontarchès* serves as commander for a submarine *telos*.

Chiliarchès (major/commodore) (literally "the commander of thousands") rarely command their own vessels (though some take charge or particularly important craft) but instead are responsible for an assemblage of vessels, usually an *ilè* or *taxis*.

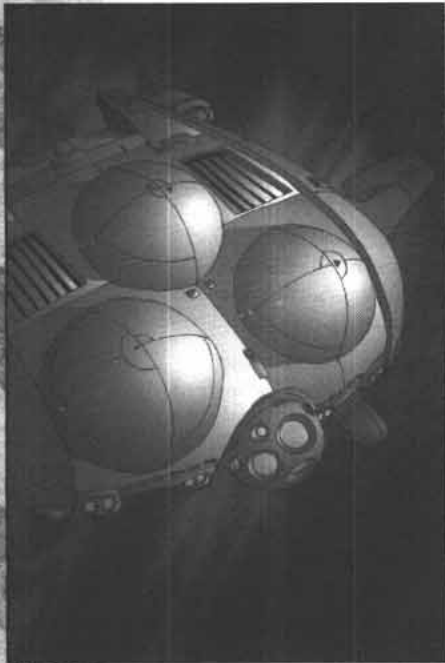
Ilarchès (colonel) are the most senior Antartis officers usually found in the field, commanding independent *ilè* and the few *hetairoi* that are assembled. They are important and powerful individuals within the Antartis, veritable warlords, wielding considerable political influence in addition to their military might.

Stratègos (general) command the diverse Atlantean fleets, each notionally the overseer of a large part of Atlantis' surface (in most cases a sea or a substantial part of an ocean). In reality, their power is severely curtailed by rivalries between the city-states and factions within the Antartis.

Archstratègos (commanding general/admiral) oversees the entire Antartis effort, working with the leadership of the individual city-states and the ACH. Officially, the *Archstratègos'* authority over the Antartis is absolute, but in practice the office's influence is severely curtailed by political and economic concerns.



3.4.5 - Creating Antartis Units



Most Antartis units are combined-arms forces, with infantry and boats working hand-in-hand; most infantry rely on one or more submarines for long-distance transport, while most submarines carry some marines to repel boarders and to secure their docks and moorings as the need arises. The exact composition and size of Antartis units is largely at the Players' discretion, proving the following organizational structures are followed.

Each unit listed for the Antartis has a pre-determined quality. This is the default experience level for that type of troop within the Antartis though the Player may purchase more- or less-experienced versions by applying the appropriate skill and TV modifiers. Modifying the experience level of a unit also modifies its role in unit composition. For each level the experience of a unit is raised, it counts as two units for the purposes of composition. For example, if a *Epibatès dekas* (usually Veteran) is raised to Elite it would count as 2 x *Epibatès dekas* when determining what other units could be included in the force. Conversely, reducing a units experience level reduces its "contribution" by half. For example, reducing a *Epibatès dekas* to Qualified means that it counts as only 1/2 a dekas when determining composition (and would be 1/4 if it were a Rookie unit).

Many squad (*Dekas* or *Telos*) types have requirements that must be met before the squad can be added to the roster. Some have a requirement of "None" meaning that there is no limit to the number of these patrols in a formation. Others, however, may require other units to be present before they can be included in a force. For example, the Hamippos sea cavalry has a requirement of "2x *Epibatès*" meaning that for each Hamippos dekas added to the Antartis force, there must be at least two *Epibatès* dekas. The presence of 2 or more *Epibatès* dekas does not require the Player to include Hamippos in his force but rather it signifies that the option is available.

Infantry Structure

Pempas (demi squad)	5 x Troopers (usually 4 standard troops and 1 with heavy weapons)
Dekas (Squad)	2 Pempas (10 troopers)
Pentèkostys (Troop)	5x Dekas (50 troopers)
Ilè (Company)	4 x Pentèkostys (200 troopers) + 1 x Command Dekas (10 troopers)

- Taxis (Regiment) 4 x Ilè (840 troopers) + 1x Support Pentèkostys (50 troopers) + 1 x Command Pentèkostys (50 troopers)
- *Stratia (Army) 4 x Taxis (3760 troopers) + 1x Command Pentèkostys (50 troopers)
- *Organizational unit, not deployed on the battlefield

Fleet Structure

Telos (Squad)	2-4 vehicles
Ilè (Flotilla)	3-6 x Telos (6-24 vehicles) + 1 x Command Telos (2-4 Vehicles)

- *Hetairoi (Wing) 4-6 x Ilè (24-144 vehicles) + 1 x Command Telos (2-4 vehicles)
- *Nautikon (fleet) 2-4 Hetairoi
- *Organizational unit, not deployed on the battlefield





Antartis Infantry Units - 3.5.6

The Antartis infantry units trade armor protection for maneuverability and an ability to operate at greater depth than other aquatic troops while their weapons work both in and out of the water. The basic *stratios* are little different from line troops found elsewhere, save that their weapons function both in and out of the water. *Epibatès* and *kastrophon* are more specialized troops in the form of combat divers and special forces, both extremely experienced and well deserving of their reputations. The *hamippos* provide the Antartis infantry with unparalleled manoeuvrability in Atlantis' oceans, something the CEF cannot currently match.

Unit Composition Rules

Stratiotis	None
Epibatès:	None
Hamippos:	2 x Epibatès
Kastrophon	2 x Epibatès or 1 x Hamippos

Stratiotis Dekas [Qualified, TV 94]

8 x Lvl 2 Trooper w/Light Flak, 7mm Assault Rifle	TV: 7 ea
2 x Lvl 2 Trooper w/Light Flak, 50mm Rocket Launcher	TV: 19 ea

Epibatès Dekas [Veteran, Advanced Diving Gear, TV 455]

8 x Lvl 3 Trooper w/Light Flak, Stinger Rifle	TV: 19 ea
2 x Lvl 3 Trooper w/Light Flak, Octopus Gun	TV: 31 ea

Hamippos Dekas [Veteran, Advanced Diving Gear, Sea Cav, TV 900]

10 x Lvl 3 Trooper w/Light Flak, Stinger PH Rifle	TV: 24 ea
No Heavy Weapon	

Kastrophon Pempas [Elite, Advanced Diving Gear, Engineering, TV 885 + Satchel charges]

4 x Lvl 4 Trooper w/Light Flak, Stinger PH Rifle	TV: 42 ea
1 x Lvl 4 Trooper w/Light Flak, 37mm grenade launcher	TV: 68





3.5.7 - Antartis Vehicle Units

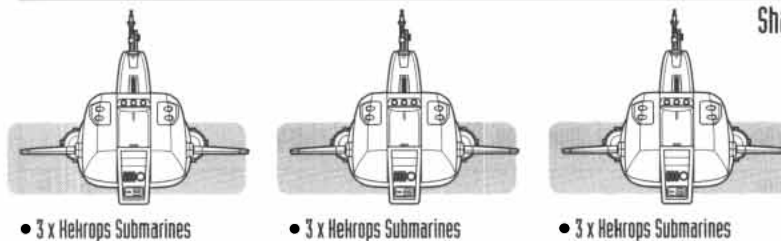
Antartis vehicles strike terror into the heart of the CEF, technological marvels that Earth has yet to match (or at least deploy on Atlantis). Wavepiercers provide the Antartis with an ability to move quickly and strike from concealment, emerging from the waters to skim across the surface to their targets. Telos of ponderous but lethal *Kekrops* subs prowl the depths, hunting CEF shipping like the sharks for which their formations are named. Silent and deadly the *Sisyphus*-class ASAT submarines are the Antartis' ace in the hole, striking from the ocean to deny the invader's control over low Atlantis orbit. The weapon that may yet win the war for the Atlanteans are the prototype *Sea Serpent* Gears, based on designs gifted to the Atlanteans by Terranovan agents and which currently undergoing testing and evaluation by strike teams across the water world. If the design can be proven and sufficient numbers manufactured, the Antartis may stand on the verge of victory against the invaders.

Unit Composition Rules <input type="checkbox"/>	
Wavepiercer:	None
Shark:	None
Orca:	1 x Shark
Serpent:	1 x Shark or 4 x Epibatès, Maximum of 2 in any force.

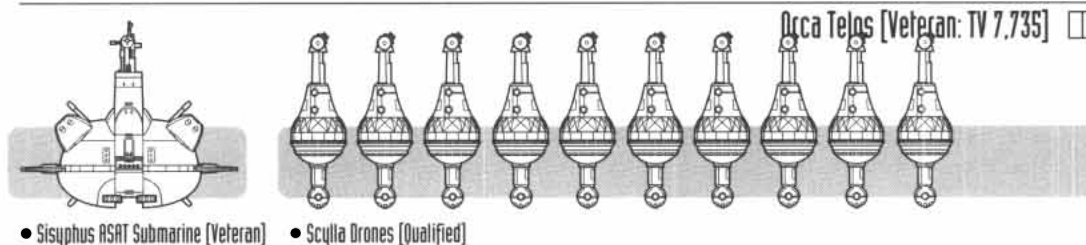
Wavepiercer Telos [Qualified: TV 360 + Infantry]



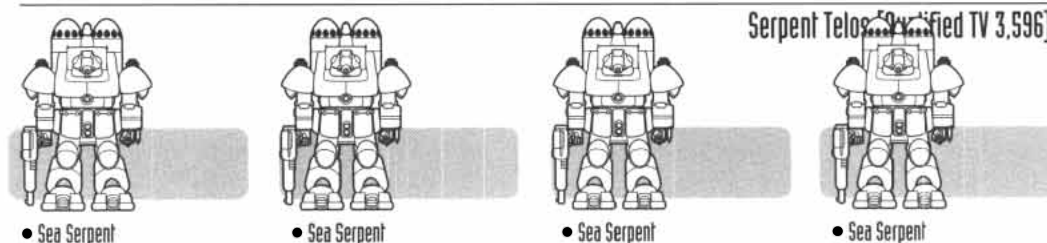
Shark Telos [Veteran: TV 24,885]



Orca Telos [Veteran: TV 7,735]



Serpent Telos [Qualified TV 3,596]





Plot Resources - 3.5.8

Due to the nature of the game and the political state of Atlantis, most local campaigns will feature the Antartis to one degree or the other. The Antartis is building a truly pan-national resistance to the CEF domination. Their objectives mean they are involved in many projects including diplomatic maneuvering, espionage, commercial exchanges and military training. Any of these can involve Player Characters.

The local rebellion creates many opportunities for adventures and campaigns, not only on the planet itself but across much of the Gate Web. Indeed, the revolt requires resources and manpower that are drawn from around the world in a growing network that can be used to involve almost any type of Player Character. Even those with no connection to espionage can easily end up as targets of the resistance or under their protection for a classified reason.

As an Ally ◆

The Antartis can make potent allies for any Player Characters involved in operations on Atlantis. Those working explicitly against the CEF might well be recruited by the resistance. The Antartis has trained many agents, and may well find one or more Player Characters to be likely candidates. Those who establish relationships with the locals can count on their full support as long as they do not endanger the resistance. Several Antartis cells seek out supporters in the fringe elements of Atlantean society, and can provide contact with them.

Player Characters who are involved in activities that could be useful may attract their attention. The resistance will rarely make personal contact right away, working instead through intermediaries organized in a cell system. Only after proving that they are both useful and trustworthy would the newcomers meet an agent. It will take a great deal of time before they trust Player Characters enough to let them in on the more covert agenda, though those already fighting the Terran influence will be rapidly integrated into the movement.

As an Enemy ◆

The Antartis make very dangerous enemies indeed. The CEF know well that they have organized an effective guerrilla force which is holding its own against superior forces. For enemy military personnel, they can be a persistent and deadly foe, especially given their support among civilians. They are fighting for the freedom and survival of their people and will use whatever tactics will get the job done.

Those working against Atlantean interests (directly or indirectly) can easily attract their attention as well. Even loyal Atlanteans can make an enemy out of an Antartis cell, if there are perceived as a threat. Spies, smugglers, ambitious businesspeople or police investigators who stumble onto a link in the organization are all legitimate targets. Valuing secrecy, the resistance acts quietly and with precision. The threat will be dealt with, hopefully by being diverted, or by more terminal methods if no other choice exists. Player Characters who are targeted will be subject to various attacks, from midnight strikes to the planting of agents in their midst.

As a Resource ◆

The local resistance makes a very valuable contact for Player Characters. Operating deeply within Atlantean society, they can obtain information and resources completely unavailable to others. The resistance is the most critical event in the planet's recent history, and it is very difficult for all to remain neutral. A group of farmers may be surveillance experts, or a local bartender may get rumors from very reliable sources. They can provide equipment, contacts and allies, but also comes complete with dangerous enemies. This can be the entry point into the world of espionage and black ops.

The Antartis can also be used as a source of manpower to fill in the gaps in the Player Characters' party. For example, few Black Talon teams include an experienced deep sea submersible pilot, which might be needed to take them to an underwater research facility where the CEF is experimenting with their new aquatic SLEDGE models.

As a Plot Device ◆

The struggle for independence is of course fertile soil for adventures and campaigns. Player Characters from all walks of life can become involved as sympathizers or agents, or any number of neutral parties who become caught in the middle. The most obvious use of the resistance is to send Player Characters to Atlantis as part of a support team of some sort, either from one of the islands (perhaps they are trying out the new Nov machines?) or from outside. In a campaign setting, they may be volunteers, natives, Nov troops, agents or envoys.

These types of adventures will bring Player Characters to the center of the action on Atlantis and allow them to witness first hand the future of that world. Those caught up in the grandiose rhetoric of the resistance against Terran Imperialism may be surprised to see that internal tensions seems more pressing than external threats.





3.6 - THE OUTSIDERS

Atlanteans consider anyone not born on Atlantis an Outsider, a term intended both to convey a cultural distinction and to a degree a measure of inferiority. Atlanteans are confident in their lifestyle and choices and dislike any form of interference, however well intentioned.

3.6.1 - Earth Corporations

Numerous Earth corporations accompanied the CEF to Atlantis, seeking to support the NEC by taking over management of native installations, administering them on Earth's behalf as they had on Caprice, making themselves rich in the process. What they found was a far cry from their expectations — a much smaller infrastructure than imagined and where they remained extant, a workforce that was less than cooperative — and several that gambled on exploiting the world's resources withdrew in disgrace. The most determined, Moscow Heavy Industries and GallotSol, have managed to make a profit from their involvement with 5th Fleet, though this is a pittance compared to their endeavors on Caprice. The only Earth company to make a substantive profit in the last two decades has been Kincaid Seafarming AG (KSA), formed from the remnants of Kincaid's holdings on humanity's homeworld. Although Outsiders, KSA were seen as distant cousins by Kincaid's island-based subsidiaries and managed to exploit this relationship to maximize their profits and maintain labor relationships. The Antartis were initially wary of attacking KSA-controlled installations, fearing possible reprisals from ACH, but Chairman Masant has made it clear that she regards the arrivals as raiders, obtaining control of her company's assets by deception. Nonetheless, there have been reports of communications between KSA and Kincaid, though the nature of these messages is unclear.

3.6.2 - The Black Talons

Since they arrived on Atlantis in AC 593 (AD 6141), the Terranovan Black Talons have been hard at work training the Antartis in ground warfare techniques and generally wreaking havoc with the CEF's operations. At first, only a single team operated on Atlantis but that number quickly rose and teams were scattered across the world. They demonstrated tactics and assembled volunteer cadres of Antartis warriors to train in Gear combat, though the numbers involved in such endeavors were small due to the limited number of Gears available. Plans were made to import a large number of aquatic-modified Gears to Atlantis from Terra Nova, though this was quickly deemed impractical — it was difficult enough for the Black Talon teams to circumvent the CEF blockade, let alone smuggle enough war machines through the CEF cordons at both Caprice and Atlantis to make a difference to the war. Instead, the decision was made to gift the Atlanteans with schematics to build their own Gears, as well as a fully-trained ONNet CPU to serve as a basis for the control systems of these native-built vehicles. This decision both made sense and played well to the Atlanteans, making them full partners in the endeavor rather than merely recipients of Terranovan largesse. Relationships between the Antartis and Black Talons have improved markedly as a result — the resentful attitude of some Antartis to the “know it all Novs” has ameliorated, being replaced with a grudging mutual respect. Outside of the Shoals, where the Francophone population regard Black Talons from the AST as distant kin, many Atlanteans continue to regard the alliance with the Black Talons as the means to and end, with the nature of future relationships with Terra Nova as yet undecided.

3.6.3 - Reformed Jerusalemite Catholicism

A frequent stopping off point for those journeying to New Jerusalem in the Concordat era, Atlantis developed a strong Catholic tradition, recognizing the Pope on New Jerusalem as the head of their faith. While interstellar communications remained open, the Atlantean branch of the church remained faithful to its parent order's ideals, but in the years since the Concordat's collapse the church has adapted to its isolation. In the mid 60th Century, it underwent a substantial reformation that adapted the faith to life on Atlantis. Rather than doctrine being determined by the clergy and church tradition, a more personal interpretation of the faith rather than an adherence to dogma was encouraged, with mendicant monks replacing a rigidly hierarchical priesthood as the principal point of contact between the faith and the people. Worship likewise became more personal, with emphasis on prayer “as and when time and conscience dictates.” Most Atlantean settlements are part of a monk's circuit, visited every few weeks, though the largest have one or more permanently resident preachers. Apart from the Waveriders, who have their own environment-related beliefs, almost all Atlanteans subscribe to Reformed Jerusalemite Catholicism and regard the monks and priests with considerable respect. The church uses the language appropriate to the audience in its services but favors Shoaler French in its internal documents.





General Brent Loess - 3.7.1

The commander of the CEF forces operating on Atlantis' surface, Brent Loess, was a veteran of the battles around Yakut in WWII where he gained a solid reputation for combined arms operations. The second commander of the planetary operations, Loess was handpicked for the post by Admiral Kenichi after the retirement of his predecessor. On some levels, Loess revels in the challenge of subjugating Atlantis but he also understands that he is a potential scapegoat for the stalled campaign, a safety valve insulating the Admiral from the full repercussions. Despite the setbacks, Loess retains the respect of many of the CEF troops who recognize his efforts on their behalf to minimize losses. He is less well respected by the senior officers under his command, the colonels and brigadiers, who blame their poor performance on the General and accuse him of conspiring against Admiral Kenichi. The CID have yet to take any action against the General but it seems only a matter of time before political considerations necessitate his removal.



Chairman Béatrice Masant - 3.7.2

The position of Chairman of the ACH has always been synonymous with the CEO of Kincaid Aquapharm and Béatrice Masant took on the dual role a scant six months before the CEF invasion at the age of 32, the second youngest to do so. A corporate lawyer and administrator, she has an eye for detail and that has made her a formidable leader of Kincaid and the ACH. Sophisticated and well mannered, but at the same time extremely ruthless, she plays the political game well, able to dissemble and manipulate others with ease. A native of Heirakleon, with the attendant broad Shoaler accent, she has a burning hatred of the CEF which is her greatest weakness but which has also prompted her to accept alliances and conditions that she might otherwise have overlooked. Her deal with the Black Talons for Gear technology is perhaps her greatest achievement to date but she knows that while that may give Atlantis the much-needed edge over the CEF, she still has much to do if she is to safeguard Atlantis.



Factor Christoffer Fadlan - 3.7.3

The Merchantman's Guild is perhaps the most influential group within the Waverider culture, responsible for distributing goods and resources throughout the diverse settlements. The Guild's leader, the Factor, is thus the most powerful of the Waveriders and the closest thing to a leader the sub-culture has. The current incumbent, Christoffer Fadlan, has only held the position for the last two years but has already established his reputation as a shrewd businessman and cunning negotiator. In addition to maintaining the status quo within the Waverider settlements, he has brokered deals with numerous Shoaler communities, expanding the reach of Guild as well as the range of goods it can trade. Only in Tel Atlan is Fadlan's power in doubt, the Di Angelo crime family standing in opposition to his traditional authority. Rumors abound that a conflict between the Guild and the Di Angelo is looming though the nature the confrontation will take is unclear.

Archevêque Leister Ravenshead - 3.7.4

Archevêque (archbishop) of the Reformed Jerusalemite Church on Atlantis, Leister Ravenshead pledged his life to the church when he was only fifteen and has been an exemplary servant of the faith for more than thirty years. Once a mendicant in the Isla Frankos archipelago and the Sargasso, he solidified his reputation for courage and determination, even working among the Wreckers for extended periods. After a decade ministering in Port Atlantea, Ravenshead became head of the church in AD 6137 and has proved a strong leader of the faith, though his apparent collaboration with the CEF has drawn much criticism from the Antartis and Waveriders. The latter claim the Archevêque has played a key role in rising prejudice, his denouncements of "those of questionable morality and faith" seen as an exhortation to shun those adhering to the freewheeling Waverider lifestyle and Atlantean Gaiaism.





DEADLY GAMES



"Idiot!" Constantine yelled, the adrenalin of the chase overriding the alcohol in his bloodstream. Suddenly his mind was sharp and he knew how stupid they'd been, yet at the time it seemed like a lark, breaking curfew to sneak a few drinks. Tas was a dead weight suspended between himself and Mikel, unconscious from either the blows he had received or the alcohol he'd consumed. Either was a likely culprit.

"Oy, skinny!" Tas had yelled as the patrol of five GRELS had approached the gang's perch on the harbor steps. Each of the gang clutched a bottle of cheap but potent Aquavit. The GRELS — thankfully — had truncheons and holstered sidearms rather than their usual battlefield weapons. Someone wasn't expecting trouble, and that was perhaps why Tas was so cocky, even considering the Aquavit he'd consumed. "You sure you wanna' be here?"

The commander of the GRELS, a smaller and sleeker model with hard dark eyes, turned to regard Anastasios. "Are you sure you want to cause trouble, boy?" There was little inflection in his voice but the menace and sarcasm were present in equal amounts. "After all, you only outnumber us two-to-one?"

That was when Constantine began to realize things were going wrong. The GREL in charge — a *Jan*, he recalled being told — wanted a fight. That explained the change in weapons. They were probably bored with garrison duty in this backwater. "Tas, leave it," he advised, "it's not worth the hassle." The Jan raised an eyebrow.

"Hang on Connie," he said slurring. "Purple boy here has an attitude." He gestured with the bottle, spilling some of the clear contents on the steps. Constantine grabbed Tas' arm and interposed his body between the GREL and his friend.

"Purple boy has a gun too," he whispered as Tas shrugged his arm free and sought to sidestep around him. Connie blocked once more.

"Go home, child." The Jan stated. "Run to the mother that whelped you." The hint of a smile crept onto his lips.

"Bastard!" Connie had to hold Tas and Mikel stepped forward to help. "Vat-born freak." The GREL turned away and waved his hand dismissively, moving to address his soldiers.

Tas relaxed fractionally and Connie sought to maneuver him back to his friends. For a moment he thought he'd succeeded, then Tas wrenched his arm free and with inordinate skill — or luck — hurled his bottle at the GREL in charge. It struck him on the back of the head and shattered. Aquavit mixed with blood as the genetically engineered soldier dropped to his knees.

Connie didn't see what happened next — something heavy caught him on the shoulder and he let go of Tas, then a second sledgehammer blow drove into his gut. He collapsed to the ground, winded and retching, where his head clattered on the cobbles. Stars swam in his vision and he blinked madly. Struggling to his knees, he saw the GRELS — the shortest of whom was 200cm tall — laying into his friends. Tas lay on his side a few feet away, a GREL still kicking him in the stomach, his truncheon discarded on the floor. Mikel was struggling to his feet after being hurled into a wall. The GREL attacking Tas turned away looking for fresh prey. Almost instinctively, Connie leapt forward and grabbed the truncheon, swinging it at the soldier. Some sense alerted the victim and he turned, but not fast enough. Rather than hitting the back of his neck, the truncheon struck the GREL's temple and he collapsed instantly. Connie dropped the weapon and reached for Tas' comatose body. An instant later, Mikel was there too and together they ran.





OCCUPATION AND ALLIANCE - 4.1

There are no nations on Atlantis but rather a host of semi-autonomous city states, installations and territories who see to their own day-to-day affairs but who accept the overarching authority of a distant power, the Atlan Corporate Hegemony. Rivalries have always colored these relations, largely on economic or geographic grounds, but the arrival of the CEF and the occupation of the islands and many shallow-water installations has greatly complicated matters on Atlantis.

Previously there were three broad geographic zones — the islands, the shallow shoals surrounding them and the deep-water abyssal settlements — with a nebulous fourth group representing nomadic interests in the form of the Waveriders and the vessels that continually plied Atlantis' oceans. Even within these bands there was often little to bring the Atlantean settlements together save roughly similar industries, demographics and culture. Indeed, in many cases the similarities placed the settlements in competition with each other, stirring up rivalries that were only kept in check by political accords and the Atlantean Constabulary.

The arrival of the CEF added a new distinction for Atlantean settlements, and one that did finally bring about a sense of togetherness and brotherhood. This distinction was whether the settlement was occupied by the invaders, or not. By and large, all of the surface installations — the islands and those in the Shoals — fall into the occupied category, though such occupation is notional on many of the outlying islands and isolated facilities. The deep-water cities of the abyssal plains, the political and economic heart of the Atlan Corporate Hegemony, remained free of the occupiers by dint of their location and the Atlantean's vastly superior deep-sea technologies, allied under a resurgent ACH. If anything, these "free" cities of the deeps have gathered even more power to themselves, using the crisis to justify and facilitate a series of acquisitions that have brought once-independent minor settlements and installations under their sway. These power-grabs are, however, very personal acquisitions, enacted on behalf of individual city-states rather than the ACH as a whole. The politicians of Atlantis can see the wisdom of working together while the CEF poses a tangible threat, but none of them has any desire to sacrifice their own position for the greater good.



Shipping and Security - 4.1.1

Atlantis is a world bound together by trade, with massive transport vessels braving the waves and huge cargo submarines gliding beneath the storms. Aircraft are used to move priority cargos but the expense — and the impracticality in many cases — together with the danger posed by storms means they are rarely used. Few settlements are entirely self-sufficient and thus the majority rely on the transshipment of goods and materials across or through the oceans, the ever-roving sea captains a lifeline for each of the cities and installations.

Once free trade was possible but the CEF occupation has drawn an invisible line around their possessions, a demarcation intended to signify who the independent captains may and may not trade with. Enforcement is, however, a difficult proposition for the CEF. The Atlantean's use of ASAT weapons has prevented the use of satellite observation, and efforts to place observers on each vessel were counterproductive and easily circumvented. Likewise, the installation of tracking devices on vessels, monitored by a series of aircraft over-flights, proved impractical. Instead, the CEF has fallen back on the oldest and simplest method: Customs.

Randomly selected vessels entering a CEF-controlled port are boarded and their cargo subjected to a thorough inspection. The presence of any cargo item in the holds without being on the published manifest results in the suspension of the captain's license and a hefty fine. The presence of any item coming from a non-approved source warrants even more severe punishment: the permanent revocation of the Captain's license and the confiscation of the vessel. If the item can be proved to have ties with the Antartis, then imprisonment or even execution may result. This has, of course, led to a burgeoning black market in false packaging and doctored manifests, those seeking to circumvent the ban in constant struggle with new security developments by the CEF.





4.2 - THE ISLANDS



Once the heart of corporate authority on Atlantis, the thousands of islands that dot Atlantis are now the domain of the Colonial Expeditionary Force, their foothold in attempting to regain control of a world they abandoned over three-hundred years ago. The invaders have imposed their will on those they can reach but have found the water world's few land masses a far cry from what they expected. Rather than being the industrial heartland of the planet as during the Concordat Era — an industrial heartland the CEF needs to support its war machine — the CEF have control of a landscape that with the exception of Atlantea, is of little value to the invaders save for the food and raw minerals that they produce. Indeed, far more of the islands do not bear the signs of human habitation than do and the invaders have little choice but to effectively abandon efforts to press their claims to scarcely populated or uninhabited regions. These forgotten areas include the Theran Isles and the Arbor Isles, sacrificed so that the CEF can instead focus their efforts on the core areas of human habitation such as the Isla Frankos archipelago and Atlantea.

◆ Environmental Conditions

Most of Atlantis' islands are little more than volcanic rocks jutting from the oceans, battered by storms and constantly deluged by the oceans. A few are circled by beaches of pebbles or dark sand, and yet more are little more than coral islets protruding above the waves. Most support life of some kind, even if only lichen, though not all are large enough to develop soil that can support true vegetation. Areas of limestone, such as Isla Frankos, are likely to show characteristics of karst landscape, with water carving subterranean passages rather than forming streams and rivers on the surface. There is only one river of note on Atlantis, the Olympus on Atlantea, fed by runoff from the volcanic mountains in the island's interior.

◆ Flora and Fauna

For the most part, Atlantis' vegetation is indigenous, though some Earth species have been introduced or accidentally escaped into the environment; to minimize adaptation problems, food crops are largely grown in hydroponics facilities that use the soil of Earth rather than Atlantis own and are thus little different than the varieties found elsewhere. Species that live in the wild must, however, be more resilient. Perpetual inundation by the sea means that the flora present on the Atlantean islands must be tolerant of salt water. With the exception of the largest land masses, such as Atlantea, even living inland provides little respite from the salt, with wind-blown water droplets carried dozens of kilometers. Most native Atlantean species are naturally inured to the salinity and those species introduced from Earth such as sorghum and various sedges were either engineered to resist salt water or are naturally tolerant. There are no native tree analogues on Atlantis, though colonists introduced palms to many of the Frankos islands while beach, elm and oak forests have become established in the upland valleys of Atlantea.

Most of the animals living on the islands are likewise indigenous, almost entirely comprising various groups of reptile and amphibian. Even the Atlantean avian species betray their reptilian origins, with either a mix of scales and feathers or smooth skin. A few Earth species have established themselves though man's actions or, sometimes, his inaction. At least one island of the Isla Frankos archipelago is infested with rabbits after one entrepreneur decided to farm them, and both feline and canines are present on the inhabited isles, the descendants of the colonist's pets. Of course, rats have also managed to establish themselves on Atlantis despite the best efforts of humanity to prevent them, their presence devastating the ecosystem of several islands.

◆ Economics

The islands were once the focal point of industry, manufacturing goods with raw materials extracted from the shoals and deep oceans. Over the years as technology developed, however, such endeavors have coalesced around the extraction and refining points, reducing the cost of transporting raw materials. The workforce migrated to such venues in the shoals and deep oceans, leaving the island economies dominated by food production such as farming and fish processing, often at a subsistence level. Only in the towns is the economy diverse enough to support secondary industries such as large-scale manufacturing, let alone service industries like banking and entertainment. However, even the largest island city — Port Atlantea — lacks the scale and diversity of the deep-water cities.



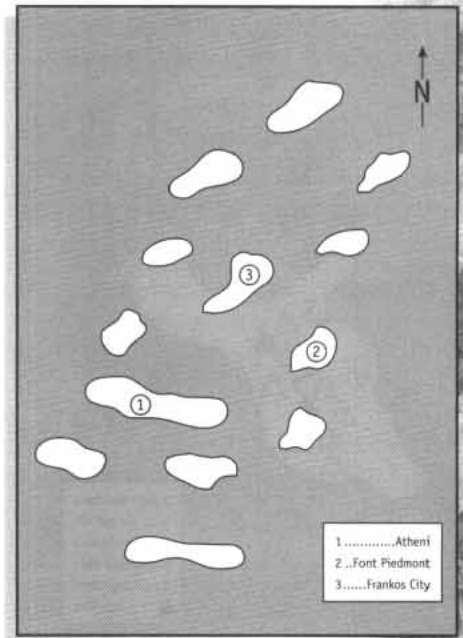


The Isla Frankos Archipelago - 4.2.1

The Isla Frankos Archipelago comprises more than a thousand islands, most of them little more than rocky islets or overgrown sandbars. Rarely rising to more than 50 meters above mean sea level, they are exposed to the full force of the storms that lash the Kavalan Ocean and Theran Sea and are lightly populated when compared to other Atlantean landmasses. The Archipelago was the site of the first CEF landings and has remained solidly under NEC control, despite frequent Antartis raids. Though garrisons are scattered throughout the islands, often billeted in small fishing communities and with farmers, the invaders' principal bases are in Frankos City and Atheni, though the recent years saw the construction of Fort Piedmont, intended as a secure port free from Antartis attack.

The majority of the archipelago's inhabitants live in scattered communities, rarely comprising more than a hundred people in a cluster of hand-built houses centered on a storm shelter. These communities are frequently extended families and they do not accept outsiders readily. The occupation has been hard on the islanders, with much of their meager catches and crops redirected to supporting the occupiers in addition to themselves. As a result, the islands are a prime recruiting ground for the Antartis.

The "cities" of Frankos City (14,000) and Atheni (9,000) were both former tourist centers and remain the most cosmopolitan parts of the Isla Frankos archipelago. The CEF rebuilt many of the tourist villages as barracks for their troops but harassment by the resistance has turned these once-holiday homes into armed camps ringing the city. Officially, a curfew is in force in the cities but this is ignored by many of the locals and overlooked by the CEF officers, whose troopers use their bars and restaurants for R&R. There is a strong CID presence in both cities to maintain order.



Vital Statistic

Founding Date:	AY 11
Method of Government:	Military Dictatorship
Head of Government:	Colonel Lisette Nerja
Population:	75,000
Principal Industries:	Fishing, Textiles



Fort Piedmont ◆

Frequent Antartis harassment of the CEF anchorage at Frankos City and terrorist attacks against troops on liberty in Atheni have prompted the construction of Fort Piedmont on one of the archipelago's eastern islands. Massively fortified with 10-meter walls and gun turrets, as well as a huge sea gate to secure the harbor facilities, it is supposedly secure against Antartis Attack. However, production of the facility was delayed considerably by sabotage and interdiction of vital construction materials shipments and Colonel Nerjas has lost confidence in the project, believing it compromised by the resistance. Although it was completed six years ago, it remains half empty with most of the garrison troops still billeted at Frankos and Atheni. Only the sub-pens of the CEF base have been exploited fully, maintaining and arming the SSK-41's that patrol the islands and attempt to enforce the CEF's authority in The Sargasso. The Antartis have twice attempted to sabotage the submarine facilities but have so far been foiled by the base's sophisticated sensor systems and defenses. Port Piedmont's defenders are mostly GRELS with a handful of human officers, though the Antartis suspect that SLEDGEs have also been deployed to the facility.

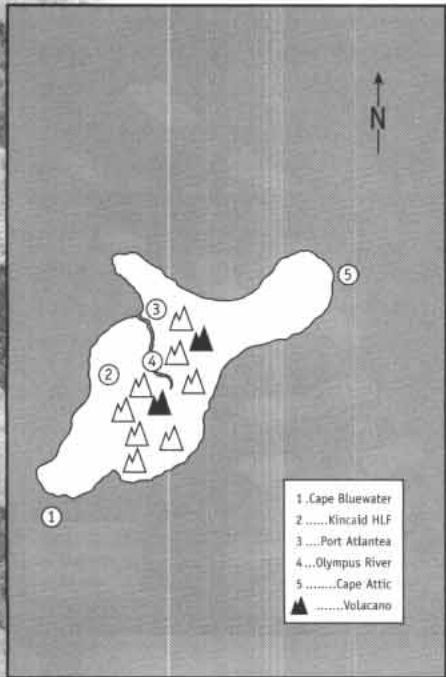
The Rock Forests ◆

Many of Isla Frankos' islands are formed from limestone, constantly eroded by the sea's actions. As a result, the coastline is dotted with free-standing rock stacks and arches, as well as dozens of water-carved caves. Most spectacular, however, are the "Rock Forests" west of Atheni, limestone pillars carved into intricate shapes by the wind and rain. Though not as spectacular as the formations of Lenasholme, they were a major tourist attraction in the Concordat era.





4.2.2 - Atlantea



The largest landmass on Atlantis, the massive island of Atlantea (and its attendant shoals and islands) was for centuries the center of industry on the planet. The home of Kincaid Aquapharm's heavy lift facilities, it was a prime target for the CEF who use it as their principal spaceport. Atlantea's coasts are richly wooded plains and golden beaches, which made it a prime tourist location in the heyday of the Concordat, but the island's interior is rugged and mountainous. There are 16 distinct peaks on the island, two of which are volcanic, rendering much of the inland regions unsuitable for much beyond hiking and climbing. Some doughty inhabitants eke out a living farming on terraces cut into the mountainsides, exporting their excess crops to the towns and villages that dot the island. Up against the sea-farming installations that dot the coast and the aquaculture installations in both the shoals and surrounding the cities, there is little profit to be made in such endeavors and the inhabitants — who once relied on tourism to supplement their income — constantly lurch from one crisis to another. The CEF invasion has strained their resources to the breaking point and many have fled to the coastal towns such as Port Atlantea where they live in refugee camps or try to eke out a living on the streets as beggars and prostitutes, risking the wrath of the CEF.

Port Atlantea, the shining jewel of Atlantis in the Concordat era, is now dilapidated and grimy. The steady exodus to the deep-water cities badly affected the former Atlantean capital and its economy, inextricably linked to interstellar trade, was hard hit by the withdrawal. The industries that have remained in the city have done so because there is little choice — aerospace industries could not relocate to the aquatic cities and as a result a broad band of manufacturers and design bureaus remain on the highway between Port Atlantea and the Kincaid HLF. All are now in CEF hands, their efforts turned toward supporting the Earth military.



Vital Statistic

Founding Date:	AY 11
Method of Government:	Military Dictatorship
Head of Government:	Brigadier Sanja Dekan
Population:	620,000
Principal Industries:	Food processing, Manufacturing, Aerospace

◆ Port Atlantea

Once having a population of millions, Port Atlantea is now a shadow of its former self with only around 150,000 residents. Many are involved in manufacturing, either at one of the aerospace firms around the city or at the shipyards around which the city was built. Kincaid's old food processing facilities are largely abandoned but their pharmaceuticals complex in the northeast of the city has been taken over by Kincaid Seafarming AG who seek to unlock the secrets of Atlantis' wonder drugs. The harbor and dry-dock facilities, located in Port Atlantea's old town, are solidly under the CEF's control and only military vessels are allowed to dock there. Other vessels must dock at one of a series of artificial islands built offshore and subject their cargo and passengers to inspection by the CEF before being ferried into the city. This scrutiny has led to the development of a far-reaching smuggling network in and around the city, both to avoid confiscation of contraband and to smuggle "undesirables" in and out of the city.

◆ The Atlantean Mountains

Atlantea's interior was designated an Environmental Heritage site in the Concordat era but since the arrival of the CEF, this provision has been abandoned in favor of a more pragmatic approach to getting the resources the CEF needs. In order to keep Port Atlantea's industries functional, the Colonial Board ordered the commencement of mining operations in the mountains. Some are deep mines, shafts driven into the mountainside to gain access to mineral deposits, but most are strip mines, cutting deep scars in the mountainsides and valley floors. This endeavor has brought harsh retaliation from Atlantis' extreme environmentalist groups who have frequently sought to sabotage the mines and who have specifically targeted those who work in the mines or refinery facilities.

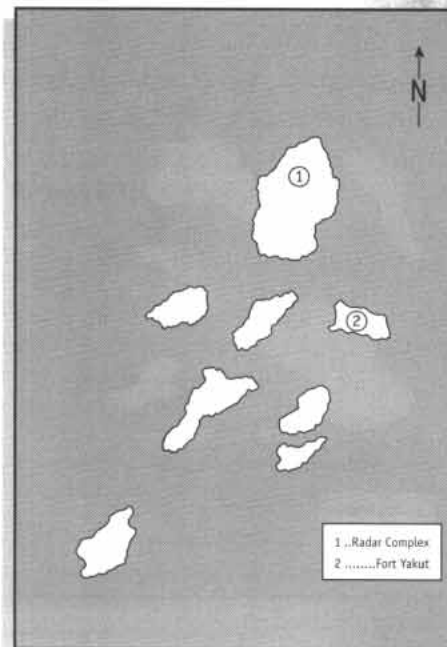




Lenasholme - 4.2.3

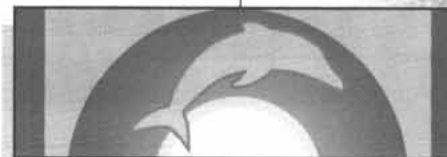
During the Concordat, Lenasholme was uninhabited save by native avians and lizards, designated a conservation by the Atlantean authorities in an effort to pacify the environmental lobby. This safeguarded hundreds of species native to the area, as well as the intricate limestone formations carved by the sea and wind on the western islands of the group. Many of the nearly five-hundred islands that make up the archipelago are little more than rocks and only eight are sufficiently above mean sea level to support human habitation. Access to the islands was tightly controlled and save for a few fishermen or smugglers who would occasionally take refuge in the islands, there was no permanent occupation until the CEF invasion.

Regarding the islands as a prospective refuge for the enemy, and the ideal site for a base, construction began almost immediately on a port and garrison complex that came to be known as Fort Yakut. Constructed in the utmost secrecy, the facility was intended as a major base for operations in the southwestern oceans but while it is the home base of numerous submarines, Fort Yakut has never been used to its full capacity. In many regards, the Bluewater Incident is responsible for this underutilization of the base — the CEF simply doesn't have the vessels — but politics within the CEF are also to blame. Colonel Valanski has been a staunch opponent of General Loess' defensive strategy and while aware of the CEF's offensive limitations, advocates a more active stance against "undesirable elements" on Atlantis' surface. To that end, the battlegroups under his command stage regular hunter-killer missions against the Wrecker pirates of the Sargasso and the Waveriders of Tel Atlan. The mixed success of such operations has lead the CEF to reallocate resources that would otherwise be assigned to Fort Yakut in an effort to compel the colonel to adopt a defensive posture.



Vital Statistic

Founding Date:	AY 582 (Port Yakut)
Method of Government:	Military Dictatorship
Head of Government:	Colonel Jan Valanski
Population:	11,000
Principal Industries:	Fishing, Tourism



Lenasholme ◆

The island of Lenasholme itself is the largest in the archipelago, almost five times the size of any others. Bounded on three sides by high cliffs and the home of nesting avian species, only the South East of the island is readily accessible, the site of a seasonal anchorage for xeno-thon fishing boats. The CEF have established a small guard post in the fishing settlement but this is only lightly manned and is more intended to control access to the interior of the island than it is to police the settlement. The reason for doing so is that on the heights at the center of the island, far from prying eyes (the CEF hope) is a massive sensor facility, intended to observe vessels traversing the Myknonan Ocean and the southern Theran Sea. VTOLS are used to move personnel to and from the base and Fort Yakut though a runway is under construction both to allow orbital shuttles to ground at the base and to support use of the TAAF-54.

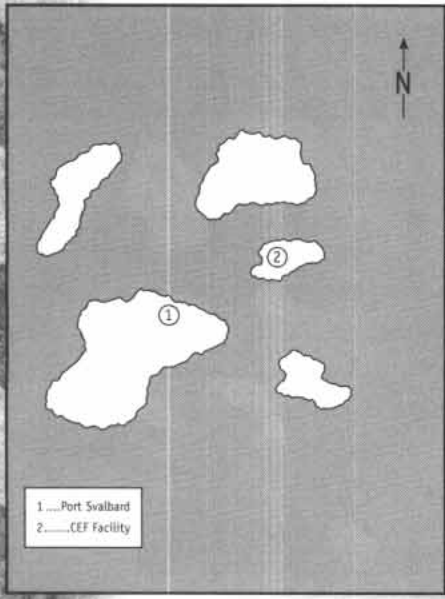
The 92nd Infantry Battlegroup ◆

Commanded by Major Elke Hildegard (see page 73 of the **Colonial Expeditionary Forces Sourcebook**), the 92nd are the key offensive unit based at Fort Yakut. An integrated GREL-human unit, the 92nd demonstrate the potential of tolerance and closer relationships between the disparate forces of the CEF and serve as role models for the other units based in Fort Yakut. Though not the most skilled of the CEF units assigned to Atlantis, the 92nd have built a formidable reputation for small-unit actions and are among the few units to use hovertanks on a regular basis, supporting their operations in the kelp forests of the Sargasso where more conventional vessels would become ensnared.





4.2.4 - Coldharbor



Atlantis' cold northern oceans are home to many species of fish and quickly became major operations areas for the factory fleets that once prowled the ocean. The community of Coldharbor was established to support these fleets, the natural anchorage at the heart of the archipelago providing respite from the storms and waves that lash the high latitudes. Warmed by the Frankos Current, the islands remain ice-free year round and Port Svalbard, the main settlement of Coldharbor, became a popular site for wintering fleets. Though the factory fleets haven't prowled the oceans for hundreds of years, the anchorage remains popular and the islands retain a substantial population that can increase by almost a third in winter as the fishing fleets seek shelter from the winter storms.

Although occupied by the CEF, the Colonial Board have not installed a military overseer in Port Svalbard and power remains in the hands of the mayor, the appropriately named Lucas Winter. The Earth military does, however, maintain a presence in Coldharbor — a garrison of around a thousand GRELS — and the anchorage is frequently home to CEF submarines en-route to the Adams Shoals. The CEF have their own port facility west of the main anchorage, though this is little more than a fueling and re-arming facility built into the cliffs. The base has occasionally been the target of Antartis sabotage but in recent years the resistance movement have left the facility alone, preferring instead to observe the vessels coming and going before alerting their operatives in Lukas and on the Adam's Shoal. However, should a substantial CEF fleet ever take shelter in Coldharbor, the temptation may be too much for the Antartis, with a number of captains having already drawn up plans for a strike against vessels at anchor in the sheltered waters.



Vital Statistic

Founding Date:	AY 165
Method of Government:	Representative Democracy
Head of Government:	Mayor Lucas Winter
Population:	29,000
Principal Industries:	Fishing, Aquaculture

◆ Port Svalbard

Port Svalbard is a rugged frontier town, well accustomed to the harsh environment and geared up to providing the relief and entertainment sought by sailors after weeks or months at sea. The town, which houses two-thirds of Coldharbor's population, has almost two hundred bars (roughly one for every 95 inhabitants, the highest ratio on Atlantis) as well as attendant eateries and gambling dens. Many of the fishermen are residents in the town and lodging houses exist for the remainder, offering rooms for long-term hire in the winter months. Residents of the city are tolerant of a wide range of foibles — drunkenness, violence and licentiousness — providing they are kept to the appropriate parts of the port. A network of marshals and special constables exists to maintain the peace in the rest of town, dealing harshly with those who overstep the mark. Most often, offenders are simply held in cells overnight and released after their alcoholic or drug-induced stupor wears off. Those who commit more serious offences may find themselves imprisoned for protracted periods or barred from returning to the anchorage (a major disadvantage for a fisherman). The community also exercises the death penalty for some crimes — the only settlement on Atlantis to do so, though the provision exists in general Atlantean law — principally for murder and rape.

● The Adams Shoal

The shallow waters of the Adam's Shoal, lying between the Isla Frankos Archipelago and Coldharbor, are rich with sea life and are dotted with small communities of aquafarmers, husbanding the resources and exporting their catch to Coldharbor. The Antartis have considerable influence in the Adam's Shoal and many of the fishermen and aquafarmers who make their living there aid the resistance, providing them with food, shelter and information. Unfortunately, the shallow waters of the Shoal mean that the CEF can operate there with relative ease too, staging frequent patrols.

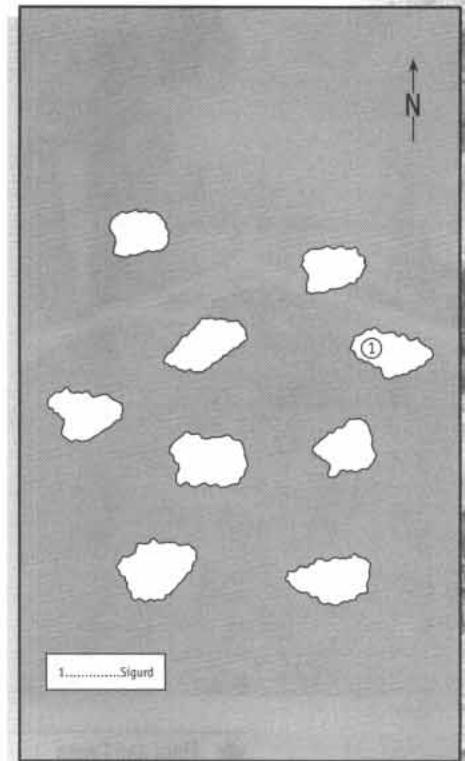




Heimey - 4.2.5

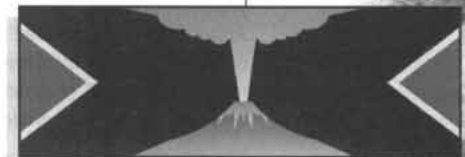
It is impossible to count the true number of islands in the Heimey archipelago as they are constantly being formed and destroyed by a mix of volcanism and the sea, though estimates suggest the average number is around 2000. The most geologically active part of Atlantis, the islands are mostly the peaks of sub-aquatic volcanoes or formed by the upwelling of magma from volcanic rifts. There are more than 150 active volcanoes in the island cluster and the presence of so much destructive power (particularly after the explosive eruption of the dormant volcano of Surtsey that scattered ash across the globe and flattened vegetation in a 15 km radius) discouraged any form of permanent settlement in the archipelago. It did, however, become the site of several scientific installations, whose occupants monitored the ongoing eruptions and earthquakes with a view to better understanding and predicting them. Wirth the fall of the Concordat, finances for these facilities dried up but and they were abandoned, but not for long.

Like Lenasholme, the Heimey islands have often been used for refuge from storms wracking the Mystran and Mykonan Oceans, and as the Waverider culture emerged from the chaos of the post-collapse years, many sought refuge in these inhospitable settlements. At first there was little in the way of permanent settlement as for the most part a transient population of Waveriders and other undesirables resided in temporary accommodation, often little more than tents or huts assembled from flotsam. However, as the inhabitants became more accustomed to the harsh environment of the archipelago, they adapted to the circumstances and the first "permanent" buildings were constructed in AY 515. By the standards of other Atlantean settlements, they are flimsy, made of wood and metal sheeting, but such structures have a better chance of surviving the quakes that rock the islands than more substantial structures. The CEF has staged occasional raids against the encampments, notionally seeking out dissidents and members of the Antartis, but otherwise the island's inhabitants are left alone. They survive by fishing and farming the fertile volcanic soils, though some have become adept metalworkers and trade their goods to Gervaise's Warren or Tel Esan.



□ Vital Statistic

Founding Date:	AY 502
Method of Government:	Anarchy
Head of Government:	None
Population:	up to 50,000
Principal Industries:	None



Sigurd ◆

Sigurd is the most populated settlement in the archipelago, home to around five thousand souls and centered on one of the old scientific installations. The old base's geothermal heating system still functions and has been expanded to heat many of the homes in the town, also providing them with hot water. Geothermal power also heats the settlement's greenhouses, used to grow a range of fruit and vegetables that are Sigurd's principal export after decorative works. The town has twice been devastated by nearby volcanic activity though each time it has been rebuilt and its small harbor dredged.

Arts and crafts ◆

The residents of Heimey have garnered a reputation as storytellers, singers and actors. This was initially as entertainment for other residents, the tradition of entertaining others having been established soon after the settlement, but these skills have become sought after in theatres and clubs across Atlantis as people have sought relief from the rigors of war. No small number of Heimey residents have made it big in the entertainment industry, but for every one that does another hundred fail and are left destitute. Heimey's carved woodwork and elaborate metalwork are also much sought after and most homes in the island are elaborately decorated, a respite from the harsh environment and uniform desolation of the islands. Visiting traders often buy Heimeyan work for a pittance and sell it in the distant deep-water cities for a substantial profit.





4.3 - THE SHOALS



The Shoals are Atlantis' breadbasket, the shallow waters surrounding the planet's few landmasses (and in a number of cases forming distinct "shoals" without nearby land) that are home to thousands of fish farms, kelp beds and artificial islands. Their extent is popularly delimited by the 500-meter depth contour though there is no definitive designation and in some areas installations in deeper water (such as Cantor's Atoll) are regarded as being in the shoals due to their fixed location. The Shoals are the transition zone between the deep oceans and dry land, and as such are the principal battleground of the CEF and Antartis, representing an environment in which both are able to fight competently (even if not at their full potential). Control of settlements in the Shoals is less clear-cut than elsewhere on Atlantis and while the CEF retains a solid grip on the principal artificial islands, control over smaller communities may change on a regular basis. However, for all that it is used as a battlefield, control of the Shoals is unlikely to resolve the war for control of Atlantis though it will be a vital stepping stone for the eventual victor.

◆ Environmental Conditions

To some degree, the Shoals are spared the worst of Atlantis' storms as the relatively shallow depth of some areas prevents the development of the worst ocean swells, not that any Shoaler would consider their habitat a pushover, particularly as some shoal areas may still be a thousand kilometers from dry land. The shoal environment is almost entirely maritime — a few scattered rocks may jut above the surface, but as general rule the Shoals are littoral waters — but this does not preclude substantial surface vegetation, most notably the kelp forests of the Sargasso (and to a lesser extent the Adams Shoal) or free-floating.

◆ Flora and Fauna

There is a greater range of animal and plant species living in the Shoals than anywhere else on Atlantis and maritime biologists are continually adding new species. The vast majority are indigenous though a number of the larger and most prominent animals were imported from Earth. Various types of dolphin, seal and whale were engineered to prosper on Atlantis, as were a broad range of fish, including salmon, cod and tuna. Officially these introduced species did not compete with or displace native species but this is a polite fiction to excuse Kincaid's Terraforming and genetic modifications, all of which were done with commercial gain in mind, and is at the heart of the longstanding feud between Kincaid and environmental groups.

The principal vegetation in the Shoals is seaweed-analogues, though this includes a broad range of species anywhere from a few centimeters in the rock pools of Lenasholme to tens of meters in length in the "forests" of the Sargasso. Some species constantly strive to extend their fronds to the surface, maximizing photosynthesis, while others grow only a few meters above the seabed. Few seaweeds grow below the 100-meter depth contour — at that point there is too little light for them to photosynthesize — though some species that use chemosynthesis survive in deeper waters. The seaweed beds are a vital part of the Shoals ecosystem, providing nourishment for a range of species including mollusks and fish. Additionally, many species who do not require seaweed for sustenance still use it for shelter and protection, or else consume other species that *do* eat seaweed.

◆ Economics

The economics of Shoaler communities rely on one of two things: fishing (or fish processing) or mineral extraction and refining. Fish farms across the Shoals are the region's principal employment, closely followed by fishermen who use nets and lines to capture larger species. Shallow water industrial complexes like The Cover or Heirakleon were established as an economic convenience, processing raw materials and then transporting finished products to the customer rather than having the expense of transshipping raw materials before processing them. Such installations are technological marvels, manmade islands that have captured the public imagination and lured industry away from the dry land, but they are also fragile, as the destruction of Heirakleon demonstrated.

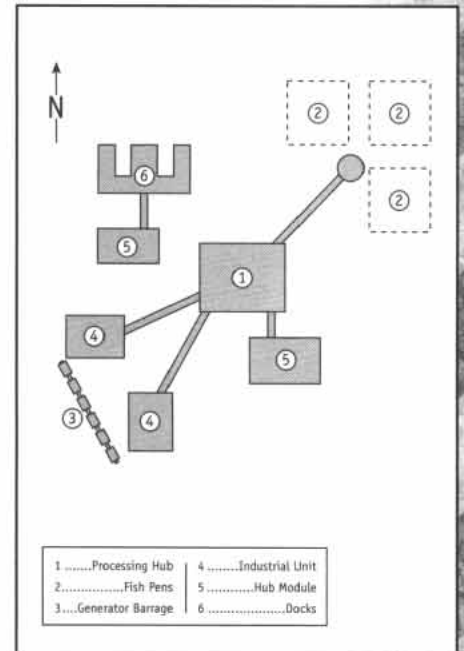




Cantor's Atoll - 4.3.1

Anchored in the Mykonan Ocean south of Atlantea, the artificial Island of Cantor's Atoll is typical of the food processing complexes that dot the shoals, combining food production, manufacturing and power generation. Over the centuries, the complex has been patched, modified and expanded far beyond the original specifications as a farm and now houses more than twenty-thousand people in a self-contained floating city.

The core of the structure is the processing hub, a massive and largely automated factory for cleaning, preparing and packaging aquatic foodstuffs. Many of the fish processed in the plant are raised locally in a series of large fish-farms that surround the installation, supplemented by the catches of various fleets operating in the Mykonan Ocean. Hydroponics pods throughout the city provide vegetables for the inhabitants and also supply ingredients for the pre-packaged foodstuffs. Massive docks allow the goods to be shipped to nearby Atlantea or other cities, though the dedicated cargo-sub loading docks have been unused since the occupation as a result of the embargo on trade with the deepwater cities. Industrial modules on the southwest of the complex provide much of the material needed to keep the complex operational though they are reliant on raw materials from elsewhere. Power for the entire complex comes from the generator complex, also in the southwest. Like many shoals installations, this one exploits water power to generate electricity — a massive hydroelectric boom spans the gap between the industrial modules — and solar cells dot the roofs of most of the complex. Unlike many of the structures in the shoals, the deep water surrounding Cantor's Atoll allows the deployment of a massive induction boom beneath the complex. This exploits the temperature and salinity gradient in the water, as well as Atlantis' own electric field, to induce a field in various generators along the 900-meter cable that also serves as the facility's anchor.



Vital Statistic

Founding Date:	AY 87
Method of Government:	Military Dictatorship
Head of Government:	Colonel Symon Landers
Population:	22,000
Principal Industries:	Food Processing



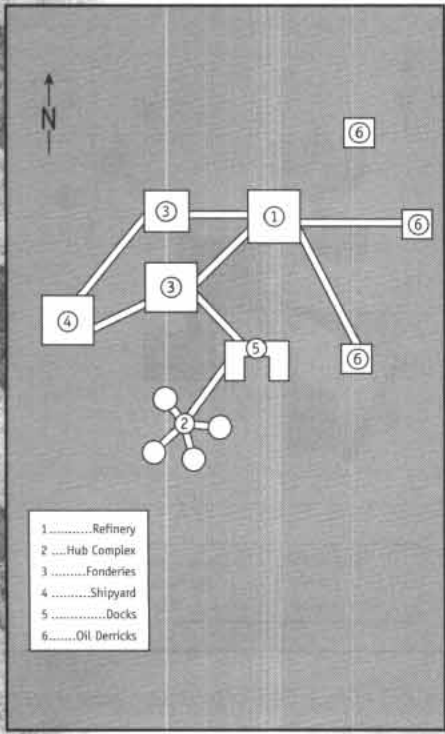
The Occupation

The CEF have taken over several sections of the Atoll's habitat modules, garrisoning a mix of soldiers and troopers on the floating industrial complex as well as stationing a pair of submarines in the docks. This has placed major strains on the Atoll, with gross overcrowding stretching the waste disposal and water purification systems to the limit. Colonel Landers has suggested evacuating non-essential inhabitants to Atlantea but the civilian administrator of the complex, Jer Ritter, argues that doing so would harm the workers' motivation and only move the problem elsewhere, not resolve it.

The Atoll has been the target of frequent sabotage and minor attacks, a problem that dates back even before the CEF occupation. Several environmental groups object to the Atoll's operation, denouncing it as an "aberration against nature" and despite the CEF garrison's presence, have continued their private war against the complex. When the first such act after the occupation took place, Colonel Landers reacted brutally against the Atoll's inhabitants, believing his troops were the target of domestic sabotage, but subsequently learned of the internecine conflict among the Atlanteans and backed off. However, as continued sabotage has hampered the Atoll's output, and with it harmed his reputation with the Colonial Board, Landers has become increasingly determined to deal with the eco-terrorists, enacting strict restrictions on non-essential movement and staging near-constant patrols of the complex. The troopers chafe under this constant pressure but the soldiers revel in the constant tasks, avoiding the tedium they encounter on so many other garrison postings.

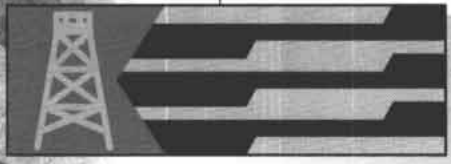


4.3.2 - The Cove



Standing in the Attican Shoal northeast of Atlantis, The Cove is a massive industrial and refinery complex owned by Charybdis Motors Ltd. and is coveted by both the CEF and the Antartis. Located in 300 meters of water, most of the disparate elements of the complex stand on massive stilts and thus remain at a fixed height in relation to the seabed. As a result, storm waters often break over the facility, temporarily submerging one or more modules which are sealed by water-tight bulkheads and linked to each other by a series of pipe-like roadways. Some modules — notably the docks and shipyards — are free-floating and thus rise and fall with the seas, avoiding the submerging or getting stranded in the air but at the price of discomfort for the occupants. The walkways linking these modules to the complex are designed to deal with the constant flexing and each free-floating module has its own stationkeeping motors and anchor in case it should be sundered from the main complex.

A series of oil derricks feed into a central refinery where the viscous raw petrochemicals are fractionated into useful compounds. These are then polymerized and used to mould, extrude and spin a wide range of consumer goods and components in pair of massive "foundries." Producing items useful to both sides, The Cove has thus become a focus of the CEF-Antartis war. A large force of soldiers is based on the artificial island, mainly Mordeds and Morgana GREs, as are some of Sea Command's most experienced marines. A flotilla of SSK-41s permanently patrol the complex's perimeter with more docked at the Atoll but ready to depart within moments of the order being given. However, this has not stopped the Antartis launching a series of probes against The Cove, or of seeking to starve the inhabitants out by interdicting inbound supplies. Morale among the Atlantean inhabitants of the complex and many of the troopers is at rock bottom. Only the Attican Shoal, which is too shallow to allow the Antartis submarines to operate at peak efficiency and instead gives the maneuverable CEF minisubs an edge, has allowed the occupiers to maintain their position.



Vital Statistic

Founding Date:	AY 352
Method of Government:	Military Dictatorship (Contested)
Head of Government:	Colonel Bruno Happi
Population:	42,000
Principal Industries:	Mineral extraction, refining, heavy industry

◆ Charybdis Motors Ltd.

Charybdis Motors, named for the deepwater trench northwest of Atlantea, have been manufacturers of personal vehicles on Atlantis for more than five hundred years. Their initial products were little more than simple hulls with an outboard motor but their repertoire quickly grew to include luxury pleasure yachts, fishing vessels and hull modules for many of the surface cargo haulers that brave the waves. Their most ubiquitous product is the GX4 escape dinghy, a barrel-sized canister that uses memory plastics to transform into lifeboat for up to 50 people, that can be found on most shoal installations, while the GX7 is common in subaquatic installations and can facilitate emergency escapes from as deep as 1500 meters. Best known, however, is the *Wavepiercer*, a high performance two-person hydrofoil capable of limited sub-aquatic operations.

Since the occupation, Charybdis have been compelled to produce war material for the CEF in the form of the personal maneuvering units now being deployed with CEF marines. This latter line has been plagued with production problems and delays, something Charybdis CEO Dougal May blames on integrating Terran and Atlantean technologies but which Colonel Happi regards as deliberate sabotage.

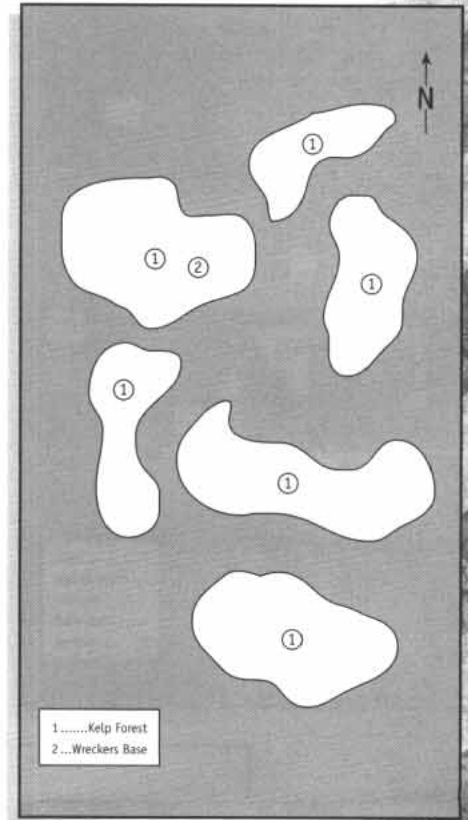




The Sargasso - 4.3.3

Stretching for hundreds of kilometers south of the Isla Frankos archipelago and separated from the Lenasholme islands by the Thrace channel, the Sargasso is a broad expanse of shoals where the average depth is only thirty meters. Much of this expanse is covered with dense kelp forests, forming a dense mat of vegetation on the surface (thanks to air bladders in the fronds) which poses a major navigation hazard to the unwary. Most vessels, particularly the large ones, avoid the Sargasso, both because of its shallow waters and the risk of fouling propellers in the kelp. Those who do venture into the Sargasso, must attempt to follow the ever-shifting channels through the forests. Buoys mark the few permanent routes though the sea but even these are no guarantee of safety thanks to the Wreckers.

The origin of the Wreckers is unclear — they may have been waveriders or they could just be sailors trapped in the Sargasso who turned to piracy — but they have eked out a living among the kelp forests for more than two centuries. Romantic myths about pirates have caught the popular imagination, but the Wreckers' lifestyle is far from romantic. Their core practice is to lure vessels into the kelp by moving the buoys that denote the safe passages, then to board such vessels after they become entangled. Using shallow-draft vessels with ducted propellers, the Wreckers themselves avoid the natural trap of the seaweed and carry away their plunder — often including parts of the trapped vessels — to a floating town in the heart of the Sargasso. There they use their pirated goods to support their own lifestyle or else trade them to outsiders (notably the Di Angelo family of Tel Atlan) for other items they need. The Wreckers are adept close-quarter fighters and will not hesitate to slay those who oppose their boarding actions, though contrary to their image in the Atlantean media, they do not kill for the sake of it. The ACH has traditionally sought to eliminate the wreckers but has abandoned any such efforts during the occupation, instead regarding the pirates as pseudo-allies from whom they can gain information without worry of being betrayed to the CEF. The 92nd Infantry Battlegroup (see *Lenasholme*) have taken it upon themselves to rid the Sargasso of the Wreckers and stage hunter-killer missions with their hovertanks and marines, so the Wreckers have little reason to aid the CEF.



Vital Statistic

Founding Date:	Unknown
Method of Government:	Anarchy (Honor Among Thieves)
Head of Government:	None
Population:	Unknown
Principal Industries:	Piracy



The Ship's Graveyard ◆

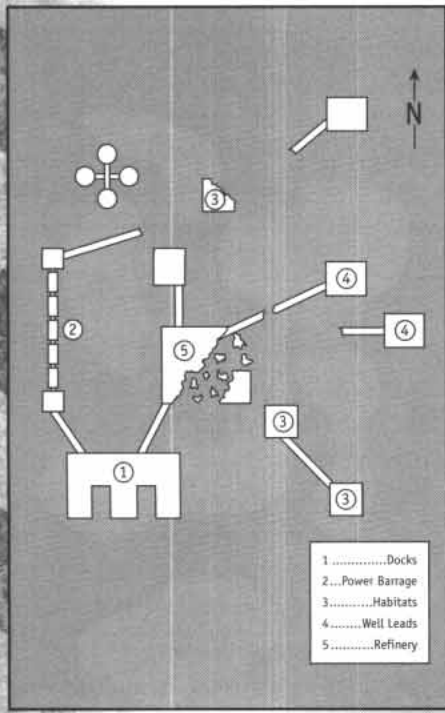
Vessels trapped in the Sargasso are rarely recovered but are instead usually left to rot or rust. Some remain afloat for decades but eventually they sink to the seabed, their hulls partially or totally submerged by the ocean's waters, where they become the homes of fish and crustaceans. These wrecks are slowly colonized by kelp and calcareous algae, becoming part of the aquatic landscape, artificial reefs on the broad expanse of the sea bed and taking on a vital role in the seabed ecosystem. Eventually the algae coat the sunken vessels with a layer of limestone that further transforms the wrecks, rendering them largely indistinguishable from real coral after a protracted period in the water.

Dozens of varieties of fish live in the kelp forests and among the reefs, including both native and introduced species existing side-by-side. Wild xeno-dolphins also live in some parts of the Sargasso, living off a diet of fish and seaweed, and these intelligent animals may lead vessels through the channels or into the kelp, depending on how they have been treated.





4.3.4 - The Ruins of Heirakleon



Heirakleon was once much like The Cove, an industrial platform anchored in the Shoals to exploit the petrochemical resources of the equatorial waters. Owned by Kalamata Industries, Heirakleon never fell to the CEF but was instead singled out as an “object lesson” to those who would resist them. Targeted by CEF Ortilery, its inhabitants were massacred in revenge for the sinking of a CEF fleet. The immense loss of life was a major blow to the Atlanteans — in addition to the resident population, more than twice that number of refugees had also taken shelter from the CEF on the installation — but the environmental cost of the attack was appalling. Not only was the refinery at the heart of the complex shattered — though many of its petrochemicals were consumed in the conflagration that followed the attack — but a number of well-heads were shattered by the force of the blast, allowing oil to gush out into the eastern fringes of the Mykonan Ocean. Billions of liters of crude oil flooded onto the waves and were spread across the southern hemisphere by the Mystran Gyre and the Brow Current. Millions of fish and other aquatic animals died as the oil polluted their ecosystem before it eventually trapped sufficient debris particles to carry it to the seabed. It was the worst environmental disaster in Atlantis’ history and the CEF did nothing to ameliorate its effects. In the end it was engineers from Chaybdis Motors who capped the wells and prevented the disaster getting worse but by that point the damage was done and the CEF would forever more be despised by Atlantis’ powerful environmental lobby.

Surprisingly, large portions of the complex survived the attack and though many were damaged by fire, others remain habitable. No effort has yet been made to rebuild the complex but a number of Waveriders have taken up residence in the ruins, along with others seeking to escape the CEF. The Antartis occasionally use the complex as a staging post but the presence of outsiders, notably scavengers, and the occasional CEF patrol has discouraged the practice.



Vital Statistic

Founding Date:	AY 203 (Destroyed AY 578)
Method of Government:	None
Head of Government:	None
Population:	Unknown
Principal Industries:	None

● The Dead Zone

Though the ecosystems of the Mykonan Ocean have largely recovered from the Heirakleon disaster, the waters immediately around the complex remain badly polluted thanks to contaminants leaking from the ruined installation. The seabed, only 50 meters beneath the surface, is coated in a thick layer of settled petrochemicals that has sterilized the ocean floor environment within 10 kilometers of the complex. Oil particles in the water likewise have killed any marine animals within the same radius and also coat any vessel moving through it, clogging intakes and obscuring visual sensors. Only constant cleaning and filter replacement will keep vehicles operational.

◆ The Grail

Scavengers descended on Heirakleon within weeks of the disaster, mostly operating independently but some working for the military or other corporations. The goal of these groups, to remove items of value, although the perceived value of the items varies wildly from group to group. A lone prospector may be looking for precious metals or other items with a high intrinsic retail value. Corporate spies will be looking for materials that belonged to Kalamata but which could benefit their own employers and thus often includes intangibles such as computer information. Other prospectors simply seek to scavenge the remnants of Heirakleon’s culture, preserving it for future generations. Whatever the object of their search, their personal grail, Heirakleon is a treasure hunter’s paradise though each and every one of them will have to deal with the toxic environment — and rivals who may not want competition.

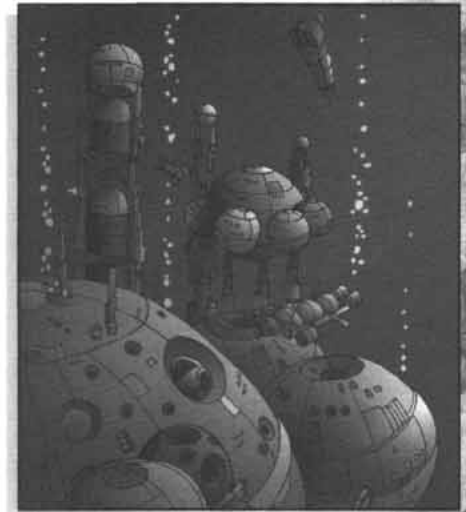




THE BENTHIC PLAINS (THE DEEPS) - 4.4

The deep-water areas of Atlantis are among the most hostile environments ever colonized by humanity. Only advanced technology, first of the Concordat and now developed locally, have allowed the establishment of facilities on the sea floor. For the first few centuries of Atlantis' existence, these were industrial bases — drilling rigs, mining camps and refineries — but as they became established, they soon became homes, the families of long-contract workers residing on the installations too. Additional services grew up to support the workers and these new residents, and then more industries came to support those services. Almost by accident, the industrial installations became sub-aquatic towns and villages and over the years, many have grown beyond recognition, becoming thriving benthic metropolises, the largest with populations exceeding one million workers and dependents.

The deep-ocean environment forced these cities to be self-reliant and as a result each developed a strong sense of identity, becoming what amounted to city-states. Each recognized the notional authority of the Atlan Corporate Hegemony but largely governed their own affairs, adopting widely divergent economic, political and cultural policies. These differences and the frictions they engendered were responsible for the conflicts of the City States Era and despite the Theran Protocols, continue to color relations between the Benthic cities.



Environmental Conditions ◆

Without exception, the benthic cities reside in darkness, extreme temperatures, and phenomenal pressure. All are much deeper than light can penetrate through water — direct sunlight penetrates to a depth of around 100 meter to form the “photic zone” while twilight extends to a depth of around 1,000 meters — and the only light is produced by bioluminescent sea creatures or human activity.

The construction of the cities themselves and their method of operations vary considerably. Many are freestanding structures resting on the bleak abyssal plains, while others are wholly or partially built into sub-aquatic hills and seamounts. The latter offers both advantages and risks — the landscape can be used to provide the city with additional protection from the environment, but it also exposes them to the vagaries of tectonic activity, the potential for tremor damage (or mud/rock slides) outweighing the advantages.

Most deep-water cities do not use an atmospheric mix identical to the surface — the pressure would result in frequent nitrogen poisoning — but instead favor a range of reduced nitrogen mixes such as Nitrox or Heliox, allowing the facility to be pressurized to above sea-level values (important to reduce the pressure strain on the structure). Unfortunately, different cities rarely use the same mix or even pressure, often requiring the use of airlocks and/or decompression chambers when they dock.

Flora and Fauna ◆

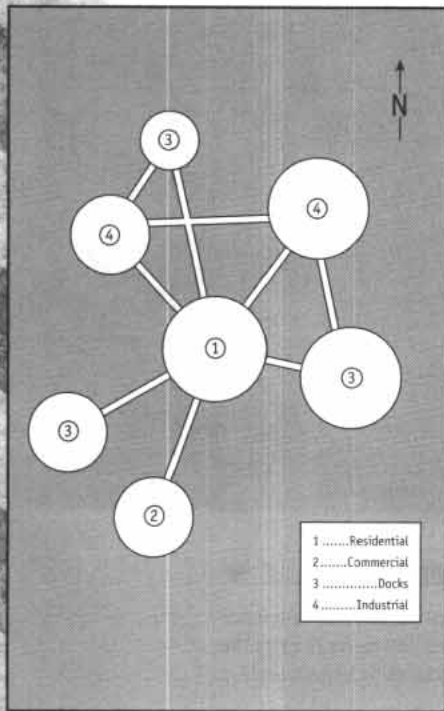
Deprived of sunlight, the ocean beds are a veritable desert, largely deprived of vegetation save for chemosynthetic species clustered around deep sea vents and other sources of heat or chemical energy. Deep-water fauna are more plentiful, able to range far and wide in search of sustenance and sources of energy (frequently each other). Many are blind, reliant on other senses — most often hearing or perception of electromagnetic fields — to sense the presence of prey or hunters. There are no vegetarians at such depths — each species preys on another — though their level of aggression varies considerably. Hook eels are sedentary hunters, waiting in ambush for hours or days until prey stumble into their grasp. Vampyroteuthis are the exact opposite, actively pursuing a wide variety of prey (including divers or submersibles when they are hungry or annoyed), their vast expenditure a testament of their success at hunting.

Economics ◆

Mineral extraction and processing remains the principal industry of many cities though it is no longer the sole industry of most. Instead, a diverse range of ancillary services have emerged to support the installation's core business and most have broadly diversified economies and are bound into the wider economy by the cargo submarines that ply the depths between the city-states. Hydroponics and sea farming provide each city with food and geothermal power, both clean and abundant, is the most common source of energy.



4.4.1 - Thera



The deep-water city of Thera began life as a mineral-processing center named T39J where nodules of manganese were collected from the abyssal plains and processed into refined ingots for shipment to surface factories. It was typical of the thousands of facilities assembled in the deep oceans during the second century of colonization but unlike many of its sister bases, T39J became a major logistical center for developments on the Theran Abyssal and grew steadily to meet the demands of its role. By AY 107, the complex was known as Thera Base and supported a permanent population of more than a thousand, a sub-aquatic city in all but name. The modern benthic city would be unrecognizable to the original inhabitants — a sprawling array of modules that has become the industrial and political heart of Atlantis. Kincaid’s establishment of a secure pharmaceuticals lab in the city certainly aided the metamorphosis, drawing considerable economic and political attention to the city.

Thera’s shipyards made it a major player — and a major target — in the City States Era, but the corporate oligarchy that ruled the city eventually realized the impossibility of ever “winning” the war and brokered the accords that bear Thera’s name in AD 6003. That done, Thera became the heart of a resurgent Atlan Corporate Hegemony, with Kincaid itself relocating its headquarters from Port Atlantea to the city. Politics and supporting the political lobby quickly became big business, though in addition to representatives from other Atlantean settlements, this also brought less welcome attention to the city. Terrorists have targeted the ACH Legislature seven times since the Protocols, though the CEF are believed to have masterminded the last two attacks. The city’s response has been to impose strict security checks on those entering the city, and to monitor the location of all residents by transponders in their PCOMs or ID bands. Access to key areas of the city are tightly controlled and unauthorized personal seeking access to the Legislature may be shot as suspected terrorists without warning.



Vital Statistics

Founding Date:	AY 103
Depth:	1100 meters
Method of Government:	Corporate Democracy
Head of Government:	Administrator Lauchie Ravana
Population:	1.5 million
Principal Industries:	Pharmaceuticals, Politics, Heavy Industry

◆ ACH Legislature

The Heart of the Atlantean government, the Hegemony Council, relocated to Thera in AD 6004 and resides in a dedicated module, the ACH Legislature, together with its attendant bureaucracy. The council continues meet on matters concerning Atlantis as a whole, despite the CEF occupation of the islands and numerous Shoal installations. The meeting chamber at the heart of the city seats the council and up to 20 advisors and support staff. A 100-seat viewing gallery has fallen out of use though closed-circuit camera’s broadcast the council’s few public deliberations throughout the city. A detachment of 1,000 highly trained troops from across Atlantis guard the Legislature, each stringently vetted and swearing loyalty directly to the ACH.

◆ Corporate Legacy

Although officially a democracy, Thera still struggles to abandon its corporate past. Voting rights are inextricably linked to share holdings in Thera, Inc., the notional owners of the city-state, this ‘stake’ determining the number of votes the individual (or their sworn representative) may cast. Fortunately for the citizens of Thera, only personally owned stock can be used in this manner, preventing the massive stockholding retained by Thera, Inc. (and to a lesser extent, Kincaid Aquapharm who own a ten-percent stake) from dominating Thera’s decision-making process. Nonetheless, the city’s ruling body is almost indistinguishable from the board of Thera, Inc., with two-thirds of the city administrators holding positions in both organizations.



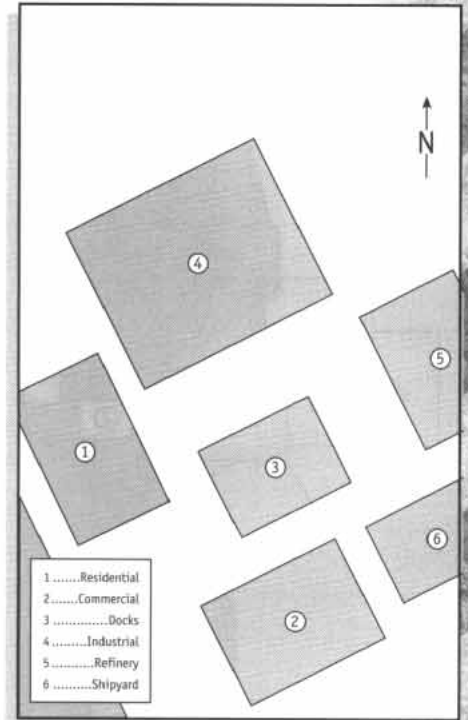


Xephos - 4.4.2

The deep oceans fascinated the marine biologists sent by Kincaid to survey Atlantis and Xephos grew from a research installation established to study the flora and fauna of the southern Kavalan Abyssal and the even more unusual life forms of the Arbor Trench. Initially home to only a dozen scientists, Xephos quickly grew to house and service almost half of Atlantis' bathyscaph fleet. Almost as soon as the scientific base was established, tourists began to visit Xephos. The first were corporate executives, trading financial support for the scientific installation into trips into the deep oceans, but soon documentary makers, sportsmen and rich thrill-seekers sought passage to the base. The facility grew to meet this demand, with a succession of hotels established to cater to visitors, and tourism became the city's principal industry before the fall of the Concordat.

That disaster shattered Xephos' economy, forcing the inhabitants to turn back to their old staples — aquaculture and the manufacture and maintenance of submersibles — though with the city government's "permission", the Antartis have taken control of the shipyards, which they use to maintain their war fleet. In recent years, numerous new technologies have appeared with Xephos-based Antartis units, including advanced weapons that are a hybrid of Atlantean and NEC technologies. The origins of other systems are less clear, ostensibly a product of the city's war efforts but that show signs of being revolutionary technologies, distinct from those of the NEC or Atlantis.

The city's aquarium (established in the 58th Century) remains a major draw for the city, second only to the Abyss View platform, and contains live and dead samples of thousands of benthic species. These attractions continue to bring tourists to Xephos, though not in the numbers of the Concordat era, including a substantial number of Waveriders, who view the trip to the city as a sort of pilgrimage. More than 25,000 Waveriders call the city home, the exact figure unknowable due to their unwillingness to cooperate with the city's census and electoral register.



Vital Statistic

Founding Date:	AY 156
Depth:	2150 meters
Method of Government:	Representative Democracy
Head of Government:	Administrator Nevus Mentom
Population:	1.1 Million
Principal Industries:	Food processing, Shipbuilding



Abyss View ◆

The massive viewing gantry that extends from the residential complex out over the Arbor Trench is a nod to Xephos' original. Although far from the deepest trench on Atlantis, the ability to see for themselves the massive chasm — and the possibility of witnessing some of the strange life forms that occasionally swim up from the depths — draws visitors to the city where they can stand on this seemingly-exposed platform, protected from the massive pressures by 40-cm thick Crystal BF panels. Floodlights illuminate the sudden drop-off in the seabed but otherwise there is little to see beyond dive suits and kavouri working around the city, and the occasional benthic fish.

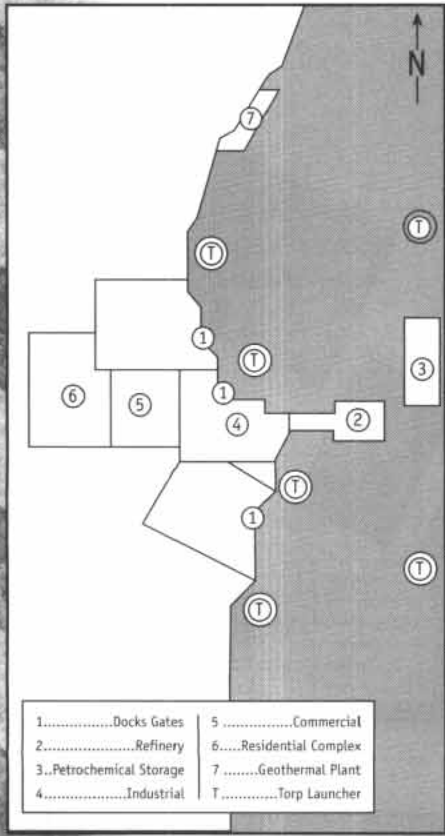
The Arbor Labs ◆

Hidden far from prying eyes, a satellite complex in the Arbor Trench is responsible for many of the new technologies appearing in the city, mating Atlantean systems to captured CEF concepts (and no few ideas from Caprice and Terra Nova). Located an additional 2,000 meters into the trench, the base is far beyond the invaders' current or projected reach but to be sure a succession of defensive systems guard the approaches. Systems integration work on the prototype Sea Serpent aquatic Gear took place in the Arbor Labs, though the design is incapable of operating at such depths and current efforts to develop a production model have relocated to Lukas.





4.4.3 - Gervaise's Warren



Established to exploit the rich and easily accessible mineral deposits of the Heimay Archipelago, the core of Gervaise's Warren was constructed by digging into the Naxos Seamount, the original maze of tunnels giving the mining city its name. Earthquakes have long been a problem for the city, prompting the establishment of numerous satellite facilities to store and refine the volatile petrochemicals that are one of the city's key industries but which would otherwise pose a grave risk to the facility. Geothermal plants provide Gervaise's Warren with copious amounts of cheap energy, much of which is stored in massive capacitor banks and traded like the city's other commodities.

Despite its depth, the city has been attacked by the CEF three times, twice little more than harassments with depth bombs but the third time an attempt to capture the facility using shocktroops aboard a captured cargo sub in AD 6137. Only quick thinking by the harbormaster to override numerous security protocols and open the north dock's outer doors saved the city, flooding what moments before had been a pressurized dock and drowning most of the assault force. Repairing the doors to the massive dry dock took more than three months and as a result of the attack the city undertook a major security review that led to the deployment of numerous sensor towers and torpedo launchers at strategic points.

At the time of the invasion, Gervaise's Warren was a democracy, with an elected cabinet and prime minister overseeing the city's affairs. Unfortunately for them, a series of ill-considered remarks by the prime minister suggesting collaboration with the invaders triggered a popular uprising in the city and the installation of a military junta for "the duration of the crisis." The former head of the city's defense forces and now the de-facto ruler of the city, General Michael Koishikawa, is a key player in the Antartis and a staunch opponent of Leo Feldman. Unfortunately, Koishikawa's efforts to improve the city's position have stalled due to a combination of the city's poor economic prospects — it is a net importer with only one significant export, processed steel — and internal political wrangling; the city's representative in the ACH, Victoria Hellas, is no friend of the junta. The city's other notable resident, Archevêque Ravana, stays well clear of these political wrangling save to restate his belief in the need to keep church and state separate.



Vital Statistic

Founding Date:	AY 202
Depth:	1250 meters
Method of Government:	Military Dictatorship
Head of Government:	General Michael Koishikawa
Population:	400,000
Principal Industries:	Mineral Extraction, Refining

◆ Church of Athena Hellas

Once a small chapel carved into the rock of Naxos, the Church of Athena Hellas has grown into one of Atlantis' most spectacular structures. The modern structure is a cathedral with high ceilings and soaring buttresses that has steadily expanded under the care of ten generations of masons, despite the frequent earthquakes that plague the city. Indeed, the masons regard their ongoing battle to maintain the structure in the face of Atlantis' environment a test of their conviction and dedication to the church and many also serve as lay members of the clergy. The spectacular cathedral is the center of the Reformed Jerusalemite Church on Atlantis and the power base of Archevêque Leister Ravenshead.

◆ The Black Rain

At the heart of the Mystran Gyre, Gervaise's Warren was badly affected by the environmental disaster that followed the destruction of Heirakleon. Oil coated flora and fauna and the local ecosystem was disrupted for several months, resulting in severe hardship for the residents — who soon came to include the few survivors of the doomed Shoal city — as Gervaise's Warren struggled to feed its inhabitants. Riots ensued and only a harsh crackdown by the junta-controlled security services restored order until food production returned to appropriate levels. Signs of the disaster are still visible around the city in the form of oil-coated flotsam that fell to the seabed over a two-month period known in the city as the "black rain."

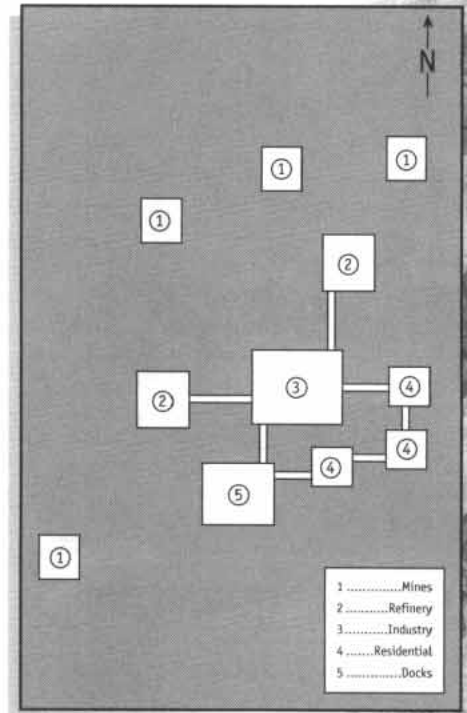




Lukas - 4.4.4

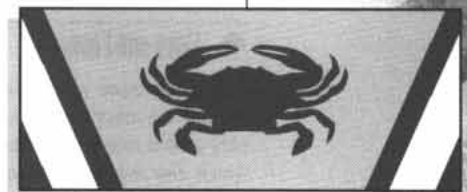
Lying just below the 500-meter depth contour, Lukas is the shallowest of the benthic cities and the one that has, as a consequence, born the brunt of the CEF's offensive. Many of the city's modules show the scars of fighting and as a result of ever-ongoing repairs, the Lukas has taken on a patchwork appearance. Unlike most of the deep-water settlements, Lukas was built not by corporations seeking to exploit the ocean's riches but rather an extremely rich family of Earth expatriates who sought to create their own private refuge and hunting reserve founded it. To maximize their potential for encountering the native wildlife, their base was built in the twilight zone and as a result Lukas is the only benthic city to experience — albeit occasionally — light from Eos.

Costs of operating the underwater community quickly devoured the founders' resources and they had little choice but to diversify, inviting numerous business concerns to share the base — and its expenses. Numerous companies leapt at the chance, which was after all much cheaper than establishing their own bases, and Lukas' economy diversified rapidly. Despite this, the original founders retained control over the city and became de-facto nobility in the city. They maintained absolute power for almost forty years when the formation of the ACH lead to pressures for democratization in the city. The nobles resisted and the result was a civil war that recreated Lucas as a constitutional monarchy. The nobles retained significant power and one of their number sits as Lukas' Prince, head of state for the city, though true power resides with a council of ministers elected by popular vote. Many of the nobles still chafe at this imposition and rumors within the city claim that one or more of the nobles has attempted to make an alliance with the CEF, seeking their support in deposing the democratic government of Rebecca Muthmucaru and installing a pro-CEF noble in their place. This has caused a number of frictions between commoners and nobles though in the absence of any evidence the Prime Minister has been forced to keep her peace.



Vital Statistic

Founding Date:	AY 212
Depth:	550 meters
Method of Government:	Constitutional Monarchy
Head of Government:	Prince Sanjay Alagiah, Prime Minister Rebecca Muthmucaru
Population:	450,000
Principal Industries:	Mineral Extraction, Manufacturing



The Industrial Block ◆

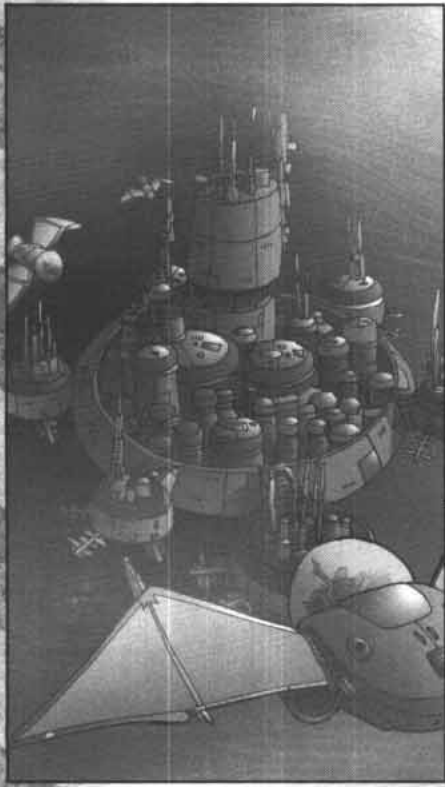
The core of Lukas is its industrial modules, home to a diverse range of manufacturing interests. Much of their work centers on consumer goods such as fridges, PCOMs and re-breathers, though some are involved in pharmaceuticals and heavy engineering. Weapon's manufacture has suddenly become big business over the last two decades and numerous companies have geared up to support the war effort, manufacturing ammunition, sidearms and armor. Hidden away on the fringes of the complex, with direct access to the ocean waters, are several companies whose businesses are little more than a front for integrating Atlantean and Terranovan technology, including the manufacture of *Sea Serpent*-class Gears.

Pressure and Paranoia ◆

Coming on top of the CEF-Antartis war, the brewing conflict between the commoners and nobles has raised tensions in Lukas to boiling point and only the calm diplomacy of Prince Alagiah has maintained order. Access to the city is tightly controlled and everyone passing through the docks must undergo a thorough security inspection to verify their identity and to confirm they are not carrying weapons or equipment that could be used to sabotage the city's defenses. Antartis luminary *Hekatontarchès* Dulé Misiano has sought to defuse the situation by deploying his own troops in the city as peacekeepers but this has only served to anger both the government and the nobles.



4.5 - NOMADS



Not every Atlantean subscribed to the corporate culture offered by Kincaid and its satellites and the result was the Waverider culture, together with a plethora of nomadic groups such as merchants, cargo haulers and fishermen. These groups are filled with wanderlust and disdain being “trapped” in one location, instead eking out a living while moving from place to place. The entire ocean is their home and road, mostly by means of surface vessels but occasionally also submersibles. The ultimate expression of this wanderlust are the Tels, a collection of massive floating cities that ride the tides and currents, voyaging endlessly across the oceans. Locked into the gyres, the Tel’s paths are broadly predictable, allowing them to become established as the focus of a wide trading network incorporating not only the nomad’s cities but also those of the Shoals and the numerous coastal settlements. The CEF has found little of interest among the nomads and does not regard them as a serious threat, though that has not prevented frequent deterrence visits by pacification troops. Neither has it prevented both the Antartis and CEF exploiting the nomad’s trade links and reputation for “circumventing authority” as part of their intelligence war. CID operatives and Antartis agents frequently clash in the tight streets of the Tels, the resulting bodies given little thought by what passes for authority on the floating islands.

◆ Environmental Conditions

The deep oceans are a fickle environment, at some points calm and at others wracked by intense storms. In bad weather, the ocean swells can reach 30 meters, driven by winds of up to 300 kph and breaking over even the largest vessels, a major factor in the construction of cargo transporting submarines. Even in calm weather, the ocean surfaces are rarely still with currents circulating waters around the globe. The most significant of these are the three circular gyres, one in the northern hemisphere and two in the southern, whose predictable circulations are central to the lifestyle of the nomads who live on boats or in one of the immense floating cities.

◆ Flora and Fauna

The photic zone of the oceans teem with life of all types, plant and animal, indigenous and introduced. The most notable are massive shoals of fish who crisscross the seas between their seasonal feeding and breeding grounds and who play a vital role in the Atlantean economy. These vary from centimeter-long native *capfish* to the introduced *xeno-thon* which can reach four meters in length. Also of interest are dolphins, bred from Earth stock but adapted to life on Atlantis and frequently trained to work alongside the oceans’ human inhabitants. Numerous avians prowl the ocean’s surfaces, diving for fish or scavenging from the surface, but the largest of this group — water dragons — are amphibious reptiles, at home in the ocean and in the air and are the oceans’ principal predators.

Floating seaweed is the principal plant life of the ocean surfaces, either churned up from the sea beds or occasionally part of self-perpetuating “mats” of seaweed that circulate with the ocean currents. Less visible from the ocean surface — but a fascinating sight from the air or space — are the phytoplankton blooms that spread through the ocean in spring and early summer. This explosive growth can cover millions of square kilometers of ocean in a few weeks and is a major source of food for fish shoals.

◆ Economics

In the early centuries of life on Atlantis, massive fishing fleets plied the waves, trawling vast quantities of native and imported species from the oceans. The establishment of aquafarms destroyed the need for these fleets and by the mid 4th Century none remained. Small-scale fishing has, however, remained a major industry among the nomads, principally to support the individual fisher folk families but also as part of the nomads barter economy. While many nomads do have access to ACH currency, it is valueless in many nomadic settlements, regarded as an abstract corporate concept with little value in the “real” world. Instead, the nomads trade goods, services and favors, establishing a web of contacts, allies and enemies that shapes the settlements.

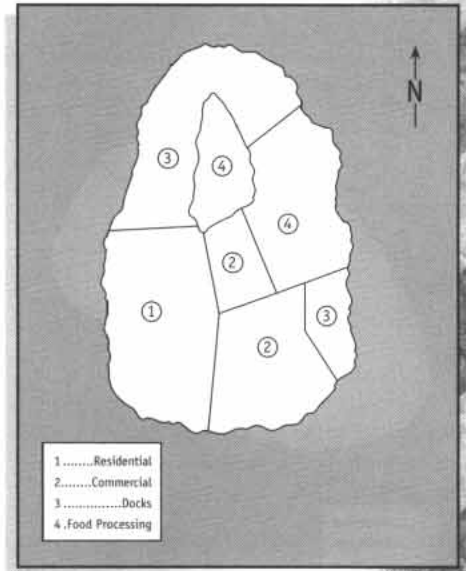




Tel Gebir - 4.5.1

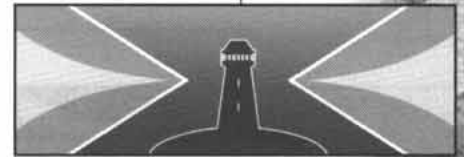
The first Waveriders took control of the derelict *Atlantean Dream* in the early 59th century, turning it into a refuge for like-minded individuals. The floating resort attracted many nomads and soon the massive vessel was surrounded by a fleet of smaller vessels, some tied up for short periods but others docked on a permanent basis. As more waveriders flocked to the settlement, the *Dream* was swamped with new construction as makeshift buildings were assembled on its decks and decking roads were built over the fleet that surrounded it. By AD 5850, the resort-ship was unrecognizable and the settlement built around it, named Tel Gebir after the man who suggested re-floating the *Dream*, was locked into the Theran Gyre on a never-ending voyage through three seas and oceans and ranging from the equator to the edge of the arctic ice fields. Although it floats freely with the currents, the Tel's size allows it to ride out even the worst storms, the still-functional engines of the *Dream* able to turn the settlement to minimize weather effects.

The population of the settlement varies wildly, with some nomad vessels remaining docked for months or years while others make only brief stops at the floating city to trade goods, make repairs or give their crew time for R&R. The Tel's predictable path in the Theran Gyre, which it cycles around every two months, make it an ideal base for the Merchantman's Guild. The Tel itself is well known for its markets; popular rumor states that if it is available on Atlantis it can be purchased in the Agora and any who experience the vibrant and brightly decorated market would be hard-pressed to disagree.



Vital Statistic

Founding Date:	Circa AY 420
Method of Government:	Anarchy
Head of Government:	None
Population:	Circa 50,000
Principal Industries:	Trade, light industry, fishing



The Agora

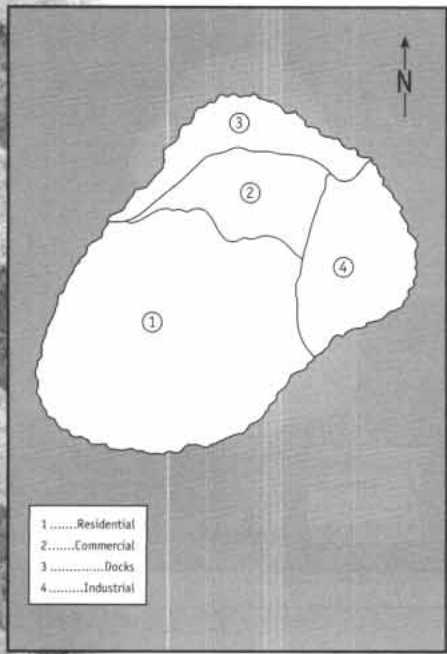
Tel Gebir's principal market, the Agora, occupies almost a quarter of the floating island's deck space and includes a wide range of stalls and semi-permanent workshops. The largest proportion of traders deal in foodstuffs, principally fish, fruit and vegetables, but a number specialize in seasonings and the air is rich with the scent of herbs and spices. Clothing is another major element of the market, ranging from weavers selling the brightly colored and ornately decorated cloths favored by Waveriders to second-hand corporate clothing and reconditioned diving gear. Many stalls also offer light engineering and electrical repair services, capable of refurbishing anything from a watch or re-breather to the engine of a trawler.

The market's most notable feature is the Stoa of Gebir, a covered walkway that serves as a hiring hall for those seeking employment. Here, individuals can offer up their services, entering the bound employment of a family or individual for anywhere from a few days to several years (though the accepted maximum is five years). Some such deals are partnerships, others are clearly master-servant relationships, the exact nature dependant on the agreement between the employer and employee. A number of outsiders have decried this bonded employment as slavery, but the Waveriders deny this, stating that both parties, not just by the buyer, define the bounds of employment and that the employee is usually well-rewarded for their services. To prevent (or at least minimize) coercion, both employer and employee must swear to the conditions of their contract before a panel of three members of the Merchant Guild witnesses and may appeal to the Guild if they believe the other party is violating the agreement.





4.5.2 - Tel Atlan



The most southerly of the Waverider floating cities, Tel Atlan circles the Arbor Gyre, voyaging between the 30th and 80th parallels in a circuit that takes around ninety days. At its most northerly point it passes almost directly over Xephos, while at its southern extent the ice cliffs of the Antarctic ice caps come into view. Unlike Tel Gebir or Tel Esan, there is no central core to Tel Atlan, the floating island instead developing organically from a collection of nomad vessels that anchored together to ride out one of the major southern hemisphere storms. The population of Tel Atlan remains one of the most transient of the Waverider cities, with many inhabitants moving elsewhere after a few years, either undocking their vessel from the floating city or else hiring on with one of the merchant or fisher vessels that visit the Tel.

This the other Tels, trade and light industry are the center of Tel Atlan's economy but the Merchantmen's influence in the settlement is contested by the local Di Angelo family. Officially merchants and fishermen, the Di Angelos are the city's crime lords, overseeing a series of protection rackets and extortion scams. The Di Angelos are also influential in the city's drug trade, principally dealing in Angel Wings (powdered sea butterfly) and Ocean Spray (extract of Atlantean Shoal Kelp). The Di Angelo's have used brutal tactics to enforce their near-monopoly on this trade, often engaging in gunfights with their rivals or agents from the benthic cities who seek to limit the drug trade. The CEF has paid the Tel little mind (there is no permanent CEF presence and patrols visit the city only once or twice a year) and as a result it has become a refuge for the Antartis, serving as both recruiting ground and somewhere for troopers to take their leave. Though despising the Di Angelos, the Antartis have found the family a necessary evil, exploiting their wide-ranging contacts to obtain goods needed by the resistance movement.



Vital Statistic

Founding Date:	Circa AY 440
Method of Government:	Anarchy
Head of Government:	None
Population:	Circa 50,000
Principal Industries:	Trade, light industry

◆ Papa Malone's

On the eastern side of Tel Atlan, in a predominantly industrial sector of the city is Papa Malone's, the workshop of an engineer who is legendary among the Waveriders. Malone's principal business is vessel customization and his slipway is covered with *wavepiercers* and speedboats in various stages of modification. This can be as simple as adding more powerful engines or improving the steering to converting a vehicle for submarine or amphibious operations, or adding weapons. Malone is extremely good — past clients swear he makes their boats "sing" — but he personally only takes on tasks that interest him, passing more routine tasks to his plethora of apprentices. Though lacking the prestige of Malone himself, most of these assistants are extremely capable and the Malone Yard is perpetually busy.

◆ The Guild War

Though there has yet to be an open declaration, relations between the Di Angelos and the Merchantman's Guild are at boiling point and open conflict seems likely. Already, a number of individuals on both sides have met with "unfortunate accidents" and both brawls and firefights are commonplace. At present it seems unlikely that either party will step back from the brink and that an open conflict for control of Tel Atlan's economy is imminent. What neither the Di Angelos nor the Trade Guild realize is that their conflict isn't wholly of their own making. The initial frictions were the result of the two groups, but several outside agencies have manipulated the situation in pursuit of their own agendas. The principal of these is the Mageri family, residents of the Tel and the Di Angelo's principal rivals in the drugs trade. The other agents provocateur are loyal to the NEC, agents inserted by the CEF to stir up the situation on the Tel in an attempt to deny its use to the Antartis.

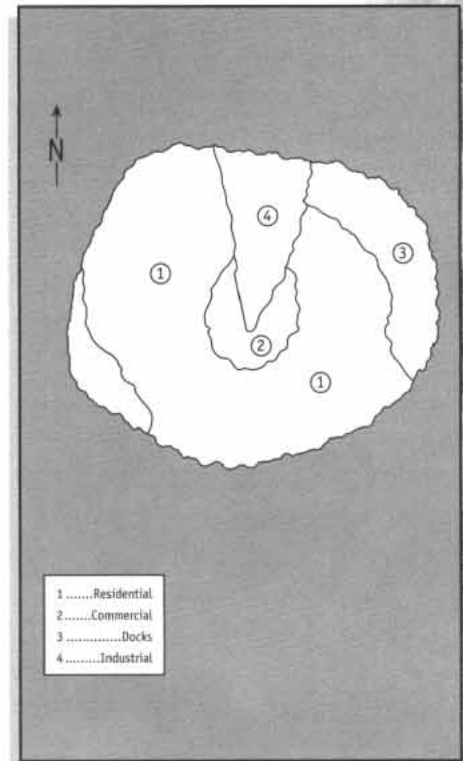




Tel Esan - 4.5.3

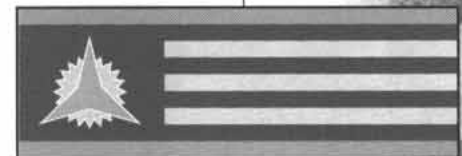
The newest and smallest of the nomad floating islands, Tel Esan resides on the Mystran Gyre, circling the Heimay Archipelago and the benthic city of Gervaise's Warren every 110 days. The core of the city is an old free-floating residential module, like those used at Cantor's Atoll, which has been mated to the *Pelagic Conveyer*, one of the old factory ships that used to ply the oceans processing fish. Both elements are now lost beneath subsequent additions to the city though fish processing remains one of the Tel's principal industries. These foodstuffs are traded to residents of the Heimay islands and to Gervaise's Warren, in the former case usually in exchange for the islander's intricate metalwork. Traders from Esan also interact with those of Tel Gebir, between them dealing with most of the settlements in the northern and eastern hemispheres, and have become adept at circumventing the CEF's trade restrictions. Among the residents of Tel Esan — as with many Waverider settlements — smuggling is a part of everyday life, a means of avoiding taxes and restrictions that the Waveriders believe are unjust and contrary to their way of life.

On several occasions, Tel Esan has been the jumping off point for CEF attacks on Gervaise's Warren. These periods are a major strain on the city's resources and economy, each period of occupation lasting only a few days but preventing routine tasks taking place. Much of the Tel's food reserves are appropriated by the CEF to feed their troops (with little or no remuneration) and both merchants and fishermen are forced to remain tied up to the dock in an effort to prevent word of the imminent CEF attack leaking out. Such information controls are largely useless — the Tel is too large for the CEF to police and in any case many of the vessels tied up at the docks have underwater communications gear — though the CEF has yet to recognize this. Though usually tolerant of others — the Waverider beliefs call on individuals to find their own path — the residents of Tel Esan have grown to loathe the Earth forces. The Antartis have capitalized on this feeling to develop a far-reaching network of informers in the city who observe and report on the successive occupation forces, "acquiring" items of CEF equipment for the resistance.



Vital Statistic

Founding Date:	Circa AY 470
Method of Government:	Anarchy
Head of Government:	None
Population:	Circa 30,000
Principal Industries:	Light Industry, Food processing



The Warrens ◆

The numerous boats and floating structures anchored on and around the *Pelagic Conveyer* are tied up with little in the way of planning and structure, and as a consequence the walkways through the residential parts of the Tel (roughly two-thirds of its area) are often narrow and tortuous. As a result, the district is nicknamed The Warrens by the locals, who take pride in their ability to navigate their way through the maze. The routes are so complex that children (and some adults) can earn a reasonable living by running messages or guiding visitors from the docks to the commercial district at the heart of the city. Efforts to establish a series of clear and easy to use paths through the housing distract have been blocked by the residents who have no desire to see their lucrative guide income disrupted. Indeed, it is unofficial policy among the residence to, at irregular intervals, reconfigure the walkways and residences so as to prevent outsiders memorizing the paths through the Warren.





LOYALTY



He surfaced momentarily, taking a deep breath of the cool night air before once more diving into the depths. With practiced ease he corkscrewed toward the sandy bottom twenty meters below, shoals of tiny fish dashing from his path as he slid through the water. Instinctively, he pulled out of his power dive and sped along just above the sea floor, twisting his body back and forth to maintain his momentum. Despite the rock tied to his back it was a smooth, natural action born from a lifetime in the ocean.

Keen eyesight and better memory allowed him to steer toward the target and to avoid the nets intended to hinder his progress. He came upon one such artificial obstruction and turned to swim parallel, questing for the gaps in the barrier. Finding one, he wriggled through it, taking care that his backpack didn't become caught. He had heard tales of those who had become tangled in similar endeavors before eventually drowning, their bodies seized by the invaders. That was the ultimate dishonor, to be dragged from the water rather than being allowed to continue the cycle of life and death in the ocean. The possibility frightened him, but he owed it to the boy to continue despite his fears.

He remembered playing with the child at the water's edge, splashing and diving and leaping. He remembered the boy's excitement, his joy at being shown the secrets of the deep. It was a good time that had ended all too suddenly, a time of play and learning that ended with the arrival of the purple men.

He didn't know if they disliked him or his association with the child but they sought to drive him off, throwing small, fast rocks that squealed as they hit the water. At first, he thought they were playing then recognized the horror in the child's alien words. Even then, he didn't want to leave and the boy sought to interpose his small body between the purple men and his friend. When the boy fell at the water's edge he thought the child was playing. Then he tasted blood and death and fled.

Others sought to console him, to no avail. Then some of the males told him about their friends who were striking back at the invaders. He knew how to repay his loyalty to the boy, by using his abilities to strike back and the purple-skins. That was how he came to be swimming through security netting with a metal rock attached to his back.

The metal shark rested at the edge of the pool, alongside the angular white rocks on which the purple men paced. It hummed softly, almost a purr but not quite. A man-sound. Another swish of his tail and the swimming saboteur glided beneath the black-skinned shark. He allowed himself to float upwards and felt the metal rock touch the prey. For a moment, he felt panic as the metal rock held him in place, then a twist of his body and another thrash of the tail and he was swimming free once more. This would be his revenge, or at least the start of it. He turned back toward the net and drove his body forward.

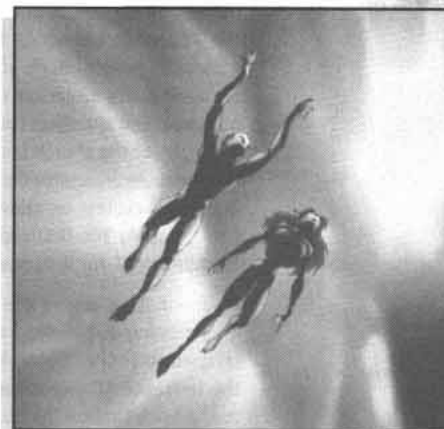




SOCIETY - 5.1

Atlanteans are a diverse people, shaped by a wide range of political, cultural and geographic factors over the seven and a half centuries since the world's discovery. Each believes himself or herself a unique person, shaped by a specific set of circumstances, relationships and experiences to create the individual. However, though each Atlantean believes themselves a one-of-a-kind, the factors they cite in this shaping are repeated over and over again and which form a common link in a society questing for individuality.

Unfortunately, the very nature of Atlantean life places limits on the individual's quest for self-expression; life on and in the oceans is extremely hazardous, requiring the population to adhere to key safety rules and to work together as a team. This is particularly true in the benthic cities but less so in Shoals settlements or on the Islands. Indeed, in the freewheeling Waverider culture this is almost, but not quite, forgotten. Even here, the necessity of teamwork to survive is a core principle of life, but is not allowed to interfere with an individual's self-expression and self-discovery. As a whole, Atlanteans are a determined and steadfast people, committed to an ideal but pragmatic enough to know when it should be put to one side for the good of all.



Family - 5.1.1

The family is the base unit of all Atlantean societies. The strongest bonds are found between parents and children, and between siblings — the traditional nuclear family — and these relationships can become fanatical in their intensity. One member will protect another to the best of their abilities and will certainly wade into a fight with little thought for safety if the safety or honor (see 5.1.5 *Honor* on page 65) of that family member is in doubt. The bond between parent and child is particularly intense, and should a child die before their parent, the result is an outpouring of grief that verges on hysteria. To the Atlanteans, family is the bedrock of civilization.

In most cases, such loyalties go beyond the immediate family to include uncles and aunts, cousins and nieces and nephews, but the more distant the relative from the individual's core family, the weaker the link. These extended families may grow to include as many as six generations and incorporating hundreds of individuals, all bound together by their blood and owing loyalty — albeit to varying degrees — to one another. Where there are many connections between families (such as where there have been multiple marriages, possibly over several generations) then loyalties become intermingled irrespective of blood relationships and the result is a "family of families," known to the Atlanteans as an *ikoyénia* or clan. Due to their pervasive nature, clans are the cornerstones of local social, political and economic power.

In most cases, the oldest member of the family serves as its head, and likewise the oldest member of the *ikoyénia* oversees matters within the clan. This family head may be of either gender (the Waveriders are the exception, always appointing a woman) though in two-thirds of families, the head is a matriarch rather than a patriarch. This imbalance results from two factors: the natural propensity for women to live longer than men, and the preponderance of males in physical professions (see *Prejudice* below). Respect of one's elders — parents, grandparents and so forth — forges a clear hierarchy within a family or clan and even extends outside the family. Atlanteans tend to treat elders with respect and courtesy.

Prejudice - 5.1.2

In broad strokes, Atlantis is an egalitarian society with members of all sexes, races and creeds able to undertake the career of their choosing and to seek high office if they desire. The rank to which an individual may rise is — largely at least — based on ability and merit. This does not, however, prevent family-based favoritism (though corporate environments largely eliminate such nepotism) nor does it circumvent physiological differences between the sexes — men tend to have greater muscle mass and are thus better suited to occupations where raw strength is an issue. This is not perceived as sexism, though some aspects of Atlantean culture *are* blatantly biased along gender lines. Women are expected to behave with more decorum than men, and once they have children there is a widely held belief that they should remain at home to raise them, a belief that is particularly strong on the islands and at its weakest among the Waveriders. The flip side of this — though no less sexist — is the protective attitude many male Atlanteans have toward their female relatives; insulting an Atlantean's mother or sister is the surest way to start a fight.

The most clear Atlantean prejudice is directed toward outsiders, growing in intensity with those not of their clan, not of their city and not of Atlantis. This does not necessarily mean that Atlanteans perceive those outside their group as inferior — far from it in many cases — but rather that the outsiders have increasingly alien social and cultural imperatives that distance them from the Atlantean and make their objectives incompatible. As such, outsiders are viewed with a disdain that is perceived as prejudice by those who do not understand the cause.





5.1.3 - Religion

During the Concordat Era, Atlantis had strong ties to the Catholic church of New Jerusalem but in the years of isolation, the Atlantean branch of the faith has undergone a transformation, revising itself to better meet the needs of the Atlantean people. Much of the dogma was stripped away, leaving a core of the Christian faith that could be applied to an individual's situation in a manner that best suited them. For the Reformed Jerusalemite Church of Atlantis, the presence and manifestation of faith was more important than the precise manner in which it was expressed. The hierarchy of the church is decentralized, with emphasis on mendicant preachers rather than a rigid pyramid of authority. Reformed Jerusalemite Catholicism is the principal religion of the islands, shoals and benthic cities, though the right to individual expression allows other religions to survive too. Buddhism and Judaism have substantial numbers of adherents (roughly 100,000 each) while Hinduism and a series of minority beliefs account for another 75,000. The only real "competition" for Reformed Jerusalemite Catholicism is the belief structure known as Atlantean Gaianism.

Predominating among the Waveriders but with some adherents elsewhere, this pseudo-faith denies the existence of a divine being but instead acknowledges the existence of a living ecosystem greater than the sum of its parts. This is referred to as the "Ocean Mother," a force they seek to live in harmony with rather than fight against. Interpretation of the tenets of Atlantean Gaianism is a very personal thing — each adherent brings his or her own concepts and beliefs to the faith though the core elements are environmentalism and natural law — and each struggles to find the best way of applying Gaianism's tenets to their daily lives. There are no priests of Atlantean Gaianism, though adherents do recognize individuals as having particular insight into the faith.

5.1.4 - Justice

Atlantis' legal system is fragmented, with each city-state and island having its own laws and precedents, though the Supreme Court of the Atlan Corporate Hegemony, based in Thera, strives to maintain a common basis of laws and punishments across the planet. To some extent, they have been successful, maintaining a common thread among those communities that recognize the hegemony's authority; their power among the Waveriders is extremely limited and the occupied areas operate under the Martial Law of the CEF. In both areas, standard practices deviate considerably from the Atlantean norm.

At its most fundamental level, Atlantean jurisprudence centers on "natural law," that derived from nature and its relationships rather than directly from mankind's social structures and political desires. It allows for considerable personal freedom, such as the right for individuals to act according to their own morality and outlook. It does not, however, give them the right to interfere with another's rights of personal freedom. As such, there is little in the way of proscriptive laws on their own behavior — an Atlantean is free to take drugs, to own firearms or to worship the deities they please — but there are stringent rules and regulations governing where an individual's personal freedom ends and infringement on another's rights begin. Activities commonly regarded as crimes elsewhere in human space — theft, assault, rape, and murder — remain crimes on Atlantis as they impinge on the rights of others, and likewise many aspects of civil and commercial law can be enacted through their impact on other individuals. There are, however, few laws on Atlantis that do not tie into the rights of others. For example (and to the surprise of many) there are no environmental protection laws on Atlantis, since the environment is not a person whose freedoms can be impinged. Some lawyers have argued a case for such laws on the grounds of others' rights to experience that environment, or distant impacts (via the food chain, for example) on other Atlanteans. Such arguments are, however, a gray area of Atlantean law and open to broad interpretation by judge and jury.

◆ Courts

Courts are the principal means of administering law, though their exact nature varies widely. In Thera and Port Atlantea, for example, the courts comprise between a dozen and twenty citizens, selected randomly to serve as a jury and deciding the merits of a case under the guidance of legal advocates (one for the prosecution and one for the defense) and a presiding judge. In Gervaise's Warren, however, the courts are three-man military tribunals, operating under the authority of Strategos Koishikawa, and in Lukas there is a two-tier system, a selected jury of citizens making recommendations on each case brought before them but with the final judgment by a lone Crown Magistrate, a representative of the city-state.

Punishments are usually entwined with personal liberties, with incarceration and exclusion the principal sentences, the latter being either physical (banishment, electronic tagging) or social (curfews, restraining orders). Capital punishment was once the main response to serious crimes but a succession of Supreme Courts have sought to abolish it, denouncing executions as "the betrayal of the right to personal freedom, a betrayal from which there is no return." Only one city-state continues to use capital punishment — Coldharbor — though it remains on the statute books of several others.





Honor - 5.1.5

To Atlanteans, the concept of honor is inextricably bound up in their sense of self and the ideals of personal freedom. Each brings their own interpretation to the concept, resulting in honor being a very nebulous concept to most Atlanteans. Attacks on an individual's abilities and achievements are the most common "infractions" of personal honor, targeting as they do the individual's sense of self worth and value. Of course, much of what comprises a personal insult is tied up in the perceptions of those making the insult or on the receiving end of one.

Provided the comments remain within the bounds of interpretation and perception, the result is usually a bout of verbal fencing, albeit sometimes acrimonious, but if one or other of the parties lies or speaks a falsehood (deliberate or not) the situation can rapidly escalate into violence; it is one thing to skirmish over how you or others are perceived, it is another thing entirely to distort or dismiss established facts. For example, saying "some might think you a coward" after an Atlantean balks at diving into the ocean is less likely to provoke a reaction than stating "you are a coward," the former being a perception, the latter a statement. As a result of this Atlanteans often consider their words before speaking them, knowing full well what might happen should they misspeak. Outsiders are given some leeway — they are not expected to comprehend the subtleties involved — but only so far.

Family honor is, in many regards, more tangible than that of individuals, with members of the family seeking to protect their relatives from physical or verbal abuse. An attack on one member of the family is often considered an attack on all members of the family, and individuals are very protective of their parents and siblings. Young females in their early- to mid-teens (to about 20 in Terran years) are often "protected" by their siblings (whether they desire that protection or not), with boyfriends (or prospective boyfriends) treated with considerable suspicion (usually by the young male relatives) until they have demonstrated their "good character" and intentions. This is tolerated by youngsters (whose rights are restricted by their age, see *Age* on page 67) but is not the only case of families impinging on an individual's freedoms.

Occasionally, when a family member refuses to adhere to social norms and their actions risk bringing disrepute on the family, the family may themselves restrict the individual's freedoms in order to educate the offender (or at least limit the damage). This is usually done by assigning a semi-permanent chaperone/mentor (whose exact role may or may not be known by the offender) but in more severe cases, the methods may involve a form of house arrest. The greatest sanction — reserved for those considered irredeemable — is exclusion from the family, quite literally the disowning of an offender, which may even include expunging any reference to the individual in the family records.

■ Romance and Marriage

Marriage is a sacred institution on Atlantis — divorce is unheard of, though occasionally annulments are sanctioned if the circumstances warrant — and is not entered into lightly. Its provisions are taken very seriously and the frequency of extra-marital affairs is low, a result of a deeply ingrained respect for their partner's rights. However, most Atlanteans do not marry until their mid 20s (early 30s in Terran years) and may have had numerous relationships during their late teens and early 20s.

While no more promiscuous than other human cultures, the Atlantean belief in personal freedom (and the consensual nature of interpersonal relationships) leads many to experiment in their formative years. This is not discouraged — in fact it is encouraged, providing healthcare provisions are observed and mutual consent are observed at all times — but it is expected to stop as soon as they are married.

Love plays a major role in marriage on Atlantis, but it is not always the only factor. Atlanteans are *expected* to marry by their 30th birthday and a number of marriages take place between partners seeking to settle down and start a family rather than for "love." Couples are also expected to marry if their liaison results in children — illegitimacy is frowned upon and so the honor of the mother and child are at stake — though many such relationships struggle in later years. Of course, couples also marry for political reasons, often to bring to families (or clans) closer together or to cement a political alliance.





5.2 - LIFESTYLE

Atlantean lifestyles fall into two broad bands, nomadic and sedentary. The former is principally the Waveriders' but also includes those who crisscross the oceans as part of their work, including merchantmen and the members of fishing fleets. Sedentary Atlanteans are mainly those tied to a fixed settlement and are usually corporate employees or dependents. Further subdivisions divide the sedentary group into benthic, pelagic and land-based (nomads are almost exclusively pelagic). These distinct lifestyles have a profound effect on the characteristics and attitudes of individual Atlanteans, notably language, education and residence.

5.2.1 - Language

No official language was ever established for Atlantis — the colonists continued to use whatever language they spoke before arriving on the water world, resulting in a polyglot colony — but Concordat Anglic, the language of business, became established as the world's semi-official lingua-franca. Over the years, this variant of Anglic has diverged a little from the Concordat norm, incorporating numerous words from Hellenic and French, as well as adding a few unique to the colony. In general, however, it remains broadly compatible with the Anglic variants spoken elsewhere. Almost all Atlanteans speak Anglic, but only around a third speak it as a first language, and only about a half are truly fluent. In many areas, Hellenic and Shoaler French are the principal languages.

A derivative of Greek, Hellenic is spoken in the benthic cities and is Atlantis' most common "first language," spoken by around 45 percent of the population. It mixes several forms of Greek, ancient and modern, and incorporates numerous Anglic loan words. Hellenic has numerous sub-dialects — each benthic city uses a slightly different form — though with the exception of a few localized words, these are comprehensible by Hellenic speakers from other cities. It is widely used in academic circles.

As its name suggests, Shoaler French is spoken by a number of residents of settlements in the Shoals but it is also the main language of the Waveriders. French has never had the business support of Anglic, nor the cultural heritage of Hellenic and has thus remained a marginal (though significant) language, spoken by about five percent of the population.

In the years since the invasion, the CEF has mandated that Siberian be taught in the occupied territories. This has met with mixed success, with two generations of islanders speaking the NEC's language in addition to their native tongues. Efforts to encourage more widespread use of Siberian have, however, fallen on deaf ears and the Colonial Board has abandoned attempts to force its use in education, business and government.

All Atlantean divers know a series of hand gestures to allow communication underwater in the event of a PCOM failure. This Advanced Divers Sign Language (ADSL, though most divers just call it "signing") is language-independent, with the gestures for messages like "danger", "low oxygen" or "this way" expressed as concepts rather than words. This allows even divers who do not speak a common language to work together safely.

One of Atlantis' most notable — but least known — features is that it is the only one of Earth's former colonies where a non-human language is taught. Lila Papandreiou's work in the early days of the colonization finally managed to bridge the language of humans and dolphins, allowing limited cross-species communication. Though not regarded as sentient by the bulk of Atlanteans, dolphins are able to communicate a wide range of information and the ability to understand this — and reply — is an important skill among those who use dolphins as part of their workforce, usually to herd fish or as beasts of burden. Only about a hundred Atlanteans fully comprehend Papandreiou's work but around one percent of Atlanteans — mainly residents of Shoals or coastal settlements — can communicate with dolphins.

Major Currencies

The basic currency of Atlantis is the *drachma*, roughly analogous to a Terranovan Mark or Dinar, which is divided into 100 *lepta*. Drachma and lepta exist as both a physical and electronic currency. Coins exist in copper 1, 2 5 and 10 lepta denominations, as well as nickel 25 and 50 lepta and 1 Drachma coins. Plasticized notes exist in 5, 10, 25, 50, 100, 500 and 5000 drachma denominations, though values above 50 drachmas are not in common usage. Each city produces its own coins and notes but their designs are broadly similar and the values are equivalent and (usually) interchangeable. Credit and debit cards are common in the benthic cities, linked into city banking systems, and encrypted smart cards can be programmed with varying amounts of money from banking terminals, a thin LCD panel displaying the remaining credit on each.

Among the Waveriders, barter replaces currency as the principal means of economic interchange though most merchants also accept physical currency. Most barter exchanges are between individuals, for example trading quantities of fish for rice, but others follow convoluted chains of demand, involving as many as half a dozen traders. These more complex trades are often overseen and managed by members of the Merchantman's Guild, who levy a small fee for their services.





5.2.2 - Age

The Atlantean respect for their elders leads to age playing a major role in social stratification. Atlanteans are considered adults at the age of 15 (12 Atlantean years), reflecting the maturity that is forced upon them by the harsh environment. At this age they can leave education, acquire a driving license and live away from their parent's home. They are not, however, given all the rights and responsibilities of adults at the outset but rather there are a series of key anniversaries that give them more and more freedoms but also more and more responsibilities. An Atlantean cannot vote until he is 18 years old (15 Atlantean years) and may not marry without parental permission until they are 21 (17 in local years). For most Atlanteans, that is their last significant birthday though there are others, important to only certain professions or those seeking political office. An MD or lawyer must be at least 26 (20 local years) before they can practice, while those seeking political office must be 45 (36 Atlantean years).

Life expectancy on Atlantis varies somewhat depending on geographic location and occupation. An age of 100 Earth years (80 local years) is not uncommon among the middle classes of the shoals and islands and a handful have been known to reach an Atlantean century (126 Earth years) even without the benefits of Metagon. In the benthic cities, a succession of pressure related ailments (see 6.2.10 *Medicine*) reduces the average life expectancy considerably, with 70 years (55 Atlantean) the average and frequently less in the case of high-risk professions such as divers. Among the Waverider nomads, however, their harsh lifestyle and the absence of many modern medical advances reduces life expectancy to around 45 years (36 Atlantean years). Kincaid's wonder drug, in relative abundance all across Atlantis, can extend ages to almost double the norm if treatments are started early enough. However, the cost of treatments — especially in later life — discourages widespread use of the drug save among the upper echelons of the benthic cities.

5.2.3 - Education

The education of an Atlantean is, from an early age, very practical in its lessons, teaching skills that will serve children all of their lives. In the benthic and shoals settlements, classroom education starts around the child's fourth birthday (approximately 5 Earth years of age) and intermixes safety procedures with the traditional three-Rs. This practical training remains a central feature of a child's formative years, with vocational training a particularly strong theme in the last few years before graduation. Subjects that are less practical to daily life — such as chemistry, physics and advanced mathematics — frequently receive only cursory attention during general schooling but are instead the focus of higher education for those with the resources and aptitude to attend university. Relatively few Atlanteans attend such courses (around 3 percent of the population) though many undergo an apprenticeship that lasts between three and five years before they start their proper career.

Among the Waveriders there is little in the way of formal education, though in many cases a family or *ikoyenia* will organize classes for its children. The quality of such education is highly variable, even where the educators are conscientious, and where they are not illiteracy and innumeracy can be problems. However, even by Atlantean standards Waveriders are practical and highly skilled at tasks such as mechanics and electronics.

In small shoal or island communities where there may be only one or two children of comparable age, education is often carried out via communication and data links, educators teaching in a "virtual classroom" whose members may be hundreds or thousands of miles apart. The CEF occupation has wrought considerable havoc with this practice, the troops confiscating communication equipment in case it be used to aid the Antartis. The result is two generations of children from isolated communities whose education has been handled by parents and siblings who, though good intentioned, lack the appropriate training to be good educators. These children, though bright and intelligent, have had their futures destroyed for the sake of the CEF's security, something that is a source of considerable resentment in the communities and which has driven many of them to provide the Antartis with tangible support.

Child Labor

Officially, an Atlantean cannot work until he or she is legally an adult, though they can carry out household chores. In practice, this restriction only works in the largest cities, with child labor commonplace in outlying settlements. Frequently this is merely a distortion of the law — for example, an expanded definition of "chores" to include feeding the animals on the family farm or carrying out duties on a family ship — that can also be passed off as part of a vocational education. In some areas, however, particularly where families are poor, children may be sent out to work in factories or other non-family concerns. In the worst cases, a child may be "adopted" by another family in return for a fee to the original parents and put to work in the "family business" by their new semi-legal guardians. This practice is considered deeply offensive by the majority of Atlanteans but that does not stop the demand for child labor nor the number of children "sold" into indentured servitude by desperate parents.





5.2.4 - Residence

Irrespective of their location, Atlantean homes are a superlative blend of practicality and design. On the islands, they often take the form of courtyard houses, all opening off a central open space (usually with a fountain and large amounts of plants). Most windows and doorways open onto this courtyard — there are few external windows and where there are they are protected from storms by heavy shutters — which serves as a communal meeting place and a venue for family events. Such courtyard houses are usually sub-divided into spacious pseudo-apartments, each with their own bedrooms, living rooms, kitchenette and air conditioning system, allowing several generations of a family to live together in the same building yet allowing them to maintain a degree of privacy. The largest apartment (which encompasses the communal dining area) is the domain of the family head. These houses are solidly built to protect them from the storms and to provide insulation against the climate. They are frequently whitewashed as part of the effort to keep temperatures down.

In the Shoals and benthic cities, conditions are usually much more cramped but families still endeavor to live in close proximity to each other. Families frequently acquire whole corridors in the habitat modules, which become stand-ins for the courtyards of surface settlements. To give the illusion of space in their cramped quarters, benthic residents frequently paint island scenes on one or more walls, though richer families substitute a massive video screen that can display both still or moving images. In Shoal settlements, apartments with outside views are much sought after.

Living conditions in the Tels vary immensely. Some individuals may be lucky enough to live in apartments that once formed part of a luxury resort, though the majority reside in cabins on lesser vessels or in crudely-constructed huts built on decks or rafts. These huts are rarely able to withstand the full force of a storm and need frequent rebuilding.

5.2.5 - Rites

Birthdays are central to the life of an Atlantean, both as a cause of celebration for the family and as a mark of the individual's rights and responsibilities. Most birthdays are an excuse for a gathering of family or friends, but those associated with the various stages of coming of age are particularly celebrated. In particular, an individual's twelfth birthday — their coming of age — is a cause for festivity, starting with a somber ceremony at which the new adult is reminded of the responsibilities they face but which soon gives way to an energetic party with games and dancing. The individual whose birthday it is receives a number of small gifts from the guests but is also expected to give gifts to his or her parents in recognition of their support during childhood.

Marriage and the birth of children are the other major rites an Atlantean faces, the former involving the full force of two families (or clans) as well as friends, while the latter is a two-part celebration, the first taking place within the first week after birth and usually restricted to immediate family and the second a "showing" of the new child to friends and neighbors, usually about a month after the birth. Gifts are traditional at both weddings and "showings" though they usually take the form of money, pinned to the clothes of the bride and groom to help start their new life together, or left in envelopes to help support a the child's upbringing and education.

■ Holidays

The five intercalary days (Protimera, Deuterimera, Tritimera, Tetartimera and Pemptimera) are the principal planet-wide holidays, celebrated by family gatherings and feasting, though Pemptimera (also New Years Day, Protoxronia) is the pre-eminent celebration. Here, in addition to the feasting there are large dances attended by thousands of people and midnight is usually heralded by fireworks (in the surface settlements) or laser shows (in the benthic cities). Protoxronia is the only day of the year on which drinking to excess is encouraged by the safety-conscious Atlanteans.

Most other Atlantean holidays are region-, culture- or settlement specific. Examples include Founding Day, celebrated in Port Atlantea that commemorates the construction of the first permanent settlement on Atlantis, and Midsummer's Day, celebrated by the Waveriders on the evening of 41 Pemptosminas. Where Catholicism predominates, many settlements have patron saints and it is commonplace for the local authorities to stage an annual pageant and dance in the saint's honor. Similarly, many Catholic Atlanteans will also celebrate the feast day of the saint whose name they share or who is the patron of their profession, organizing a small party for friends and family. Traditional religious festivals such as Christmas, Passover and Ramadan are celebrated by their adherents but as these events are linked to dates in the Earth calendar, they tend to precess around the Atlantean year.





Travel - 5.2.6

Traveling across Atlantis can be an adventure, requiring a broad range and modes of transport. Boats and submarines are the most common forms of aquatic transport, with submarines by far the most common, gliding deep beneath the waves to avoid the ravages of the Atlantean storms. There are a wide range of submersibles, ranging from massive cargo submarines and military vessels to those serving as underwater buses and even small one- or two-occupant designs for commuting. One of the most common models, the *Wavepiercer* is notable in that it also operates as a swift hydrofoil, making it an ideal mode of transport for Shoal communities. Work outside benthic settlements is carried out by mini-sub or heavily armored diving suits like the *Kavouri* that are the Atlantean equivalent of the Terranovan hardhat engineering Gears. Personal hydrofoils or PMU thruster packs are the most common way of individuals moving through the water, save unaided swimming.

Long-distance cargo transport is by submarine (or occasionally massive surface vessels) but passengers usually travel by jet or VTOL, including some sub-orbital flights that leap over storm systems. Before the invasion, a number of "amphibious" aircraft could land near benthic cities and then transfer passengers and freight to submarines for the journey to the city. Such links have, however, largely ceased as a result of the CEF's trade cordon. VTOL is commonly used in the Shoals and most facilities have several VTOL pads. On the islands, cars, motorbikes and trucks replace boats, many of which are automated and able to follow computer-programmed routes to their destinations.

Communications - 5.2.7

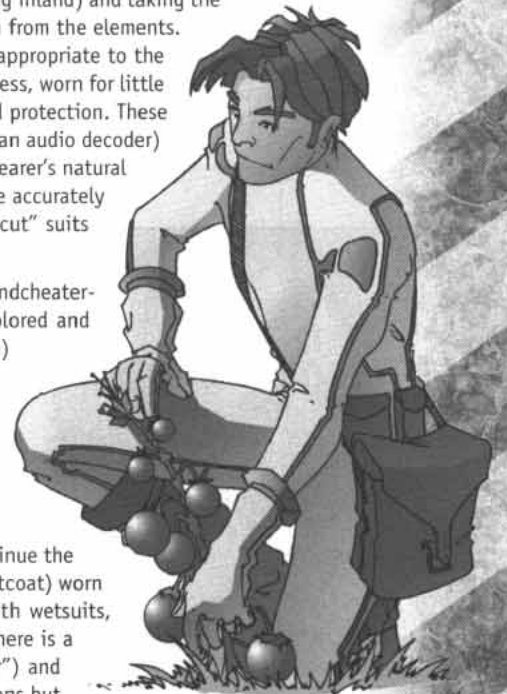
The vast distances between settlements means communications play an important role in Atlantean life. Until the CEF invasion, most settlements had their own high-power radio systems, capable of transmitting, voice, video and data to anywhere in range (generally around 500-1000 km). Unfortunately, these — and the comm satellites that were used for longer distances — suffered greatly in the invasion, the radios confiscated or monitored by the CEF and the orbiting satellites downed by a combination of CEF and Antartis activity to deny the other their use. In the aquatic cities of the shoals and the benthic plains, Ultra Low Frequency transmitters are used to propagate signals through the water, albeit at a glacial data rate, while scrambled acoustic transmitters are used to transmit over relatively short distances. Fiber-optic cables laid along the seafloor connect many of the major benthic cities for high speed data transfers.

Clothing - 5.2.8

The clothing worn by native Atlanteans varies considerably from the ultra-practical to the gaudily ornate. The single most common item of clothing is the wetsuit, worn much of the time (save by those living inland) and taking the form of a close-fitting waterproof garment intended to give the wearer some protection from the elements. In many cases, the suit is little more than rubberized polymer, albeit in garish colors appropriate to the current fashion trends. "Fashion cut" wetsuits tend to be knee-length and are often armless, worn for little more than their image, while "work" suits cover the entire body to enhance comfort and protection. These work suits usually include integral PCOMs (linked to a HUD display in the diver's mask or an audio decoder) as well as heating and cooling circuits. Many are also designed to compensate for the wearer's natural buoyancy (or lack thereof) by adding either air or water into the suit's polymers (or more accurately buckminsterfullerene "tunnels" impregnated into the suit) while weathers of "fashion cut" suits have to make do with weights and buoyancy aids if they are used in the water.

Out of the water, individuals may wear overalls or loose-fitting clothes (frequently a windcheater-style jacket and knee-length shorts) over their wetsuits. These are usually brightly colored and ornately decorated, frequently created by the wearers (or at least commissioned by them) as a *de rigueur* form of self-expression (wearing off-the-shelf clothing is considered a major *faux pas* among trendy youngsters). Footwear tends to be suitable for use both in and out of the water — close fitting boots that are designed to both protect the wearer's feet and provide excellent traction being the norm. Some individuals (of both sexes) prefer to wear loose-fitting robes over their wetsuits and like other over-clothes, they tend to be brightly colored and ornately decorated.

Where "water wear" is not called for (or mandated by fashion), Atlanteans tend to continue the trend of practical, loose fitting clothing, usually a long-sleeved shirt and jacket (or waistcoat) worn over baggy trousers or flowing skirts. This tends to be less ornate than that worn with wetsuits, though it is often brightly colored. On formal occasions and when attending church there is a well-established dress code that mandates practical clothing (rather than "water wear") and somber colors, usually blue or black. Most people have one or two suits for such occasions but some people — notably older members of society — wear such formal clothes all the time.





5.2.9 - Food and Drink

Atlantis' bountiful oceans ensure that few Atlanteans go hungry. Indeed, the preparation and consumption of food are inextricably linked with Atlantean society, either the traditional family meals, taken at around 9 PM every evening, or the fiestas that accompany every national holiday and celebration. As might be expected, fish dishes predominate including sunfish tagine, salmon fishcakes, xeno-thon steaks and paella, the latter comprising seafood, rice and vegetables. Vegetables are grown in hydroponics labs, as are several species of wheat used to make bread and pasta. Sushi is popular in some areas, and stir-fried mackerel is a Waverider staple. Highly specialized — and expensive — dishes such as sunfish caviar, dragon eggs and sea butterfly remain popular with the Atlantean elite. Red meat is almost unheard of in the Atlantean diet, what little there is originating with the small beef herds maintained on Atlantea, and is prohibitively expensive. Indeed, on a per-kilo basis, beefsteaks are more expensive than caviar.

Alcohol is popular on the islands and in the Shoals, particularly fruity red wines pressed from vines grown in hydroponics labs and a local distilled spirit known as Aquavit. However, the consumption of alcohol is illegal — or at least strongly discouraged — in some of the safety-conscious benthic cities. Unfortunately, this has led to the establishment of a well-structured black market in alcohol and the opening of numerous illegal drinking dens. This network has proven a weak-point in the cities' defenses, used by the CEF to smuggle in people and equipment.

5.2.10 - Medicine

Atlantean medicine is among the most advanced in the former concordat worlds, easily matching — and in some cases exceeding — the capabilities of Earth. This stems from two sources — practical efforts to deal with the hostile environment of Atlantis and the ongoing pharmaceutical work of Kincaid and its satellites. Atlantean pharmacology is second to none and its microbiological and genetic research capability is only exceeded by companies such as EGL who apply the practical principles on much larger scales than do Atlantean corporations. There have been Atlantean attempts at bio-modification of humans, such as implanting gills or enhancing the cardio-pulmonary system, but these proved impractical and were abandoned several centuries ago. The only legacies of the experiments are individuals with greater lung capacity and efficiency, improved stamina and — principally among the benthic population — reduced susceptibility to deep-water disorders.

While Metagon is Atlantis' best-known pharmaceutical product, Atlantean physicians have several other "wonder drugs" up their sleeves. Numerous high-power antibiotics increase the likelihood of beating infections while the drugs Sanginol and Ossiform encourage tissue and bone growth respectively. When used in conjunction with advanced medical techniques and the ability to clone new organs (see below), even those suffering from horrendous injuries have a reasonable chance of being able to resume full, active lives.

On a technical level, Atlantis' cloning abilities are on a par with those of Earth or Caprice, but they have never been used on an industrial scale as they have by the CEF military. Instead, they are used to grow specific cell cultures (for example, replacement skin for grafting). However, the CEF suspects that some divergent elements of Atlantean research may allow them to perfect some of the less successful aspects of their own genetic engineering and cloning programs.

Deep-water Disorders ■



A number of conditions afflict those working at depth, particularly where insufficient care is taken. The best known are **nitrogen narcosis** (also called "raptures of the deep") resulting from an excess of nitrogen — which is poisonous beyond certain concentrations — in the bloodstream, and **decompression sickness** (also called "the bends") resulting from gases dissolved in the blood reverting to gaseous state as a result of divers reducing pressure too quickly. **Bone Necrosis** is closely linked to the bends and results from bubbles forming in the vessels of the bones (thus impeding growth and weakening the bones) as a result of inadequate decompression. Bone necrosis increases in severity with depth and the frequency of diving and is thus referred to as "the diver's disease." Problems equalizing pressure in the body can lead to a number of complications, notably "**Squeeze**" where pressures on different sides of a membrane (most often the eardrum) become sufficiently different as to cause severe injury. More severe is **pulmonary barotrauma**, where differential air pressures in the chest cavity or lungs can cause a pneumothorax, potentially collapsing a lung or triggering an air embolism. **High Pressure Nervous Syndrome (HPNS)** can occur as a result of over-quick pressurization with some air mixes (particularly those involving helium in lieu of nitrogen), and can be exacerbated by a diver's physiology (some are more susceptible than others). Symptoms include muscle tremors, resulting from gas-induced nerve spasms, dizziness and nausea, as well as loss of concentration and in more severe cases a variety of mental disorders.





ARTS AND ENTERTAINMENT - 5.3

The people of Atlantis live stressful and danger-riven lives but this hardship has also brought their creativity and joie-de-vivre to the fore. Even in the close confines of the benthic cities, Atlanteans find means of self-expression and means lightening the daily grind.

- **Video and Trideo:** Broadcast media has never captured the popular imagination on Atlantis, though most households have a viewer for watching news and information broadcasts. Sports are the most watched broadcast entertainments, often forming the centerpiece of an informal social gathering. Most city-states have one or two home-grown drama shows and soap-operas but to the media-savvy of Caprice or Terranova, these shows are crude and poorly produced. Attempts to foster an exchange of media between the city-states have generally met with little success, with Atlanteans even less inclined to watch bad dramas set somewhere they don't know. Only on the islands and in the shoals, where film crews can move beyond the confines of a city has drama flourished, though the population here is too small to support a diverse market.

- **Literature:** In a stark contrast to broadcast media, literature — be it print media or stored in electronic form — is popular in most areas of Atlantis. Small novels, known locally as *romans*, are the staple, devoured in their hundreds and thousands by avid readers. Larger and more serious tomes are popular among a substantial minority of the population. Many of these works are locally produced but also include classics such as Shakespeare, Dostoyevsky, Elliot and Kobayashi remain popular. Writers workshops are common among the population and most *ikoyénia* have writers of various stripes in their membership.

- **Music:** Atlantean music is varied, ranging from synthesized tones to the beating of hand-carved drums. There are numerous regional and cultural variations — the Waveriders prefer simple hand-played instruments while Thera has a substantial following for its philharmonic orchestra — but there is no all-encompassing Atlantean style. A wide range of Atlanteans place considerable emphasis on natural melodies — whale song and the like — but this is no more representative of Atlantean music than any other type.

- **Arts:** Art is the most common of all Atlantean forms of expression, with almost all houses containing some works by the inhabitants. From the wall murals of the poorer apartments to intricate sculptures in the homes of the well-to-do, art pervades Atlantean society. Almost every Atlantean tries painting at some point, with still-life and portraits the most common forms. Religious iconography is also popular in some quarters and various abstract styles have a growing following. Sculpture is the next most popular form of art, with works often taking on an organic nature and exploiting natural themes. Skilled artists are rarely without work in Atlantean communities, employed to create works for their sponsors (ranging from portraits to murals and decorated ceilings) or to teach a family's children the finer points of the craft.

Sports - 5.3.1

Sports — particularly team sports — are ideally suited to letting off steam, serving as both an outlet for aggression and the building of close bonds between the players. In the close confines of the benthic cities, games such as five-a-side soccer, kabaddi (a team tag sport) and basketball are ideally suited to the limited space and many clans and companies field their own teams. Various leagues provide a focus for loyalties and relieving pent up tensions, though the last few weeks before the end of a season can be fraught with anticipation as teams battle it out for the championship. In Shoaler communities, games such as water polo, volleyball and odako (giant kite-flying) are more common, exploiting the open spaces and resources of the shallow waters.

The most notable — and brutal — of the Atlantean “sports” are the Pelagic Duels, also known as Military Challenge Rituals. These were enacted after the Theran Protocols ended the City-States era as a means of ending the conflicts between cities. Rather than actively waging war on each other, opposing cities could instead raise a relatively small military force and then stage a “mock” war against their rivals within a designated area and for clearly defined goals. Although ostensibly a means of resolving disputes peacefully, the combatants still use live ammunition and casualties of these clashes can number in the dozens. This is, however, seen as preferable to the hundreds or thousands who would die should a real war erupt. Since the CEF invasion, the Pelagic Duels have — officially at least — been suspended. In practice, however, rival factions still occasionally battle to resolve their disputes, though these “games” are low-key so as to maintain a united front against the invaders.





5.4 - TECHNOLOGIES

Following Earth's withdrawal from colonial contact in AD 5790, Atlan technological development followed a relatively focused path of development. This was largely due to environmental factors but also in response to the necessities and outlook of the population at the time. Although most Atlanteans are highly dependent upon the technologies that surround and sustain them, they do not want to become enmeshed within or outright subservient to those technologies. This individualistic outlook has led to the somewhat counter-intuitive philosophy that, although machines and technology are a permanent presence in everyday life, they are less important than the people who use and maintain said technology. Where a Caprician Corp-serf would think nothing of having a Data-Rig implanted within their body, an Atlantean Corporate would very likely refuse to undergo such an invasive surgical procedure and instead simply wear a PCOM as a part of their everyday clothing. The basic attitude of most Atlanteans is one of "use it if you have to, but live without it if you don't really need it."

The other major influence on Atlantean technological development has been the environmental lobby. While seemingly limitless in size and scope, the lifecycles of the waterworld's oceans are somewhat delicately balanced, and placing too much pressure on them in the form of industrial pollution and/or genetic manipulations could send shockwaves throughout the ecosphere of the entire planet that might last for centuries. Additionally, Atlantis' biosphere has proven to be a rich and plentiful source of pharmaceuticals and industrial enzymes (many with a high economic return value), resources that could easily be lost through ill-considered mismanagement of the environment. So although popular sentiment tends to favor an environmentalist approach, it is really long term economics which have driven the Atlantean corporate culture to embrace conservation and low-impact development in settled areas around the world.

5.4.1 - Energy and Power

For most Atlanteans energy needs, supplies are cheap and plentiful, ranging from nuclear fusion power in the larger underwater cities to geothermal/hydrothermal generators in the smaller settlements. Hydrogen fuel cells and superconductor batteries are extremely common in vehicular and personal applications, with electrical power conditioning for industry and distributed reserves for local power grids. Solar and wind power are also extensively used in island settlements and vessels running on the ocean surface, waveriders in particular. Combustion power, on an industrial scale, with the exception of aeronautical and space applications, is actually quite rare due to its dependence upon atmospheric oxygen, a resource in limited supply underwater. Petrochemicals are still an important part of the Atlantean economy, but not as a fuel energy resource; they are instead used for plastics, lubricants and many other industrial applications.

In many respects, Atlantean developments in power technologies rival (if not surpass) those of Earth, except that most native technologies are geared towards civilian rather than military purposes.

◆ Propulsion

Air Independent Propulsion (AIP) is something of a necessity on Atlantis, often requiring nuclear fusion and/or fuel cells and superconductor battery banks for long range underwater operations. Electric drive systems are nearly always the norm for submarines, surface craft and ground vehicles alike, except that submarines will need to carry their own reserves of oxygen for their fuel cells and crew. Atlantean propulsion systems are, as a general rule, remarkably quiet (i.e. stealthy) due to their limited number of moving parts and centuries of development.

This "silent running" became increasingly necessary over time as the natural resentment of Outsiders led to open hostility between each city-state's paramilitary wings during the Era of City-states, both toward each other and towards the merchants plying the trade routes. Since the oceans were a big place and the "rogue" and/or pirate activities of various paramilitary groups were easier to avoid than confront, the general trend went towards quieter propulsion systems rather than armament and eventually filtered down into the domestic civilian market. The CEF invasion has only reinforced this technological trend, with blockade running and other activities of dubious legality viewed as being preferable to harassment by CEF and/or CID representatives.





Materials and Structures - 5.4.2

Atlantean technology has been forced to develop new and different materials to meet the challenges of a largely aquatic environment, most notably resistance to pressure and rust/corrosion. The most ubiquitous of these materials is Plasteel, which is similar to Flexite (see **Technical Manual 2nd Edition**, page 7) but also has properties similar to some memory plastics. When Plasteel is placed under increasing stress from a steady pressure, its molecular structure will adjust slightly over time to resist that stress in a manner similar to that of the heat curing process. For most static underwater structures, particularly in the benthic cities, this will gradually strengthen the material over time. The (relatively) rapid ascent and descent of submarines produces a sort of "folded steel" effect in the material, with layers of alternating strengths and properties being built up over time in response to the unique stresses placed on that specific portion of the vessel's structure, increasing its integrity.

Shape versus Substance ◆

While many of the materials used in structures and submersibles are highly advanced and specialized, they are nearly useless when given shapes incompatible with the demands being placed upon them. High pressure environments dictate their own geometries: the most common structure found at depth is the simple sphere. Although spheres do give the highest ratio of volume per unit of surface area, a not unwelcome bonus, their main advantage lies in the fact that a sphere is the strongest geometrical shape for resisting pressure forces. In the deep benthic cities, exterior water pressure can exceed 6500 kg per cm² at 1500 meters depth, and without proper shaping even the most advanced materials known to human science will fail catastrophically at the earliest opportunity.

The other major problem is that a perfectly sealed sphere, while extremely pressure resistant, is not terribly useful, but cutting holes in a sphere weakens its structural strength. The larger (and more numerous) the openings in a sphere, the weaker it becomes against pressure forces and consequently more prone to rupture. It is precisely this structural consideration which has kept a relatively firm upper limit on submarine construction, size since the drydocks in the benthic cities can only accommodate up to a fixed volume within their airlocks and the circumference of their doors have fixed dimensions.

Computers and Automation - 5.4.3

The Atlantean population is one of the most computer-dependent civilizations in the Gate Web. Computing power pervades the daily existence of almost every Atlantean, with the possible exception of the Waverider culture, yet it is an almost invisible aspect of their environment as people go about their daily lives. Although most clothing worn by the average Atlantean has computer elements stitched into the very fabrics, few people actually give much thought to their PCOMs (see page 84), other than to customize them to suit personal needs and sense of aesthetics.

Strangely, despite the fact that nearly every Atlantean owns a PCOM (or few) there are remarkably few individuals who feel they could not survive without computer access. In the eyes of many, PCOMs and computing power are merely tools and convenient devices, not necessities of life or an integral part of a person's existence without which they would lose their identity or economic security. Life would be more difficult to be sure, but not impossible.

Part of this attitude is due to the fact that Atlantean industry is less reliant upon automation and automated factories than the other colonies. In a crisis situation, whether it be on the factory floor or aboard a submarine, automatic systems can only respond so far during an accident, and it is up to the people at hand to resolve the situation. When seen in that light, humans are considered more reliable than machines when something actually does go wrong. Finally, although it is perfectly possible to mass produce millions of exact copies of simple objects, what people value most are those things hand crafted by people with love and devotion.

The vast majority of Atlantean computing power is based on older Cerachip technologies, although advanced NNet and ONNet technologies have been imported from Caprice for solving with extremely complex fluid dynamics and simulating protein interactions (among other things). The application of ONNet technology for the sort of mechanized warfare being imported from Terra Nova is a rather new concept and it is not yet known how this may impact other sciences and disciplines.



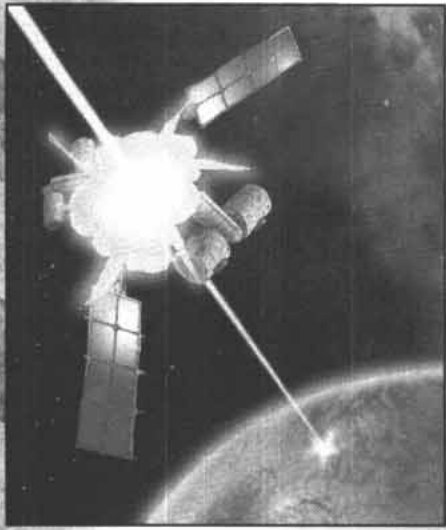


◆ Acoustic Daylight

A common feature around many of the pelagic settlements in the Shoals are huge passive sonar arrays laid out in precisely defined grid patterns on the seafloor that can cover a few square kilometers each. These arrays capture the “noise” of the wave action at the surface and use it to generate a “picture” of the surrounding ocean, in much the same way that the human eye uses reflected light to see nearby objects. Any object in the water (including fish, people and stealthy submarines) will in effect block or distort the wave noise, producing a “shadow” in the background of sound. With sufficiently large arrays, a remarkable resolution can be achieved, enough to clearly “see” a human silhouette; it is possible to also determine range and bearing based parallax between each sensor of the array, given sufficient computing power to run the mathematics in real-time.

Daylight Operators who monitor these sensor nets are primarily concerned with underwater traffic control, but since the CEF invasion they have been a vital source of early warning for pelagic settlements. Most Daylight Control centers have a large central holographic “tank” surrounded by subsidiary work stations, each with their own smaller holographic displays and 2D acoustic data readouts, allowing each Operator to zoom in on details independently of each other without losing sight of “the big picture.”

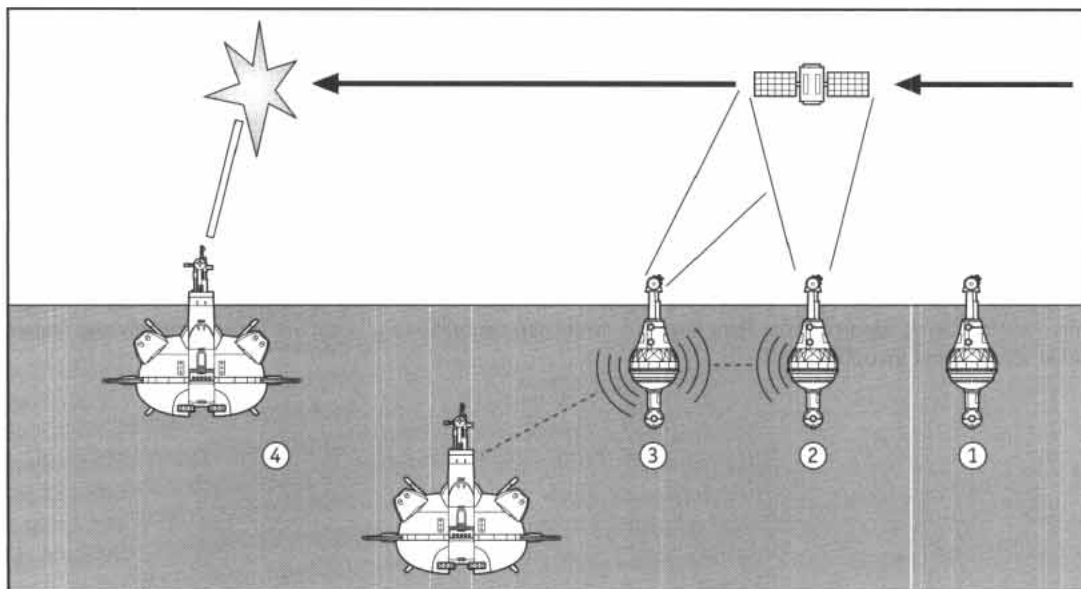
Anti-Satellite Weaponry ■



The lasers of the Sisyphus-class submarines are capable reaching a short distance above the atmosphere (approximately 110 kilometers altitude) and retain their Mass Destruction properties (x5 DM before MD effects). Beyond this point, the laser can only be used in a continuous fire mode against objects with a known trajectory (see **Tactical Space Support**, page 63), which yields a x20 DM (but without MD effects), quite sufficient to destroy relatively flimsy communications and spy satellites (or at least appear to be heat-related system failures).

All of this would not be possible without the Scylla tracking network, which is able to plot the orbital trajectories of “parked” objects up to approximately 1000 kilometers from the surface, a distance the Sisyphus’ lasers *can* reach. Beyond this distance tracking errors start becoming somewhat unmanageable and precision becomes questionable at best, unless if the target is sufficiently large/obvious.

The reason why the Antartis are using a laser weapon instead of a rocket payload system is primarily one of surprise. Rocket launches are relatively easy to detect, especially during the critical boost phase as the rocket labors to achieve escape velocity, giving the target ample warning time to take preventative action and/or deploy countermeasures. In contrast, Surface-to-Space energy weapons do not allow the orbital target the luxury of a lengthy response time, before or during an attack.





WAR ON ATLANTIS - 5.5

The nature of the conflict on Atlantis offers few opportunities for large scale — the forces fielded by each side are skilled in diametrically opposed methods of warfare — and so encounters between the CEF and Antartis tend to be little more than skirmishes. In the deep ocean, the Antartis greatly outclass the CEF, both qualitatively and quantitatively, while on land the CEF has the advantage. As a result, the conflict is largely one of maneuver and precision strikes where harassment or sabotage are the principal objectives.

The Antartis will engage all CEF vessels it encounters in the deep ocean, relying on the power and sophistication of its submarines to outclass their CEF opponents. They also make precision strikes against vessels at anchor or their attendant port facilities though such missions are dangerous rare and thus usually only executed in well-defined circumstances or when a major target of opportunity arises. The Antartis are largely free to act as they see fit, informed of the enemy's actions by a network of spies and informers, though care is taken to safeguard the largest and most precious of their vessels, the Sisyphus-class ASAT submarines, which become vulnerable to CEF counter-strikes when preparing to fire at an orbital target.

The CEF have slightly less options and freedom of movement; they are traditionally reliant on an array of orbiting communication and observation satellites but which the Atlantean Sisyphus-class boats deny them, and are thus forced most often to react to Antartis activity rather than taking a pro-active role. Adding insult to injury, while the CEF bases are vulnerable to Antartis attack, most of the Resistance's facilities are in the deep ocean and well out of the reach of the CEF's submarines and troops (though not the occasional depth bomb). In almost all cases, their only way to take the war back to the Antartis' home bases is by stealth and guile, inserting saboteurs or hit squads into the facilities. Even those cities that are within the reach of the CEF — such as Lukas — have thus far escaped conquest (despite the CEF's repeated efforts) due to the steady denudation of Sea Command's forces by the Antartis and ACH. The Atlanteans can make good most of their shipping losses. The CEF cannot.

Neither side wishes to hand the favor in battle to their opponents yet both are making efforts to narrow the gap and broaden the scope of the conflict. In the next few months, the Antartis will field *Sea Serpent* Gears based on the Terranovan Water Viper Gears — prototypes are already in the field, to the consternation of the CEF- while the CEF hope to field new Utopian-built attack submarines within the next three to five years. Either development will radically reshape the war on Atlantis, breaking the stalemate for good or ill.

■ Diving Gear, Advanced Diving Gear and Sea Cav

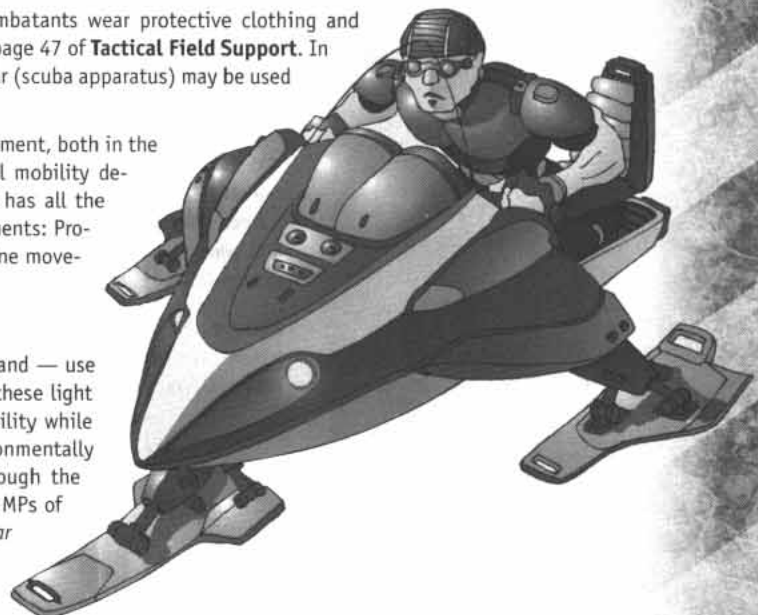
Away from the Atlantean islands, almost all of the combatants wear protective clothing and breathing apparatus. The rules for *Diving Gear* appear on page 47 of **Tactical Field Support**. In addition to the costs and abilities found there, Diving Gear (scuba apparatus) may be used to a maximum depth of 100 meters.

Many Atlantean combatants use more sophisticated equipment, both in the form of more sophisticated breathing gear and personal mobility devices. This is represented by *Advanced Diving Gear* that has all the benefits of *Diving Gear* as well as the following advancements: Protection equivalent to 1 point of armor; 7 MPs of submarine movement; maximum depth of 250 meters.

Cost = two and a half the Squad's TV.

The Antartis — and to a lesser extent the CEF Sea Command — use highly mobile infantry in the Shoals. In the CEF's case, these light hydrofoils and personal maneuver units provide the mobility while in the Antartis' case the motive power is more environmentally friendly: xeno-dolphins, trained to tow their riders through the water. Such *Sea Cav* units have the following benefits: 8 MPs of Submarine movement; must be combined with *Diving Gear* or *Advanced Diving Gear*.

Cost = one and a half the squad's TV.





UNDER PRESSURE



“But I have more than 300 hours logged. Look, I even brought my logs from home. Est-ce que vous comprenez?” In his anger, Bernard slipped from Anglic into his native Republican French. He knew the instructor understood it — many of the Shoalers spoke a variant of French that was comprehensible, if heavily accented.

The Atlantean snickered. “As I said, Mister Bernard, ordinarily we wouldn’t let someone as inexperienced as you use one of these, but if you re-qualify—”

“*Inexperienced?*” Bernard was incredulous, waving the documents. “Like hell! Read these and tell me I’m inexperienced. Look: deep-water SCUBA training at Ashanti. Cave diving in the MacAllen network. Combat diving with the SRA!”

The instructor sighed, but the smirk remained on his face as he quickly scanned the documents then handed them back. “You have some knowledge, yes, but by our standards you are inexperienced. Do you have any idea how much dive time a high school child has, here?” Bernard shook his head and the instructor continued.

“Usually more than 1,000 hours and more like 2,000 in pelagic settlements. So yes, to me you’re inexperienced. Of course, that’s mainly with gill-breathers and scuba gear, not heliox or this FBS.” He gestured at the diving gear before him with its heavy liquid reservoirs, scrubbers and spacesuit-like helmet, “but the core skills are the same, and most pelagic and benthic kids move onto the technical gear before they finish school.”

Bernard was stunned, realization slowly dawning. The Antartis troops he’d worked with during his time on Atlantis had called the Black Talon’s Novs, which he’d assumed was a shortening of Terranovan. It could also be an abbreviation for novice. *I bet they enjoyed that little coincidence*, he mused. *No wonder sous-sergent Dorio laughed when I mentioned I was looking to qualify with the fluid breathing system. Knew what to expect I bet.* “So, are you’re saying I don’t know enough for you to teach me?”

“Not at all. I’m saying, *prove* to me that you know the basics and *then* I’ll consider it. You wouldn’t teach just anyone to pilot a Sea Serpent without knowing they were up to the task, would you?” He resumed his check over the tanks and the bulky diving helmet, occasionally glancing up at the Black Talon pilot as he worked.

“Are you always this confrontational?” Bernard looked at the Atlantean, steely eyed.

“When it comes to diver safety, always. We live and breathe it from almost as soon as we can walk. It becomes second nature by the time we’re in our teens. Consider this, an ill-trained diver is not only a danger to himself but also to his companions, who may rely on him when trouble arises. Can you be sure that when push comes to shove, you’ll act appropriately?”

Bernard nodded, conceding the point. That was a core principle back in Lake Esperance too, his time spent there now seeming precious little preparation for the vast oceans of Atlantis. “Okay, what do I need to do?”





CAMPAIGNING ON ATLANTIS - 6.1

Atlantis offers a host of **Heavy Gear** roleplaying opportunities and campaign types. Tactical scenarios can take place on the land, in the oceans or even in space, while roleplaying scenarios can encompass military campaigns, covert operations, mercantile missions, smuggling or even piracy. Players may take the role of determined Atlanteans seeking to eject the invaders from Earth by any means necessary, or a Waverider seeking to overthrow corporate influence in Atlantean affairs.

Another possibility is to play Terranovan Black Talon (or Caprician Liberati) operatives seeking to aid the war against the CEF, or they could take on the role of Earth's armed forces, the CEF, or the associate agencies of the NEC. Campaigns could focus on events on a single vessel, an island, or be global in scale. The complex stalemate on Atlantis can support almost any campaign the Gamemaster desires.

The following themes are those that predominate on Atlantis, though they are far from the only ones possible. They can be used as inspiration for individual scenarios or perhaps as the overall concept of a campaign, the means of linking a succession of adventures.



Militarism ◆

Since the withdrawal of the Concordat, Atlantis has been plagued by internecine conflicts between the city-states, a situation that led to the creation of the Military Challenge Rituals (Pelagic Duels) to prevent further devastation of their fragile settlements. The Earth invasion has provided the Atlantean factions with a common foe against whom they can unify, leading for the first time to the formation of a pan-Atlantean military, the Antartis, though the results are less than was expected. This unity is somewhat fragile unfortunately and politics threaten to sunder the Atlantean forces. Members of this pseudo-unified military work alongside the Terranovan troops to take the war back to the CEF, operating — overtly or covertly — all across Atlantis.

Military campaigns may involve little more than fighting, the PCs assigned a succession of combat missions, which may be as straightforward to complex as desired. Military campaigns may also incorporate the behind-the-scenes political wrangling that threatens to poison the Antartis, with such politico-military campaigns offering a deeper comprehension of events on the water world. Military campaigns need not always feature trained soldiers; conflicts have a nasty habit of sweeping up any in their path and many civilians are caught in the middle (notably the Shoals settlements or the nomadic Waveriders) or forced to take sides.

Independence and Loyalty ◆

Atlanteans of all stripes value their personal freedoms and seek to maintain their unique identity. They understand the necessity of teamwork (indeed, the trust of and reliance upon close associates is ingrained in their culture) but they dislike any outside meddling. This sense of "us and them" works on multiple levels. The base unit of loyalty is the family and there is a distinct loyalty to relatives as opposed to outsiders. Those who work closely with non-relatives — for example a ship crew — may come to regard their colleagues as a second family. Clusters of families may work together as a "clan" or extended family, bound together by marriages or shared goals. Such groupings are often synonymous with small settlements. Until the arrival of the CEF, loyalty to one's city-state was the pinnacle of the loyalty pyramid, with those from other city-states seen as "outsiders." The Earth invasion has led, for the first time in Atlantis' history, to a true sense of loyalty to the planet as a whole. Such feelings have allowed disparate groups, even those with diametrically opposed views, to work together against the CEF (and limit the invaders' efforts to repeat the "divide and conquer" methods used on Utopia), though the pre-existing loyalties place terrible strains on the new alliance, strains that continue to bubble to the surface in arguments and debates. Unfortunately, the wariness of outsiders extends to everyone and even the Atlantean's Terranovan allies are regarded with suspicion, a people who are "not us" and whose goals are not necessarily those of the Atlanteans.

Technology vs. the Environment ◆

Atlantis is a frontier world, and while life on the islands can be fairly pleasant (barring the odd hurricane) life in the oceans, be it in the shoals, on the benthic plains, or on floating islands, is made possible by technological means. Without these technologies, life would be much more difficult (if not in most cases impossible) and the Atlanteans are aware of the fragility of these systems and their reliance upon them. Care of life support machinery, be it diving equipment, vessels or habitats, is ingrained in every Atlantean from a young age, and as a result most follow a very systematic existence designed to minimize their vulnerability. To outsiders, this care makes Atlanteans seem ponderous and procedure-bound, but those who don't adhere to such practices quickly find themselves in peril — or dead.





6.2 - ATLANTEAN CAMPAIGNS

Atlantis offers a wide range of campaign options and avenues for adventure. It is a world where tensions exist on multiple levels and groups constantly strive to improve their own positions at the cost of their rivals. Atlanteans seek to rid themselves of the hated invaders from Earth, but at the same time the presence of those invaders is the only unifying factor in Atlantean existence. There are three broad outcomes to the war that has been raging for the last two decades: Victory of the CEF and subjugation of Atlantis, the ejection of the CEF and the continuance of the détente between Atlantean powers, or the ejection of the CEF followed by a catastrophic war to release tensions bottled up over the last twenty years. Which outcome will prevail is unclear, but unless the Atlanteans work hard, their future may be even worse than their present.

For the present, however, Atlanteans continue to strike back at the invaders, though they do not yet have the capability to fully prosecute the war against the CEF, there being little overlap between the Atlanteans' sea-war specialization and the CEF's penchant for fighting land wars. Atlantis' recent contacts with Terranova, who beat off their CEF assault, offers a glimmer of hope that the war can be brought to a successful conclusion, though some wonder at the price Terranova may one day exact for its aid.

Atlantean campaigns may incorporate characters from a broad range of origins. Atlantis natives are the most obvious choice, be they a corporate, Waverider or somewhere in between, closely followed by members of the Terranovan Black Talon teams. A number of Caprician Liberati have also accompanied the Black Talons, acting as technical advisors and guides (as Caprice and Atlantis have maintained sporadic trade relations). Members of the CEF or NEC are the third major group of characters, also including technical advisors from the corporations of Caprice or their allies on Utopia. Where a character is from will likely determine the type of campaigns they are best suited to — Terranovans are most likely to be combat-oriented Black Talons, indeed membership of that organization is almost a prerequisite for Terranovan characters reaching Atlantis (although the polar powers have made limited contact on their own) whereas Capricians are more likely to be suited to technological, diplomatic and/or commercial campaigns. Earthers are most likely to be combat oriented via the CEF, but there is also room for characters adept at more subtle pursuits — diplomats, corporate officials or investigative agents — via the CID or the corporations that accompanied the invading fleet. Atlantean characters can be geared to almost any type of campaign, be it combat-intensive involving the Antartis, a corporate struggle, or a game of high politics.

The following tables provide a number of ideas that Gamemasters may wish to use for campaigns set on Atlantis. Each builds on the social, political and military concerns raised elsewhere in the book.

6.2.1 - Waverider Campaigns

The Waveriders are permanent outsiders on their own world, distrusted by native corporates and invaders alike. They seek to find their own enlightenment and to live in harmony with the environment, forsaking the trappings of corporate life. For this they are met with derision and mistrust by other Atlanteans, yet they form a vital neutral ground between the free oceans and the islands occupied by the CEF, a stepping-stone for the two groups — or piggy in the middle.

Random Adventure Ideas (roll or pick one)

1	Members of the Waverider sub-culture are rarely treated well outside of their own settlements. The characters may be Waveriders taking refuge in a coastal or Shoals settlement and thus be a target of this prejudice, or they may be bystanders who witness the maltreatment of the nomads and must decide whether or not to take a stand.
2	The Tels are largely left alone by the CEF, but every so often Earth troops undertake "security sweeps" to drive off undesirables and uncover Antartis plots. The characters may be innocent bystanders caught up in such a sweep, or they may have something to conceal that will require a cunning plan, or a brutal firefight.
3	Even though open war has yet to break out on Tel Atlan, the first shots have been fired and numerous gangs clash in the back streets. Characters may belong to one of these factions, seeking a factory for their cause, or they might be uninvolved parties attempting to carry out their business and live their lives against the backdrop of the gang war.
4	Vessels of the Merchantman's Guild crisscross the oceans in search of trade goods and characters may find themselves signed on with such a mission as seamen or guards. They might also be Antartis agents using the trade mission to conceal their own activities that may include contacting widely scattered resistance cells.
5	Like most Atlanteans, many Waveriders are adept technicians, and characters may find themselves tracking down a workman for a specific task or attempting to trace an item back to its source.
6	There is no central church for the Waveriders' Atlantean Gaianism, but key individuals stand out as having a special insight into the faith. Characters may be part of such an individual's entourage — most have secular occupations — or they may be on pilgrimage seeking wisdom.





Political Adventures - 6.2.2

Political and economic rivalries have been part of the Atlantean psyche for centuries and though the CEF invasion has led to the suspension of direct conflict between the native factions, it has not prevented them jockeying for position. All seek to advance their own position and denigrate that of others, taking every opportunity to score points at their rivals' expense. The ACH seeks to moderate these disagreements but while it is able to bring the diverse interests to the conference table, the Atlantean government lacks the power and influence to halt the feuding and by attempting to do so draws the ire of the factions upon itself.

Random Adventure Ideas (roll or pick one)

- | | |
|---|--|
| 1 | Though distrustful of outsiders, many Atlantean groups forge temporary alliances with other factions for mutual gain. The Characters may be involved in negotiations for such an alliance, either dispatched by their political masters to negotiate an agreement, or the recipients of such an embassy. Is the alliance worthwhile, or is it cover for some secret agenda? |
| 2 | Even within factions there can be struggles for authority and control. Characters may easily find themselves caught up in such a power struggle, be it as members of the Antartis with a CO who is seeking to advance his own position within the resistance, or as part of a political or merchant group seeking to place their own representative in a position of power. Such actions may involve violence but most often they involve words and the manipulation of information. |
| 3 | Sometimes persuasion or political pressure is not enough to remove a rival and more direct methods are employed. Characters may find themselves involved in an assassination attempt, either directed against one of their number or an ally, or perhaps charged with removing a difficult or dangerous rival permanently. |
| 4 | Mistakes happen and information you don't want leaked becomes public knowledge. "Damage control" is a fine art and one in which a wide variety of characters may be involved in dealing with a situation. |
| 5 | Provoking troubles between a pair of rivals can benefit a third party, directly or indirectly, and there are numerous ways in which characters can take on the role of "cat's paw," inciting trouble or exacerbating a pre-existing situation for their own ends. |
| 6 | Holding an alliance together in the face of internal and external pressures can be a tricky proposition, particularly when the allies are unsure as to the value of their agreement. A classic example is the Antartis, brokered by the ACH but still riven by old loyalties and ambitions. Almost any type of character may find himself in such a position, fighting for a cause they believe in while others have lost heart. |

Ocean Adventures - 6.2.3

The deep seas dominate Atlantis and offer an almost inexhaustible supply of adventure ideas. The oceans can be nothing more than the setting of an adventure, or it can play a direct role in the campaign, almost becoming a character in its own right.

Random Adventure Ideas (roll or pick one)

- | | |
|---|--|
| 1 | A cargo submarine carrying vital supplies and equipment sinks mysteriously in deep water. The characters are part of a team sent to salvage the wreck, or to prevent others from doing so. They must also determine why the vessel sank. Was it an accident, or is sabotage or enemy action more likely — and if so, what can they do to prevent repeat occurrences? |
| 2 | A team of agents and their supplies has to be inserted into enemy territory. The characters might be those agents, Antartis operatives sneaking into CEF territory, or they might be tasked with meeting them or protecting them against enemy action. The characters might also be charged with defending against such incursions — CID agents attempting to block resistance spies, or Antartis security forces chasing down CEF saboteurs. |
| 3 | Goods need to move, and with the CEF embargo on goods from the free territories, the role of smuggler has taken on a new importance on Atlantis. Characters may take on the role of smugglers, perhaps seeking to make a tidy profit or perhaps to ensure a settlement gets the items it needs to survive, in spite of the embargo. They may also play those seeking to stop the flow of contraband, at least until they are given their cut. |
| 4 | The war against the CEF and the arrival of the Black Talons has led to a renaissance in Atlantean technologies and military characters may find themselves testing new diving gear, vehicles or even the new Sea Serpents. |
| 5 | In many areas of Atlantis, the only way to survive is to scavenge resources, cannibalizing damaged structures and equipment to effect repairs on buildings and devices that remain in use. Such scavengers can be found all across the planet, operating on the fringes of society, but are most common in ruined settlements such as Heirakleon. Characters may take on the role of these scavengers, attempting to eke out an existence on a hostile world, or they may employ them in an attempt to obtain missing items. |
| 6 | The greatest enemy to shipping and non-benthic settlements is Atlantis' weather, and characters of all factions and ideologies can find themselves facing the deadly fury of Atlantis' storms, forced to run before the winds or take shelter in storm bunkers. Even if they survive the storm, the aftermath can be a challenging experience ... |





6.3 - UNDERWATER RULES



While surface engagements on Atlantis may be fought using the standard **Heavy Gear** rules, the properties of the oceans — the principal battlegrounds — requires some rules modifications to accurately reflect the environment. These are grouped below under *Movement*, *Sensors*, and *Combat*.

6.3.1 - Movement

“Mud dwelling” units — those that walk on the seabed — use the standard rules to operate under water (taking note of the additional aquatic rules on page 154 of **Heavy Gear Rulebook, Second Edition**). Vessels that move through the water (those with the Submarine movement mode) should use the following movement rules to more accurately reflect their capabilities.

◆ Depth Levels

The ocean waters are divided into a series of depth bands, each of which represents 50 meters of water, starting at Depth Level 0 (the surface). For example, an area of water 200 meters deep would have 5 depth levels — Depth 0 (surface), Depth 1 (1-50 meters), Depth 2 (51-100 meters), Depth 3 (101-150 meters) and Depth 4 (151-200 meters). Surface vessels are always at Depth 0, while other units operate at varying depths depending on their capabilities and environmental conditions. “Mud dwellers” in Deep Water terrain are assumed to be on the seabed (Depth 4 in the above example).

Units with the Submarine movement mode may increase or decrease their depth at a cost of 2 MP per level. Most submersibles can execute an emergency surfacing maneuver by using compressed air to flush the water from their buoyancy tanks, rising inexorably at 3 levels/turn. However, once the “emergency blow” system is activated the vessel cannot dive and suffers this additional buoyancy until the system is reset (which takes 10+Size minutes and usually requires the vessel to be on the surface to replenish its compressed air supply).

◆ Crush Depths and Infantry Depth Limitations

The crushing pressure of water increases with depth and places a severe limit on how deep units can go in the ocean. Infantry using standard *Diving Gear* may dive to 100 meters (Depth 2) but no deeper, while those using *Advanced Diving Gear* can journey down to 250 meters (Depth 5) without ill effect. Vehicles may likewise dive a number of meters equal to their Crush Depth (in Depth levels, this is Crush Depth/50, rounding fractions up).

Any attempt to exceed this depth is likely to cause severe damage and injury. Every round in which a unit exceeds its safe/crush depth, the unit is “attacked” by the pressure. This attack uses 6d6 +1 for every depth level beyond the safe/crush limit and has a fixed Threshold of 4. If successful, it inflicts damage equal to the MoS x 20. Resolve this damage normally. Multi-section vehicles (such as the *Kekrops*- or *Sisyphus*-class submarines) must make this roll separately for *each* section of the vehicle.

◆ Inertia

Reliant on thrust to move, submarines have difficulty accelerating and decelerating compared to land units. To accelerate, the thrusters must overcome water density, while when braking there is little friction compared to that experienced by ground units. As a result, inertia is a major problem for large submarine vessels, placing severe limits on the amount by which they can accelerate or decelerate. Such vessels have an Inertia Rating which is equal to (100-Size)/20, with fractions rounded up. For multi-section vessels, add the mass of each section (and its cargo, if any) to the main hull’s to find the corresponding Size rating for the entire vessel. This is the maximum by which a submarine can practically accelerate or decelerate in a turn (i.e. the amount by which its number of MP may vary).

For example, a *Kekrops*-class submarine has a total Size of 65, and thus an Inertia Rating of 2 (rounded up from 1.75), allowing it to change its speed by a maximum of 2 MP in a turn: if it spent 6 MP in the previous round, it could spend between 4 and 8 MP in the current round. In comparison, the smaller CEF SSK-41 attack sub has an Inertia Rating of 4 (rounded up from 3.8), allowing it to change speed and turn in a more dramatic fashion.

A submarine may attempt a “crash-braking” maneuver in emergencies, allowing it to spend up to double its Inertia Rating on braking. However, any vessel that does so reduces its Concealment by 1 for every MP spent beyond its Inertia Rating.





“Hovering” and Turning ◆

Units with the Submarine movement system may spend 0 Movement Points and remain in place, in effect “hovering” in the water. However, a stationary submarine unit cannot make a free 60-degree turn — each facing change requires the unit to expend 1 MP to power the appropriate thrusters. Furthermore, a submarine may not under any circumstances spend more MP turning than its Inertia Rating (see below).

Terrain Effects ◆

Various aquatic terrain effects can hinder movement and obscure line of sight. The following chart lists the MP cost to traverse such terrain as well as the Obscurement factor, listed in the form MP cost/Obscurement.

Note that the landscape of the deep waters can play a major role in aquatic combat, with aquatic canyons and hills coming into play when battles take place near the ocean floor. The Antartis prefer to avoid fighting in such terrain, since their vessels are at their greatest advantage in open water, while in close confines the agile SSK-41 boats have a distinct maneuvering advantage. There are no specific costs for these terrains, but players may wish to include such features in their battles, particularly if using the *Tactical Scenario Generator* and assigning *Scouting Priority* (see **2nd Edition Heavy Gear Rulebook**, pages 169-173).

□ Deep Water Terrain — MP Cost and Obscurement

Terrain Type	Mud Dweller	Submarine	Notes
Clear	2/1	-	A solid sea bed
Mud	3/2	-	A sea bed where surface movement churns up mud, sand, etc
Deep Water	-	1/1*	Only accessible by units with the Submarine movement mode
Kelp Forest	3/3	2/3	Kelp fronds may extend several depth levels above the sea bed
Thermal Vents	2/3**	2/2	The water jets from hot-water vents extend one depth level above the vent.

*Vehicles without the Aquatic Sensors Perk treat Deep Water as having an Obscurement of 4;

**Mud Dweller units entering Thermal Vent terrain must have the HEP: Extreme Heat Perk or else suffer a Light Damage result.

Sensors - 6.3.2

Optical conditions in the oceans are extremely poor: as a result, visual spotting range is around 20 meters (Point Blank Range in Skirmish and Tactical scales) in clear waters and rapidly approaches zero in less than ideal conditions. In the photic zones of the ocean (Depths 0-3), night and day conditions vary in conjunction with the time of day. At Depth 4 and deeper, it is perpetually night. As a result of this, most submarine vehicles rely on their sensors — in effect, all are sensor dependent (just like the Flaw of the same name), usually sonar but also a variety of electromagnetic systems.

Enhanced Range and Resolution ◆

Water is a superb conductor of sound energy and this allows aquatic sensors to function in “detection mode” and ranges considerably in excess of their listed specification. This detection range is the square of the basic Aquatic Sensor range (minimum 1 km), so a 5 km range aquatic sensor can detect and track (providing range and heading) the presence of another vessel up to 25 km away. However, only targets within the listed sensor range can be tracked sufficiently well to be attacked.

Large submarines have massive sensor arrays and processing suites, thus gaining a significant advantage when attempting to detect submarine targets. Such vessels receive a +1 bonus for each full 30 points of their Size, provided an Action is spent on the sensor ops. Spending additional Actions in the same turn can increase this bonus, although each increase costs a number of additional Actions equal to the cumulative bonus (+1=1 Action, +2=3 Actions, +3=6 Actions, etc.).

Submarines of Size 30 and larger may also deploy a towed sonar array behind them, which increases the vessel’s aquatic sensor range by 1 km for each kilometer of distance the towed array trails the submarine. The maximum (useful) length of a towed array is equal to the submarine’s base aquatic sensor range. However, the towed array is severed if the submarine moves at Top Speed, reverses, or turns more than 60-degrees at any time. Terrain features can also easily sever the array’s trailing cable, limiting its use to more open water areas. Release and retrieval of the towed array requires 10 minutes per kilometer deployed, 5 minutes if the vessel is willing to negate its Stealth rating (if any) during the process.



◆ Active Sensors

Aquatic vehicles usually keep their sensors in passive mode so as not to advertise their presence. They can, however, generate active sensor “pings” to enhance both their resolution and range. Using active sensors, an aquatic vehicle can double its sensor range and gains a +1 bonus to its Sensor rating. However, attempts to detect the “pinging” vessel are also enhanced — an enemy vessel using passive sensors doubles its effective range for detecting the pinging vessel and gets a +2 bonus to its detection attempts. Using active sensors also negates any Stealth bonus the pinging vessel may have had, reducing it to 0 for that round.

◆ Modifiers and LOS

Silence is the key to avoiding detection underwater, and the key means of remaining silent is to move slowly and be very slow and deliberate in any activities. To reflect this, reduce the defender’s Concealment Threshold by -1 for each MU (or hex) moved in the current round and for every two Actions *not* spent on sensor ops in the previous round.

The positioning of a submarine’s sensors and engines mean that it cannot detect targets that are directly behind it. In game terms, targets can only be detected if they lie in the Front or Flank arcs (see page 139 of **Heavy Gear Rulebook, Second Edition**). Targets in the rear arc can only be detected using recon drones or by turning the boat, a maneuver known as “clearing the baffles.”

◆ Underwater Obscurement Modifiers

In addition to the Obscurement modifiers listed in the terrain table, conditions in the water can hinder sensor operations. Thermoclines or haloclines — sharp changes in the temperature or salinity of the water, collectively referred to as “the Layer” — can cause sensor signals to be refracted or reflected, making it difficult for units on opposite sides of the Layer to detect each other. Such Layers may exist between Depth Levels (for example, a scenario may dictate that a Thermocline exists at the boundary of Depth 6 and Depth 7) and there may be multiple Layers in the ocean, or none at all.

When units on opposite sides of a Layer attempt to detect each other, they gain +1 Concealment for a slight change or +2 Concealment for a sharp change for each Depth Level they are above or below a Layer (including the first). Continuing the above example, if one vessel was at Depth Level 7 (1 level below the Layer) and the other at Depth 4 (3 levels above the Layer), the first would get a +2 Concealment bonus and the second a +6 Concealment bonus if the Layer represented a sharp change in temperature and/or salinity.

◆ Convergence Zones

The effects of Thermoclines and Thermohalines may greatly extend the sensor range of a submarine by bouncing any emissions back and forth that would otherwise be lost to the surface clutter or ocean depths. Unfortunately, due to the zig-zag nature of the reflections’ path of Layers and the ocean’s surface, this extended range is not consistent but rather occurs in multiples of the standard sensor range, effective for only a short distance around the range point. Such patches of extended sensor range are called convergence zones.

Units not separated by a Layer may be able to use this effect to detect each other beyond standard sensor ranges. Before starting a scenario, the players may opt to roll on the table below to determine the number, size and efficacy of convergence zones on the scenario. If convergence zones exist they occur at multiples of the standard sensor range (the first convergence zone at 2x normal range, the second at 3x, and so forth). The size of a convergence zone varies from a few hundred meters to around a kilometer across.

Convergence Zones (roll 1d6)

1	No Convergence zones
2	1 Convergence zone (x2), zone size: 3d6 meters; sensor rating -2
3	1 Convergence zone (x2), zone size: 2d6 meters; sensor rating -3
4	2 Convergence zones (x2 x3), zone size: 3d6 meters; sensor rating -3
5	2 Convergence zones (x2 x3), zone size: 2d6 meters; sensor rating -4
6	3 Convergence zones (x2,x3,x4), zone size: 1d6 meters; sensor rating -4





Weapons and Combat - 6.3.3

Only weapons equipped with Underwater Ammunition can function effectively underwater; as a result, the most effective underwater weapons are torpedo drones. The following rules effect how other weapons operate in the ocean.

Energy Weapons ◆

Lasers are adversely affected by the optical conditions in the waters, vastly reducing their range. In game terms, this means that their listed ranges are at the Skirmish rather than Tactical scale, and thus need to be converted to Tactical scale by dividing by 5, rounding to the nearest whole (in effect, 1/5 or 2/5 round down, while 3/5 and 4/5 round up). For example, the listed ranges of an HPLC are 3/6/12/24, which would be its ranges at the Skirmish scale but convert to 1/1/2/5 for Tactical scale. When two range bands have the same value, the modifier for the longer band is used.

Explosive Weapons ◆

The incompressible nature of water means it is an ideal medium for explosive weapons, propagating shockwaves over greater distances. Grenade warheads (HG, HHG) add an Area Effect (AE=0) to attacks underwater if modified by Underwater Ammunition. Field Mortar shells (used as depth charges by surface ships) and SDG warheads increase to AE=1 when exploded underwater if modified by Underwater Ammunition and do Full Damage within AE=0, not half damage as usual. All of these weapons create a region of bubbles that completely block LOS within their increased Area of Effect for two rounds after detonation (place a marker if need be).

Other HEAT-based weapons depend on a shaped charge warhead to deliver their damage using a superheated jet of molten metal/plasma (or in the case of the ABM, an area saturation of smaller submunitions) and therefore do not gain additional AE when modified by Underwater Ammunition. APMs and APGLs are not powerful enough to increase their AE underwater, although they too will create a region of bubbles that will completely block LOS within their Area of Effect for one full round after detonation.

Flooding ◆

Any aquatic vehicle that sustains Heavy Damage risks flooding. When a vehicle receives such damage, roll one die for the vessel (or the damaged section on a larger submarine or ship). On a result of 2 or less, flooding commences and will take a number of rounds equal to the result of one die to flood completely. While the vehicle or section is flooding, it suffers -1 Maneuver. When a single-section vehicle is flooded, it will sink to the seabed (i.e. be destroyed). If the vehicle comprises multiple sections, each flooded module forces the vehicle to descend one Depth level each turn. MP can be used to offset this forced descent (2 MP per level); where sinking is inevitable, the commanders can use the Emergency Blow maneuver.

For the purposes of being at risk for flooding, a vehicle with the Ammo/Fuel Containment System, Reinforced Chassis, Reinforced Crew Compartment, Rugged Movement Systems and/or Shielded Weapons Perk(s) may safely ignore the first Heavy Damage hit on the protected system, after which that safety measure is lost and normal flooding rules take effect.

PERSONAL EQUIPMENT - 6.4

Atlantis makes copious use of high technology equipment, much of which is vital to their very existence. Some of it dates back from the Concordat Era and originates on Earth, but much has been developed locally, particularly in the years since Earth's withdrawal. This equipment is uniformly rugged and reliable and incorporates numerous backups and fail-safes, being designed to operate continually for protracted periods with minimal maintenance, usually in extremely hostile conditions. Most Atlanteans are technologically adept, able to carry out minor repairs on vital equipment should the need arise — a part of their deeply ingrained readiness to meet any life-threatening challenges that come their way as a result of Atlantis' environment.

Most Atlantean equipment is designed to operate both in and out of the water with minimal problems. Unless noted otherwise, all of the equipment here is waterproofed to a depth of 250 meters. It is also designed to withstand rough handling, and many items are encased in a rubberized shell both to protect them from the environment and to enhance grip. Atlantean variants of more common equipment (such as is listed in the **Heavy Gear Rulebook, Second Edition** or the **Equipment Catalog**) likewise follow the "rugged and reliable" approach.



6.4.1 - Weapons

Atlantis uses a broad range of weapons, many of which are little different to those employed by the Black Talons and the Earth forces. However, conventional weapons are of minimal use in the aquatic environment: instead, the Antartis employ a series of weapons that are designed for operation in the water but which also function in atmosphere. The transportation and use of weapons is discouraged in most Atlantean cities but is rarely illegal, a holdover from Atlantis' time as a frontier colony. In CEF occupied territories, however, weapons have been confiscated, save where the owner has been able to demonstrate a critical need to retain it for their employment (fishermen or divers, for example).

Weapons

RPG STATS					
Weapon	Accuracy	Damage	Range (meters)	ROF	Ammo
Stinger*	0	x15	10/20/40/80	0/1	1
Stinger PH**	0	x24	10/20/40/80	0/1	1
Octopus Gun	+1	x7***	5/10/20/40	0/2	1
TAC STATS					
Weapon	Accuracy	Damage	Range (MUs/hexes)	ROF	Ammo
Stinger*	0	x2	1/2/4/8	0	n/a
Stinger PH**	0	x3	1/2/4/8	0	n/a
Octopus Gun	+1	x5	1/2/4/8	0	n/a

*The compressed air "gun" is identical on both versions of the Stinger — the difference is in the nature of the darts the conventional variant using a simple barbed spike tip.

**PH (Power Head) variant is tipped with a concussion grenade (blast radius: 9 meters).

***Plus Entangle (1) any opponent successfully targeted (see page 35, **Equipment Catalog**).

6.4.2 - Equipment

The equipment used on Atlantis are roughly analogous with those used elsewhere in human space, save for the waterproofing and protective coverings, with the same costs as listed in the **Heavy Gear Rulebook, Second Edition** or the **Equipment Catalog**. Such equipment is readily available to islanders or those living in the Shoals or the benthic cities. Waveriders are less likely to have the high-tech, waterproofed variants (or any of the items listed below) but they do have access to the conventional variants, often handmade or customized versions produced by local technicians and engineers.

◆ PCOM

Vocal communication underwater is difficult when using full-face diving equipment, and impossible when using a regulator or fluid breathing gear. The PCOM is intended to get around this problem by allowing the wearer to send typed messages to another PCOM user within the system's range (roughly 100 meters). Unlike other text communication devices, the PCOM does not have a full keyboard but rather features either a six-key pad that allows the wearer to type in a full alphabet (plus punctuation) using only one hand, or uses a sensor glove and touchpad. The latter allows more sophisticated communication, but it is less common than the keyed version, appearing mainly in the benthic cities. Most PCOMs are "stitched" into Atlantean clothing and are a standard feature on nearly all wetsuits and diving gear.

Communications from the PCOM can be displayed in a number of manners. Most common is a text readout on the receiving PCOM, or on a HUD within a diving helmet. A number of more sophisticated models are keyed to a speech synthesis unit that converts both text and shorthand into speech with a series of "voices" (usually three or four in basic models, but up to a dozen in advanced units) to allow easy identification of the "speaker."

Most Atlanteans learn the appropriate key sequences at a young age and find using PCOM-keypads second nature. Outsiders have considerable difficulty learning to use the device; in game terms, characters must purchase the *Foreign Language: PCOM Skill* at level 1 to be able to use it effectively. A trained user can communicate with a PCOM as effectively as he can by speaking.





Fluid Breathing Apparatus ◆

Alternative atmospheric mixes can extend the depth to which a diver can descend to several hundred meters, minimizing the risk of nitrogen narcosis and other blood-gas ailments. As gases are compressible, however, they can do little to relieve the pressure acting on a diver's lungs. To be able to operate at extreme depths, fluid breathing systems must be used. These devices use oxygenated fluorocarbons to deliver oxygen, the diver literally breathing the liquid from a tank and scrubber pack worn on his back. The user has a full-face diving mask through which the fluid flows, as well as a heated body suit (the depths at which FBA is used are almost always cold and dark). A gauge slaved to the user's PCOM displays the amount of oxygenated fluid available in the tanks — normal endurance is approximately eight hours, though this may increase or decrease depending in the wearer's activity level.

Fluid Breathing Apparatus vastly reduces the impact of pressure on the lungs but presents a whole new array of problems. As the diver is breathing liquid, his vocal cords cannot work and thus he must rely on a PCOM to communicate. He must also wear special contact lenses, since the helmet is full of fluorocarbon and the human eye needs an air gap in front of it to focus properly. There are numerous medical concerns: for example, some, but not all, users of the system must take muscle relaxant drugs to limit a violent reflex reaction when they crack the seals on the life support (since the body thinks it is drowning), which can lead to significant personal injury and equipment damage. More notably, all users of FBA gear risk damaging the mucus membrane that protects the lungs, making the user more susceptible to infections unless they take appropriate antibiotics.

Gill Mask ◆

Used near the surface of the ocean — usually within 10 meters of the surface — or as an emergency EVA system, the gill mask sustains the wearer by extracting oxygen directly from the water. This conversion is carried out by a series of chemo-electric catalysers that break apart the water molecules, passing oxygen to the user and venting hydrogen. This process is extremely energy-intensive, and each mask can only support the user for around fifteen minutes. Larger variants of the gill-mask system are called SCUOX (Self Contained Underwater Oxygen eXtractor) and use a complex array of electrolytic catalysers to extract oxygen from water. Unlike the gill masks, SCUOX is extremely efficient, with much bigger batteries. Also, unlike the emergency masks, SCUOX gear is able to add other gases to the atmospheric mix, avoiding the problems associated with breathing pure oxygen (albeit at a non-toxic partial pressure). Well maintained SCUOX gear has sufficient power and gas reserves to function for around ten hours, though this may increase or decrease depending in the wearer's activity level. SCUOX is not suitable for dives below 250 meters.

Sealant Packs ◆

Flooding in any submarine vessel or facility is a major problem, but at depth any form of breach can quickly become fatal. Many installations have emergency sealant units that use compounds that swell to between five and ten times their previous volume when they come in contact with water, quickly sealing any hole until permanent repairs can be made. Most vessels carry canisters of a similar compound that can be used to seal small, relatively low-pressure breaches. These canisters are one-use devices and have a nozzle at one end that is inserted into the breach to direct the dehydrated sealant into the hole. Sealant canisters are largely ineffective beyond a depth of 250 meters, or where a breach is larger than about twenty square centimeters.

Stock NPCs and Personalities - 6.5

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 best to use these introduced characters, every **Heavy Gear** product since the first **Life on Terra Nova** has featured the chesspiece system.

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.



6.5.1 - Designing an Atlantean Character



The diverse societies of Atlantis offer an immense range of ideas for **Heavy Gear** characters, ideas that can then be adapted to almost any type of campaign on the water world. Groups may contain diverse types of characters, though the nature of a campaign may focus the selection on particular groups and concepts. For example, business or mercantile characters (be they Atlantean, or from Caprice or Earth) are ideal for a corporate campaign, whilst Waverider characters would be ill suited. Military campaigns will likewise focus on Antartis, Black Talon and CEF characters rather than those of more sedentary careers.

All characters operating on Atlantis, native or otherwise, must be strong and determined, ready to stand up to the environment and prevail rather than allow themselves to be swept away on the tides. Native characters will also have an independent streak a kilometer wide and be somewhat leery of strangers. Winning the trust of an Atlantean can often be a major task for an outsider and something that may become a key objective in a campaign. Outsider characters should be prepared to work hard at such relationships or find themselves ostracized.

6.5.2 - Concept, Background and Sub-plots

Loyalty to the family, extended family and city-state (in that order of priority) are central to the existence of many Atlanteans and should be kept in mind when determining a character concept. Waveriders will lose the loyalty to a settlement in favor of a more general desire to find their own path, but family bonds will usually remain strong and the worst punishment that can be inflicted on any Atlantean is to be sundered from the support of their family. Outcast characters are thus extremely rare, but they can be extremely powerful symbols when they do appear.

A major decision on the part of any Atlantean character is their affiliation. At the most fundamental level, they need to know whether they hail from the free or occupied territories. Those from the latter are often driven to succeed to prove their superiority to the invaders, particularly if the occupation denies them the opportunity to be with loved ones. The residents of the benthic cities or the Waverider Tels are less likely to find the occupation playing a direct role in their background, but the desire to throw back the invaders is strong in all Atlanteans.

Characters may be bit-players in the conflict — the front line or garrison troops — but the low-intensity nature of the conflict between Atlantis and the CEF places authority in the hands of relatively junior officers and as such even low-ranked troops may find themselves playing a significant role in the decision-making process, perhaps even becoming involved in local politics. Non-military campaigns are more likely to adhere to a rigid hierarchy, both in the native corporations of the free territories or those of occupied territories, the latter now under the aegis of Earth or Caprician corporations.

6.5.3 - Attributes and Skills

Characters originating in with one of the Atlantean factions use the standard character creation rules found in the **Heavy Gear** rulebook. There are no restrictions on Attribute and Skill selection, though players should consider the character's intended concept carefully before making any purchases. Almost all non-islander characters will have Swimming at level 1 or 2, and should have average or above average FIT attributes. Many are also likely to have above-average BLD and PER scores, reflecting their strength and wariness. Waveriders are unlikely to have high INF ratings, but are more likely to have above-average PSY ratings than their sedentary kin.

Skills depend largely on the character's concept and occupation, though Swimming, Electronics and Mechanics are the most common, with Survival (aquatic) a close fourth, particularly among divers and those charged with the safety of others. Corporate employees will likely have knowledge of Bureaucracy and Business, while members of the Merchantman's Guild will be adept at Hagglng and Business.





Pelagic Ditis (Diver)

Atlanteans learn to swim from an early age, and all are at home in the water. Those who excel gain employment as *ditis* — professional divers. These divers are adept at using a wide range of equipment, whether it is scuba gear in shallow waters, or the hardsuits filled with oxygenated fluorocarbons that allow them to function several kilometers down. Many are employed by corporations, others by city-states or private concerns, but all are supremely skilled and professional, the risks of the profession reflected in their wages.

Attributes

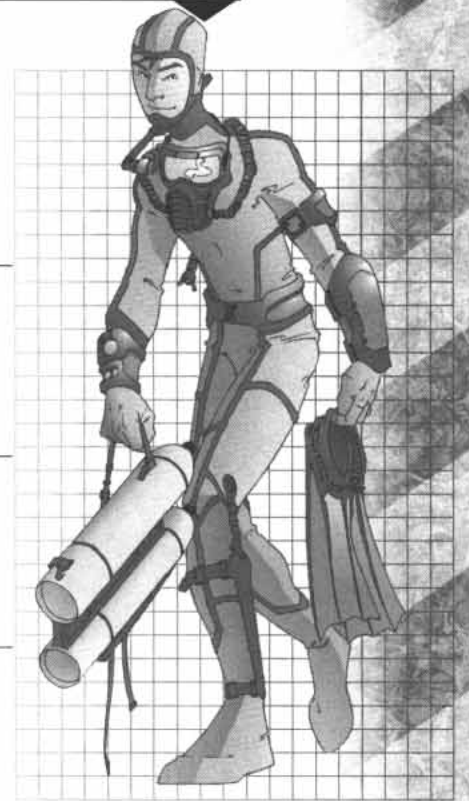
AGI	1	APP	-1	BLD	0	CRE	0	FIT	1
INF	-1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	1	1	Dodge	1	1	Hand-to-Hand	2	1	Survival (aquatic)	2	0
Communications	1	1	Electronics	1	1	Streetwise	1	-1	Swimming	3	1

Equipment and Cost

Typical Equipment:	Diving suit; gill mask; mask, regulator, tanks; compressor; PCOM.
Salary:	75,000 to 150,000
Basic Character Costs:	20 Character Points and 24 Skill Points



Benthic Pilot

The environment of the deep oceans is extremely hostile to human life, and save for divers using specially developed diving gear, the main workhorse for carrying out tasks outside the cities are mini-sub tugs and diving walkers like the *kavouri*. The pilots (and co-pilots) of these submersibles live an often-solitary existence, spending hours or days in the deep waters, though they frequently make up for this isolation with exuberance in their port calls. Forced to deal with any emergencies that might strike their vessels, Benthic pilots are qualified at a wide range of maintenance tasks.

Attributes

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

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	1	Electronics	1	1	Mechanics	2	1	Nav. (deep ocean)*	2	1
Communications	1	1	Hand-to-hand	1	1	Naval Pilot	2	1	Swimming	1	-1
*Specialization											

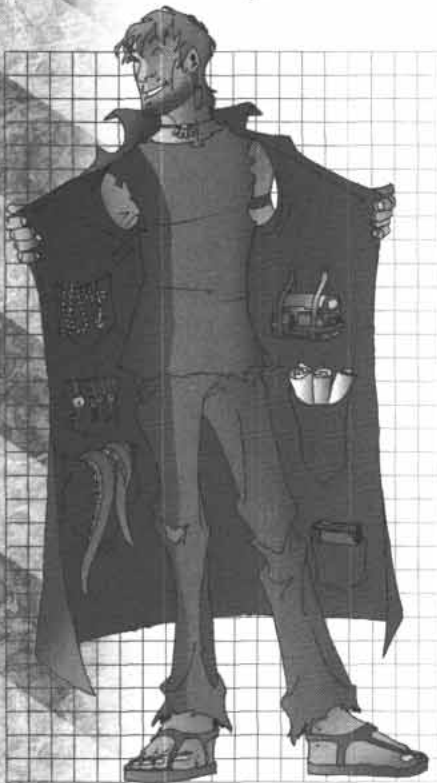
Equipment and Cost

Typical Equipment:	Bodysuit; overalls; Gill Mask; navigation charts, PCOM, Wakerite™ stim patches
Salary:	15,000 to 50,000
Basic Character Costs:	20 Character Points and 28 Skill Points





Waverider Merchant



Though most Waveriders eschew the trappings of corporate life, they cannot escape the commercial realities of life in a modern society, and merchants play a central role in even non-conformist culture. Indeed, the Merchant Guild is one of the most powerful factions within the Waveriders, their merchant-affiliates operating not only between the Tels but also including the settlements of the shoals and islands in their trade routes.

Attributes

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

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	0	Computers	1	0	Haggling	2	0	Notice	1	1
Business	2	0	Etiquette	2	0	Human Percept.	2	0	Swimming	1	-1

Equipment and Cost

Typical Equipment:	Fine clothes; elaborate jewelry; counterfeit goods
Salary:	100,000+
Basic Character Costs:	20 Character Points and 26 Skill Points

Antartis Stratiotis



Antartis troops come from all walks of life but the most common are the foot soldiers, the stratiotis, who serve as infantry or marines. All are accomplished divers and are as at home fighting in the water as out, using either stinger spearguns or conventional firearms. All are lightly armored, favoring agility and maneuverability over protection, particularly in the water where buoyancy is a major concern. Rear-echelon soldiers — those in the benthic cities — do not usually wear a diving suit under their uniform but like most ocean-dwelling Atlanteans they always carry an emergency mask.

Attributes

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

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	1	0	First Aid	1	-1	Melee	2	0	Swimming	2	0
Dodge	2	0	Hand-to-hand	2	0	Small Arms	2	0			

Equipment and Cost

Typical Equipment:	Uniform; body armor, diving bodysuit; sidearm, Stinger, gill mask.
Salary:	15,000 to 25,000
Basic Character Costs:	18 Character Points and 22 Skill Points



Safety Officer

The importance of safety procedures is drilled into Atlanteans from a young age, ranging from how to deal with a faulty rebreather or a damaged airline to surviving a hull breach in a deep-water facility. The response to an emergency almost automatic in most Atlanteans, each knowing the appropriate action to take. However, emergencies need to be managed, and the individuals that do so are the safety officers. Each safety officer knows the weaknesses and likely emergencies within his area of responsibility — perhaps an entire vessel, or a section of a pelagic or benthic facility — and is privy to the disaster management plans for dealing with them.

Attributes

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

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Bureaucracy	1	0	First Aid	2	0	Mechanics	2	0	Survival (aqua.)	1	-1
Electronics	2	0	Leadership	1	1	Security	1	0	Swimming	2	1

Equipment and Cost

Typical Equipment:	Coveralls; PCOM; 3 Sealant packs; Schematics.
Salary:	20,000 to 50,000
Basic Character Costs:	20 Character Points and 28 Skill Points



CEF Saboteur

The CEF know that direct assaults on many Antartis strongholds are unlikely to yield results — they lack the results to make effective attacks. Instead, their efforts have focused on covert operations and the emplacement of operatives in Antartis-held facilities. Some are simply spies, reporting on the goings on, but other are charged with weakening the facilities' defenses or otherwise hindering the Antartis war effort. Such saboteurs must often spend long periods working undercover before they can reach their targets, masquerading as Joe Average until the time arrives to strike.

Attributes

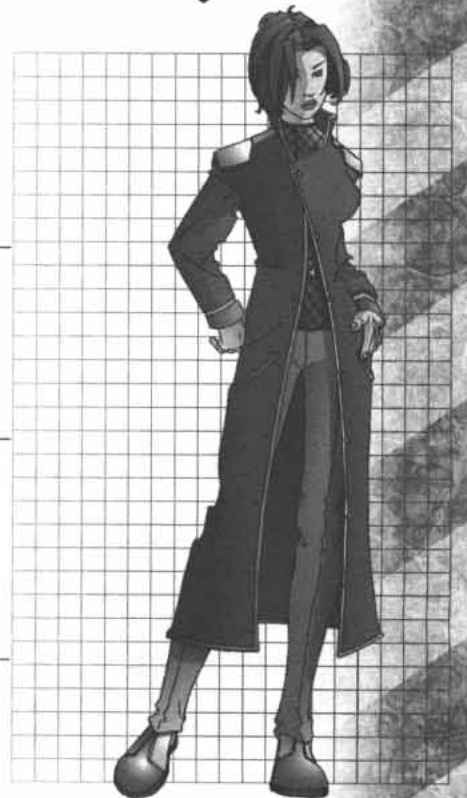
AGI	2	APP	0	BLD	0	CRE	1	FIT	0
INF	-1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

Skills

Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr	Skill	Level	Attr
Combat Sense	2	1	Electronics	1	1	Notice	1	1	Stealth	1	2
Demolitions	1	1	Foreign Lang. *	2	1	Security	2	1	* (Hellenic)		
Disguise	2	1	Hand-to-hand	2	2	Small Arms	2	2			

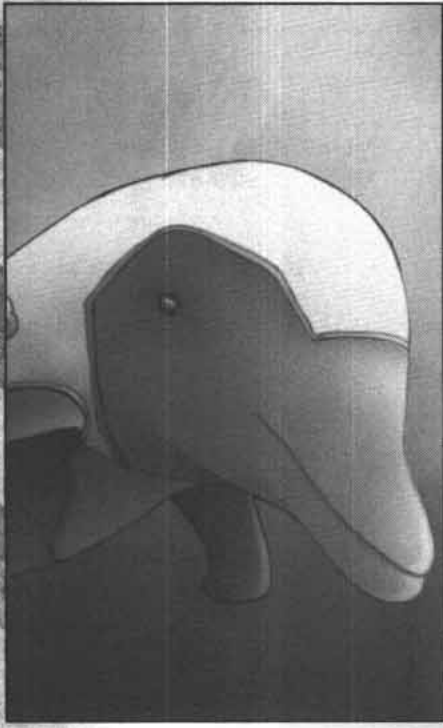
Equipment and Cost

Typical Equipment:	Inconspicuous clothing; sidearm; pictures "from home."
Salary:	Variable depending on missions.
Basic Character Costs:	26 Character Points and 35 Skill Points





Xeno-Dolphin



Bottlenosed dolphins that were genengineered to live on the water-world, the Atlantean Xeno-Dolphins have adapted well and become one of the planet's most common species. Social and highly intelligent, many are trained to work alongside humans, communicating with them using the language developed by Lila Papandreiou. Though not considered truly sentient by the majority of Atlanteans, there is a growing dolphin-rights movement among some elements of society who seek to protect them from exploitation by human masters. The Antartis use dolphins as sea-cav mounts and has trained some to function as saboteurs.

Attributes

AGI	1	BLD	4	FIT	2	INS	5	PER	2
WIL	2	STR	3	HEA	3	STA	40	UD	10*
* + Natural weapons									

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Athletics	2	2	Dodge	2	1	Notice	4	2	Survival	2	5
Combat Sense	2	2	Hand-to-Hand	3	1	Swimming	4	2			

Special Abilities

Charge	(x3 Damage)
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Xeno-Thon



Kincaid introduced numerous fish species from Earth as fishing stocks; the most successful was the Gulf Tuna, genetically engineered for size and farmed in a series of facilities near Port Atlantea. However, numerous examples of the breed managed to escape within a decade of their introduction and within a century, there were massive shoals of the fish — which can mass up to 2,000 kg — in all of Atlantis' oceans. Ordinarily such shoals pose little risk to divers but if startled they can be unpredictable.

Attributes

AGI	1	BLD	9	FIT	0	INS	-1	PER	0
WIL	1	STR	4	HEA	-1	STA	65	UD	14*
* + Natural weapons									

Skills

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

Special Abilities

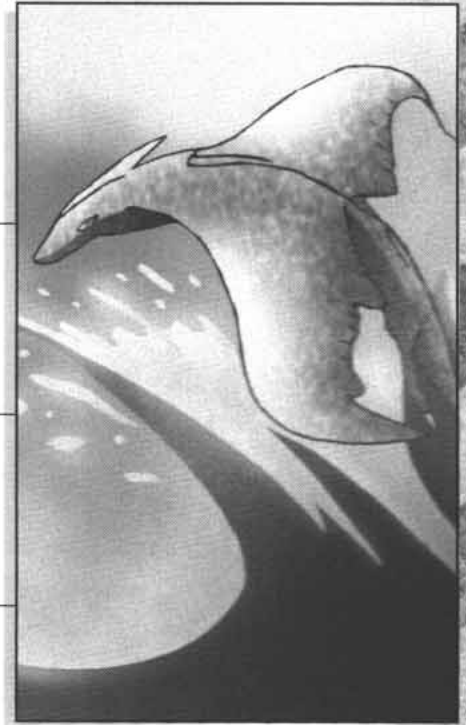
Bite	(x3 Damage)
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Water Dragon

One of the most impressive native species, water dragons are amphibians adapted to live beneath the waves and in the air. Their principal diet is small fish, but they also hunt larger species by taking to the air and then diving onto the target in a surprise attack as it nears the surface. This tactic has proven particularly effective against dolphins who, as mammals, must surface to breathe on a regular basis. Their leathery wings — whose span can reach three meters — can fold flush against the dragon's body when it is underwater, to reduce drag.



Attributes

AGI	0	BLD	6	FIT	1	INS	0	PER	2
WIL	1	STR	3	HEA	1	STA	60	UD	10*
• +Natural weapons									

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	3	0	Hand-to-Hand	3	0	Swimming	3	1	Survival	1	0
Dodge	2	0	Notice (tracking)	3	2						

Special Abilities

Bite	(x4 Damage)	Claws	(x5 damage)
(6MP dive)			

Sunfish

Sunfish are the most common of Atlantis' native fish species, appearing across the globe but most common in the Adams and Attican Shoals, as well as the kelp forests of the Sargasso. Disc-shaped and lacking a tail, sunfish swim using a rippling motion of their bodies that resembles the flapping of wings. During the Concordat Era, sunfish caviar was a major export from Atlantis, and it remains a delicacy that is served in up-market restaurants across the planet. Hunting sunfish with spear guns is a popular pastime around many shoals installations.



Attributes

AGI	0	BLD	-3	FIT	0	INS	0	PER	0
WIL	1	STR	-1	HEA	0	STA	10	UD	1*
* (+natural weapons)									

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	0	Hand-to-Hand	1	0	Swimming	2	0	Survival	1	0
Dodge	2	0	Notice (tracking)	1	0						

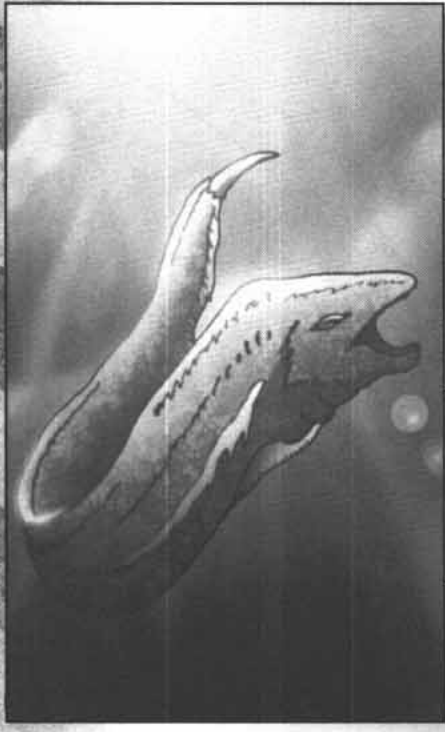
Special Abilities

Bite	(x2 Damage)
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Hook Eel



A highly evolved predator, hook eels are most common between 500 and 1500 meters deep. Both ends of the eel's body are lethal weapons: it has an array of razor-sharp teeth in its mouth while its tail ends in a vicious barb, and it exploits both when bringing down its prey. Hook eels lie in wait for their prey, remaining largely immobile for hours at a time to fool species that are sensitive to motion, with a small bioluminescent glow near their tail-spike serving as a lure.

Attributes

AGI	3	BLD	-4	FIT	0	INS	1	PER	1
WIL	0	STR	-2	HEA	0	STA	10	UD	1*
*+natural weapons									

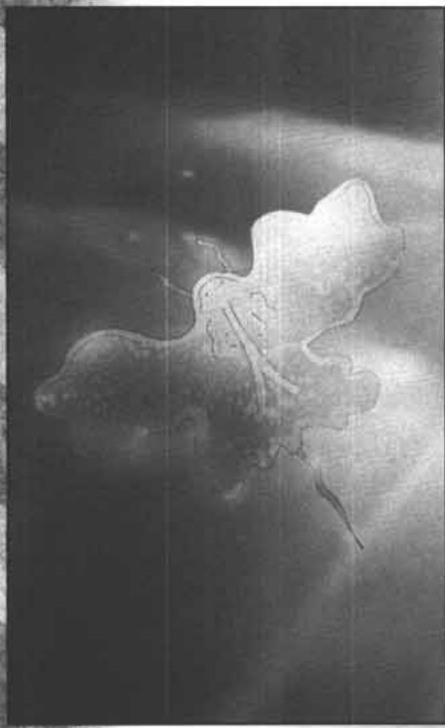
Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	2	1	Hand-to-Hand	3	3	Swimming	2	0	Survival	2	1
Dodge	2	3	Notice (tracking)	2	1						

Special Abilities

Bite	(x5 Damage)	Tailhook	(x8 Damage)
------	-------------	----------	-------------

Sea Butterfly



Sea butterflies are among the most beautiful of Atlantis' indigenous species, appearing as extremely delicate creatures approximately 50-centimeters long whose translucent skin is tinged with many colors and patterns. However, for all its fragility, most divers are wary of the sea butterfly — its skin is covered in thousands of bristles, each of which is coated in a quick-acting neurotoxin that will cause pain and paralysis to any creature unfortunate enough to come into contact with the butterfly.

Attributes

AGI	2	BLD	-6	FIT	-2	INS	1	PER	0
WIL	0	STR	-4	HEA	0	STA	19	UD	1*
*+natural weapons									

Skills

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

Special Abilities

Bite	(x3 Damage)	Paralytic Poison	(Potency 7, 5 round onset)
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Medusa Shoal

Medusas are the most numerous form of Atlantean jellyfish, found in all oceans and at various depths from the abyssal plains to the photic zone. In calm water they can propel themselves up to 10 meters per second, but their small mass (relative to their size) means they are frequently swept across whole oceans by the currents. Each of their *tendrils* is tipped with a small stinger, used to stun the tiny fish that are the medusa's main source of nourishment. Such stings are largely ineffective against humans, particularly through a diving suit, but medusa rarely swim alone. Their shoals — usually numbering several hundred individual medusa — can cause major problems for a diver and are avoided where possible.

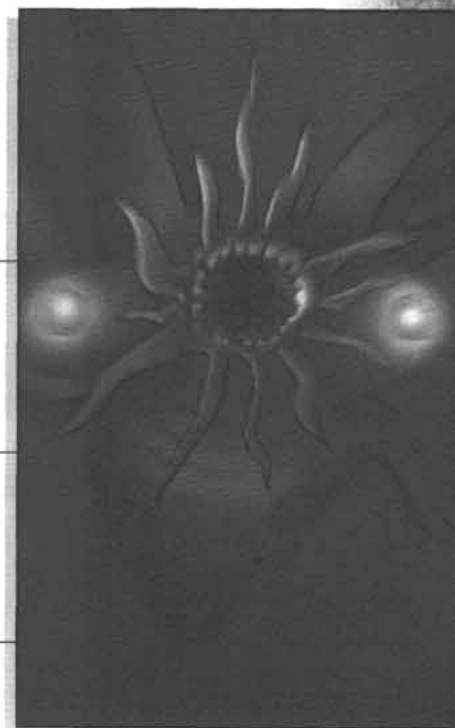


Attributes

Aggressiveness	1	Damage/Turn	+3	Threshold	15	Random Horde Size	3d6
Basic Swarm Size	20						

Vampyroteuthis (Hell Squid)

Residents of the deep oceans, hell squids are one of Atlantis' largest and most elusive species. Fast and highly aggressive, they chase down their prey (which have occasionally included *manned submersibles*) and lash them with their clawed tentacles before drawing the bloody carcass into the vampyroteuthis' large maw, which is filled with razor-sharp teeth. When encountered on the abyssal plains, hell squids are solitary creatures, usually in search of food, but in the trenches where they breed, packs of three to five vampyroteuthis maraud through the waters, killing everything in their path (including hell-squids of rival packs).



Attributes

AGI	-2	BLD	10	FIT	0	INS	1	PER	0
WIL	1	STR	5	HEA	1	STA	80	UD	18*
*+natural weapons									

Skills

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	3	0	Hand-to-Hand	3	-2	Swimming	2	0	Survival	2	1
Dodge	2	-2	Notice (tracking)	1	0						

Special Abilities

Bite	(x7 Damage)	5 x Tentacles	(x6 Damage each)
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6.8.1 - Deep Diver Worksuit

Trench diving is one of the few areas where Atlantean technology is pushed to its limits. At these depths and pressures most atmospheric containment systems become prone to failure, even from the smallest defect or imperfection in materials. In response to this problem, the D-6 model Worksuit instead floods its interior space with an oxygenated liquid medium that can be “breathed” by the diver, albeit with slightly more effort than it takes to breathe air. An unfortunate side effect of this system is that human vocal chords require a gaseous medium in order to vibrate and produce speech, in effect rendering anyone inside the suit mute and silent. While not a problem for experienced divers, particularly those with good typing skills, it can prove quite disturbing to a first time nov.

Even more disturbing for many people is the sensation of “drowning” inside the suit after it has been sealed and it is not uncommon for instinctual human reflexes to react violently in uncontrolled panic during transitions, even with past experiences of the process. Although most people will stabilize and calm down in a few minutes some cannot regain control of themselves, usually for psychological and/or physiological reasons unique to that individual.

◆ Service Record

Trench work is a lonely and dangerous business that takes humans into the darkest depths of the Atlantean oceans. Although unable to reach the bottom of any of the Major Trenches, the D-6 can dive to the bottom of nearly all the minor trenches in the Abyssal Plains. Due to the high incidence of volcanic activity in many areas, the current generation of D-6 Worksuits offer significant heat protection as a standard feature to prevent divers from getting boiled alive at the bottom of the ocean.

Game Statistics

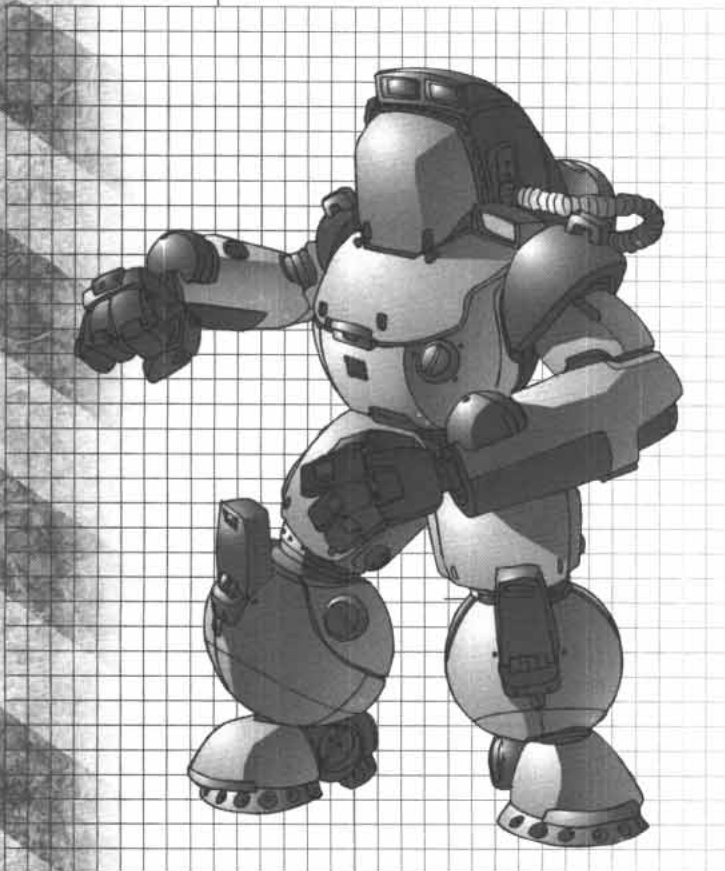
Threat Value:	74	Offensive:	1	Defensive:	9	Miscellaneous:	212	Lemon Dice:	2
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Vehicle Specifications

Code Name:	Deep Diver Worksuit
Production Code:	D-6
Production Type:	Limited Production
Cost:	296,000 drachmas
Manufacturer:	Sparta Technologies
Use:	deep trench diving
Height:	2.2 meters
Width:	0.8 meters
Average Armor Thickness:	5 mm
Armor Material:	plasteel w/ synthetic fibers
Standard Operational Weight:	200 kg submerged
Primary Movement Mode:	Walk (14 kph)
Secondary Movement Mode:	Submarine (14 kph)
Deployment Range:	100 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	superconductor batteries
Output:	20 hp

Weapon Payload

Name	Ammunition Payload
none	-





6.8.2 - Kavouri

Essentially a bottom crawling walker, Kavouri have been instrumental in opening up the ocean depths to mining interests keen on mineral exploitation. Wherever construction work on the open plains needs to be done a herd of Kavouri are sure to be found, diligently working to prepare the site for whatever prefabricated facility is destined for that location. Mostly crab-like in appearance, complete with enormous pincer arms, these machines are a relatively common sight in and around settled areas of the ocean floor.

Kavouri can fulfill a wide range of other more mundane everyday tasks, anything from geothermal prospecting to salvage operations, and are one of the very few ways that Benthics will ever get to see what the dark oceans outside their protected cities look like (not that there's much to see). By far the most hazardous duty is the maintenance of mining equipment in an active volcanic zone. Unfortunately, the active zones are where the richest deposits can be found and the current generation of machines have been specifically designed to enter those areas without exposing the crew to unnecessary risks.

◆ Service Record

Mystras Machines Inc. is currently the lead producer of Kavouri, although there is sufficient competition in multiple market segments to keep any one manufacturer from reaching a monopoly. Despite their nominally civilian status it is possible to arm these machines (after a fashion) with military grade torpedoes, provided access to such warstocks (or salvage of same). Usually the vehicle bay carries more innocent smaller craft, a flotilla of specialized ROVs being the most common.

Game Statistics

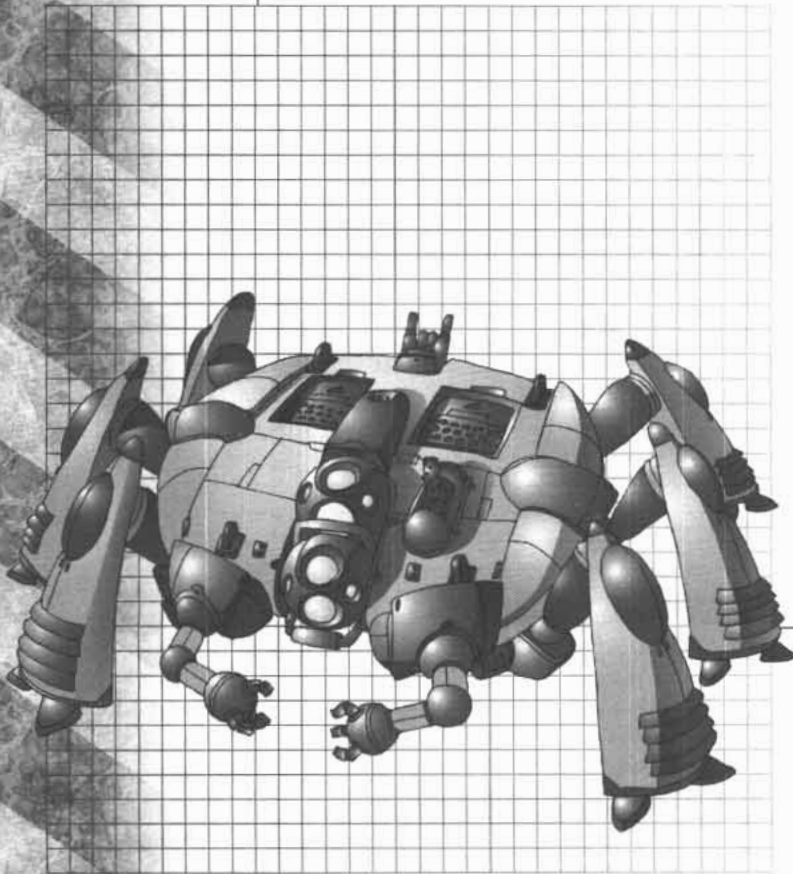
Threat Value:	300	Offensive:	21	Defensive:	134	Miscellaneous:	745	Lemon Dice:	3
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Vehicle Specifications

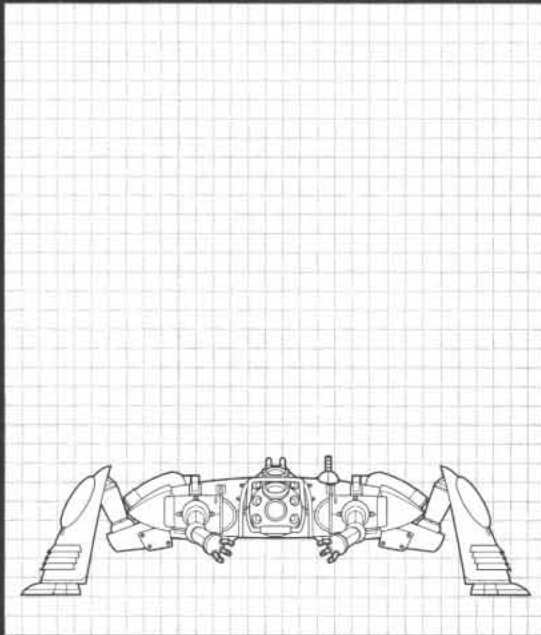
Code Name:	Kavouri
Production Code:	various
Production Type:	Mass Production
Cost:	116,667 drachmas
Manufacturer:	various
Use:	bottom crawling worker
Height:	3.7 meters
Length:	7.4 meters
Width:	10 meters
Average Armor Thickness:	85 mm
Armor Material:	reinforced plasteel
Standard Operational Weight:	20 tons
Primary Movement Mode:	Walk (19 kph)
Secondary Movement Mode:	Submarine (19 kph)
Deployment Range:	400 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	fuel cells w/ batteries
Output:	400 hp

Weapon Payload

Name	Ammunition Payload
none	



HAVOURI



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

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

CREW DATA

VEHICLE CREW

CREW: 2

BONUS ACTIONS: 1

CREW DAMAGE

VEHICLE CREW

CREW:

BONUS ACTIONS:

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD: W 2

PRIMARY TOP SPD: W 3

SECONDARY COMBAT SPD: S 2

SECONDARY TOP SPD: S 3

MANEUVER: -2

DEPLOYMENT RANGE: 400km

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD:

TOP SPD:

COMBAT SPD:

TOP SPD:

MANEUVER:

FUEL SPENT:

ELECTRONICS

SENSORS: -1 2

COMMUNICATION: -2 10

FIRE CONTROL: -1

ELECTRONICS

SENSORS:

COMM:

FIRE CONTROL:

ARMOR

LIGHT DAMAGE: 16

HEAVY DAMAGE: 32

OVERKILL: 48

ARMOR

LIGHT DAMAGE:

HEAVY DAMAGE:

OVERKILL:

GENERAL SPECIFICATIONS

THREAT VALUE: 300 • SIZE: 9 • COST: 116,667 drachmas

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special

AMMO

FULL LEFT

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Aquatic Sensors	-	Underwater only	Yes
Backup Life Support	-	Life Support continues to function even after all AUX destroyed	
Geological Sensor	-	Can perform geological surveys	Yes
Hostile Environment Protection	-	Extreme Heat, Underwater	
Hostile Environment Protection	-	Extreme Pressure (1600 meter crush depth)	
Life Support	-	Limited	Yes
2x Manipulators	2	Cannot punch	
Searchlight	-	Forward, 50 meters	Yes
2x Tool Arms	9	Can punch	
Urban Friendly	-	Hydrogen fuel, superconductor batteries	
Vehicle Bay	3	Holds up to 1.1 tons of ROVs	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Exposed Fire Control	-	Add +1 to Fire Control Damage rolls
Fragile Chassis	-	Add +1 to Structural Damage rolls

NOTES





6.8.3 - Wavepiercer

A counterpart to the terrestrial roadster sports car, Wavepiercers have become something of a cultural icon to a substantial portion of Atlantean youth. The twin-hulled catamaran has a space for one occupant to port and starboard with each seated in a semi-recumbent position. A detachable close fitting clear aerodynamic bubble canopy provides a positive pressure seal, allowing for submerged operations (without getting the interiors wet) up to a depth of 100 meters. Although capable of extended submersible activity, an absolute necessity in the Shoals regions since the CEF invasion, the Wavepiercer is primarily a daylight surface craft since it relies on the 20m² of thin film solar collectors on its upper surface to maintain its battery reserves.

The Wavepiercer's real claim to fame however is its hydrofoil wing, which is actually double staged. The sloped side wings are really the first to begin producing lift starting at approximately 42 kph and will gracefully lift the bows out of the water until the central main wing can take over around 90 kph, at which point the hydrofoil surfaces of the side wings are pretty much above the waterline and no longer creating excessive cavitation drag. The hydroturbine engines are recessed within the twin hulls, their intakes on the underside along the keels, and their waterjet exhaust is directed through vectored nozzles aft to assist with control. However, the craft is so small and lightweight that it tends to fare rather poorly in rough waters where choppy waves can create dangerous oscillations as the hydrofoil essentially "skips" along (and through) the irregular water surface.

In the last several years Wavepiercers have also been used more and more to deliver Antartis personnel in disputed regions of the Shoals, a trend which has been particularly troubling to the CEF.

◆ Service Record

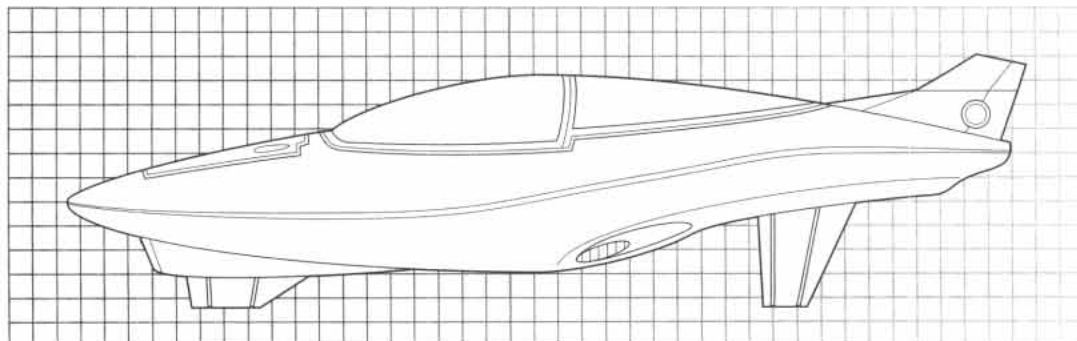
Wavepiercers are both nearly ubiquitous and yet endlessly unique throughout the Atlantean Shoals. Although Charybdis Motors Ltd. produces the basic model shown here, a thriving aftermarket exists for customized kit-bashed parts and modified components produced by amateur enthusiasts (and corporate competitors). To date one of the more exotic modifications seen included fast burning solid rockets which allowed for short range jumps *over* obstacles in the water.

Game Statistics

Threat Value:	90	Offensive:	0	Defensive:	200	Miscellaneous:	70	Lemon Dice:	3
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Vehicle Specifications

Code Name:	Atlantean Wavepiercer	Armor Material:	laminated plastics
Production Code:	various	Standard Operational Weight:	450 kg surfaced
Production Type:	Mass Production	Primary Movement Mode:	Naval (180 kph)
Cost:	60,000 drachmas	Secondary Movement Mode:	Submarine (19 kph)
Manufacturer:	Charybdis Motors Ltd.	Deployment Range:	360 km
Use:	personal hydrofoil	Sensor Range:	60 hexes/3 km
Height:	1.1 meters	Communication Range:	200 hexes/10 km
Length:	5 meters	Powerplant:	2 x Charybdis Hydroturbines w/ batteries
Width:	4 meters	Output:	2 x 80 hp
Average Armor Thickness:	5 mm		





6.8.4 - Cargo Submarine

Still in service after a couple centuries, the venerable "C-Boat" as it is known shows no signs of reaching obsolescence anytime soon. Designed to service the deep cities on the ocean floor, the trade routes maintained by these boats are in part indirectly responsible for the the Era of City States. Built to be easily adaptable to transport nearly any cargo that can fit in their holds, from foodstuffs to refined petrochemicals, unprocessed ores to finished goods, the isolated hold design allowed cargo types to be easily mixed and matched depending on supplies and demand. Rather than being locked into providing a single commodity per shipment, this flexibility would ultimately prove both a blessing and a curse to the original manufacturer. The blessing was that the C-Boat filled a niche role in serving many of the more modestly populated benthic areas and therefore became well entrenched in this particular market segment. The curse was that the C-Boat was so easy to adapt and modify that soon rival companies were selling parts and components at prices which undercut the original manufacturer, who still had to pay off debts incurred during the R&D of the original design. At this time in history various City States were becoming somewhat //selective// in their protections of intellectual property and industrial rights, driving the original manufacturer into bankruptcy.

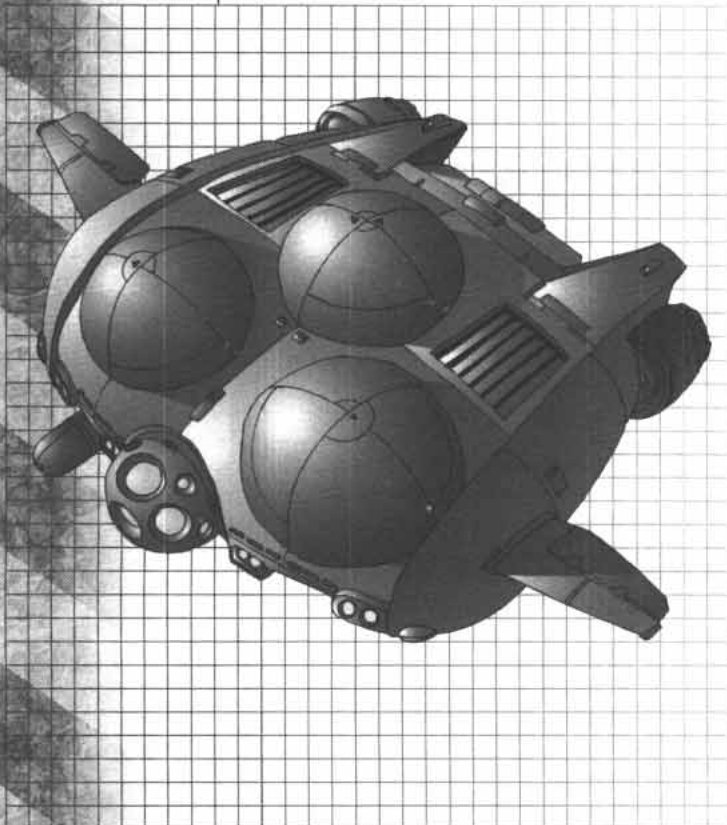
◆ Service Record

Although the original manufacturer has long vanished, its assets broken up and sold to pay off its debts, the C-Boat still remains a common fixture of the deep ocean shipping lanes. This is because nearly every boat in service today is in effect a "pirate copy" of the original design by the various companies that still manufacture everything from various and sundry component subassemblies to entire boats. This particular "piracy" is now so old and longstanding that only academics studying the Era of the City States actually know the name of the company that first manufactured these icons of benthic commerce.

Game Statistics

Threat Value:	5516	Offensive:	0	Defensive:	1028	Miscellaneous:	15,519	Lemon Dice:	3
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Vehicle Specifications



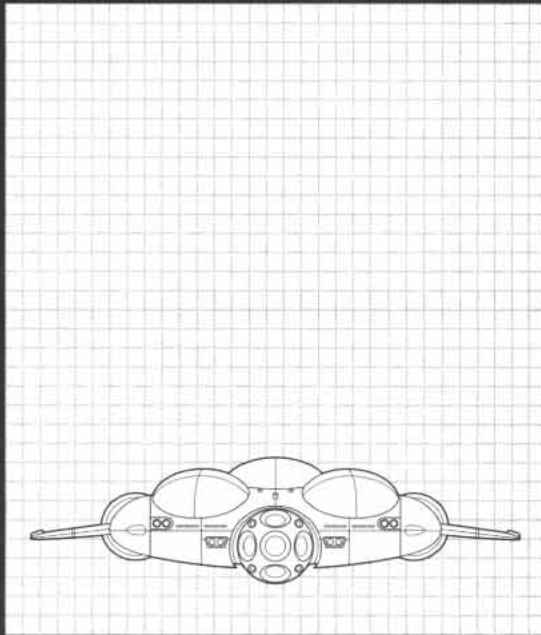
Code Name:	Atlantean Cargo Submarine
Production Code:	various
Production Type:	Mass Production
Cost:	870,948 drachmas
Manufacturer:	various
Use:	deep sea cargo transport
Height:	14 meters
Length:	30 meters
Width:	42 meters
Average Armor Thickness:	820 mm
Armor Material:	reinforced plasteel
Standard Operational Weight:	5000 tons
Primary Movement Mode:	Submarine (37 kph)
Secondary Movement Mode:	Naval (19 kph)
Deployment Range:	3500 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	fuel cell stacks
Output:	50,000 shp

Weapon Payload

Name	Ammunition Payload
none	-



ATLANTEAN CARGO SUBMARINE



ARMOR DAMAGE

0

20

40

60

80

CREW INFORMATION

PILOT NAME: _____

RANK: _____

SQUADRON: _____

AFFILIATION: _____

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

CREW DATA

VEHICLE CREW

CREW:

BONUS ACTIONS:

CREW DAMAGE

VEHICLE CREW

CREW:

BONUS ACTIONS:

SYSTEMS DATA

MOVEMENT

PRIMARY COMBAT SPD:

PRIMARY TOP SPD:

SECONDARY COMBAT SPD:

SECONDARY TOP SPD:

MANEUVER:

DEPLOYMENT RANGE:

ELECTRONICS

SENSORS:

COMMUNICATION:

FIRE CONTROL:

ARMOR

LIGHT DAMAGE:

HEAVY DAMAGE:

OVERKILL:

SYSTEMS DAMAGE

MOVEMENT

COMBAT SPD:

TOP SPD:

COMBAT SPD:

TOP SPD:

MANEUVER:

FUEL SPENT:

ELECTRONICS

SENSORS:

COMM:

FIRE CONTROL:

ARMOR

LIGHT DAMAGE:

HEAVY DAMAGE:

OVERKILL:

GENERAL SPECIFICATIONS

THREAT VALUE: SIZE: COST:

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-
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-	-	-	-	-	-	-	-	-	-	-	-
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-	-	-	-	-	-	-	-	-	-	-	-
-	-	-	-	-	-	-	-	-	-	-	-

AMMO

FULL

LEFT

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Aquatic Sensors	-	Underwater Only	Yes
Automation	4	Acts as 4 additional crew (bonus actions factored into stats)	
Autopilot	-	Acts as level 1 pilot	Yes
Backup Life Support	-	Life Support continues to function even after all AUX destroyed	
4x Cargo Bay	-	1000 m ³ each (12.5 m diameter spheres)	
Crew Accomodations	-	Military, 6 people	
Easy to Modify	-	+2 to repair and modify rolls	
Fuel Efficient	3	Triples Deployment Range at Combat Speed	
High Capacity Computer	-	Crew entertainment	
High Towing Capacity	-	Can tow up to double own weight	
Hostile Environment Protection	-	Extreme Cold, High Pressure (1600 meter crush depth), Underwater	
Life Support	-	Limited	Yes
Sick Bay	2	Infirmiry, 2 beds	
Stealth	2	Adds to Concealment	Yes
Urban Friendly	-	Meets civilian safety regulations	

PERKS

- PERK 01 •
- PERK 02 •
- PERK 03 •
- PERK 04 •
- PERK 05 •
- PERK 06 •
- PERK 07 •
- PERK 08 •
- PERK 09 •
- PERK 10 •
- PERK 11 •
- PERK 12 •
- PERK 13 •
- PERK 14 •
- PERK 15 •

FLAWS

NAME	RATING	GAME EFFECT
Exposed Auxiliary Systems	-	AUX hits are one step worse
Exposed Fire Control	-	Add +1 to Fire Control Damage rolls
Exposed Movement System	-	Movement hits are one step worse
Fragile Chassis	-	Add +1 to Structural Damage rolls
Poor Off-Road Ability	-	Terrain of 2 MP cost or higher increased by 1
Sensor Dependent	-	Must have Sensors to operate



GAMEMASTER RESOURCES



6



6.8.5 - Kekrops-class Attack Submarine

A total surprise to the invading Earth forces, the Kekrops-class submarines in the Atlantean navy stand almost without equal as a bluewater force. Capable of diving to a depth of up to 2000 meters, these silent sharks quietly patrol the vast oceans and are the primary deterrent to Sea Command's ambitions for conquest of the abyssal plains. Powered by a fusion reactor refueled with isotopes extracted from seawater, and equipped with regenerative closed-cycle life support systems more commonly seen on spacecraft, these boats and their crews can keep playing Blind Man's Bluff with an adversary almost indefinitely. The one weak point of the class is their poor maneuverability in the cluttered littoral terrain of the shoals, an area which plays to the strength of the CEF's fleet of SSK-41s.

Part:	Main Hull	Submarine Movement	Weapons:										Unit ID #:	Round Notes:
Threat Value:	2765	Combat/Top: 7/13 (80 kph)	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	58 (5400 tons)	Naval Movement	Torpedo Drones											1:
Crew:	70	Combat/Top: 3/6 (36 kph)												2:
Bonus Actions:	6	Deployment Range: 1500 hours												3:
Piloting:	/	Maneuver: -5 Fire Control: 0												4:
Gunnery:	/	Armor: 80/160/240												5:
Leadership:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: Aquatic Sensors (both): 10 km underwater (AUX), Autopilot (AUX), Backup Life Support, Emergency Medical (one use), HEP: Extreme Cold, HEP: High Pressure (2000m), HEP: Underwater, Life Support: Full (AUX), No Fuel Required: Permanent Power, Rugged Movement Systems, Satellite Uplink (AUX), Stealth: 5 (AUX), 2x Tool Arm (Sensor Periscope): 1, Vehicle Bay: 7, Sensor Dependent											6:
EW:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												7:
Tactics:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												8:
Sensors:	+3 (4 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												9:
Comm:	+1 (40 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:

Part:	Support Module	Mouvement	Weapons:										Unit ID #:	Round Notes:
Threat Value:	2716	Combat/Top: (towed)	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	28 (600 tons)	Reaction Mass:	-	-	-	-	-	-	-	-	-	-	-	1:
Crew:	4	Deployment Range: 1500 hours												2:
Bonus Actions:	2	Maneuver: -5												3:
Piloting:	/	Fire Control: -5												4:
Gunnery:	/	Armor: 80/160/240												5:
Leadership:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: Automation: 4, Backup Life Support, Emergency Medical (one use), HEP: Extreme Cold, HEP: High Pressure (2000m), HEP: Underwater, Laboratory (Cooking): 1, Laboratory (Electronics): 0, Laboratory (Mechanics): 0, Life Support: Full (AUX), Microlab (Theatrics), Stealth: 5 (AUX), External Power (AUX), No Sensors, Sensor Dependent											6:
EW:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												7:
Tactics:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												8:
Sensors:	n/a	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												9:
Comm:	-1 (10 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:

Part:	Crew Compartment (x2)	Mouvement	Weapons:										Unit ID #:	Round Notes:
Threat Value:	2849	Combat/Top: (towed)	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	28 (600 tons)	Reaction Mass:	-	-	-	-	-	-	-	-	-	-	-	1:
Crew:	3	Deployment Range: 1500 hours												2:
Bonus Actions:	1	Maneuver: -5												3:
Piloting:	/	Fire Control: -5												4:
Gunnery:	/	Armor: 80/160/240												5:
Leadership:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: Backup Life Support, Crew Accomodations (Military): 40, Emergency Medical (one use), HEP: Extreme Cold, HEP: High Pressure (2000m), HEP: Underwater, Life Support: Full (AUX), Sick Bay: 4, Stealth: 5 (AUX), External Power (AUX), No Sensors, Sensor Dependent											6:
EW:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												7:
Tactics:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												8:
Sensors:	n/a	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												9:
Comm:	-1 (10 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:

Part:	Torpedo Drone	Submarine Movement	Weapons:										Unit ID #:	Round Notes:
TV:	253 (600/85/74)	Combat/Top: 10/20	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	T. V./Ammo	0:
Size:	2 (300 kg)	Reaction Mass:	Warhead	F	0	0	0	0	-1	x30	0	AE=0, UW: Only	1	1:
Crew:	Drone	Deployment Range: 50 km												2:
Bonus Actions:	0	Maneuver: -1												3:
Piloting:	/	Fire Control: 0												4:
Gunnery:	/	Armor: 4/8/12												5:
Leadership:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Perks & Flaws: Aquatic Sensors: Only (AUX), Automation: 1, Autopilot (AUX), HEP: Extreme Cold, HEP: High Pressure, HEP: Extreme Pressure (2000m), HEP: Underwater, Stealth: 4 (AUX), Brittle Armor, Exposed AUX, Exposed Fire Control, Exposed Movement Systems, Fragile Chassis, Poor Towing, Sensor Dependent											6:
EW:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												7:
Tactics:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												8:
Sensors:	0 (2 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												9:
Comm:	-5 (20 km wire)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>												10:





GAMEMASTER RESOURCES

6



Sisyphus-class ASAT Submarine - 6.8.6

The Sisyphus-class represents a capability the CEF had not even considered possible. Developed in large part because of Atlantean xenophobia, the system was originally intended to be a deterrent against would-be invaders who might try to hold planetary interests hostage from orbit. Unfortunately, the CEF were hardly amateurs, and the Atlantean navy has only been able to deny control of Low Atlantean Orbit (LAO) to the CEF Aerospace Command. With the introduction of Terranovan Gear technology into the Antartis arsenal, the possibility has arisen of using the laser against ground targets before amphibious assaults. Now each boat returning to drydock for maintenance is being refitted with a modified laser steering array in preparation for just such an operational eventuality.

Part:	Main Hull	Submarine Movement	Weapons:										Unit ID #:		Round Notes:
Threat Value:	3251	Combat/Top:	5/10 (60 kph)	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	69 (9000 tons)	Naval Movement		Torpedo Drones											1:
Crew:	99	Combat/Top:	3/6 (36 kph)												2:
Bonus Actions:	7	Deployment Range:	1500 hours												3:
Piloting:	/	Maneuver:	-6	Fire Control:	0										4:
Gunnery:	/	Armor:	80/160/240												5:
Leadership:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Perks & Flaws: Aquatic Sensors (both): 10 km underwater (AUX), Autopilot (AUX), Backup Life Support, Emergency Medical (one use), HEP: Extreme Cold, HEP: High Pressure (2000m), HEP: Underwater, Life Support: Full (AUX), No Fuel Required: Permanent Power, Rugged Movement Systems, Satellite Uplink (AUX), Stealth: 4 (AUX), 2x Tool Arm (Sensor Periscope): 1, Vehicle Bay: 8, Sensor Dependent											6:
EW:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													7:
Tactics:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													8:
Sensors:	+2 (4 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													9:
Comm:	+2 (40 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													10:

Part:	ASAT Laser	Mouvement	Weapons:										Unit ID #:		Round Notes:
Threat Value:	3125*	Combat/Top:	(towed)	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	28 (600 tons)	Reaction Mass:		ASAT Las. Cann.	T	5	10	20	40	+1	x20	0	-3 Dam per RE	-	1:
Crew:	8	Deployment Range:	1500 hours	(special ammo)	-	7	14	28	56	-	[[*]]	-	Boost Rng, *MD	20	2:
Bonus Actions:	3	Maneuver:	-6												3:
Piloting:	/	Fire Control:	0												4:
Gunnery:	/	Armor:	80/160/240												5:
Leadership:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Perks & Flaws: Automation: 8, Backup Life Support, Battle Arm (Laser Periscope): 6, Emergency Medical (one use), HEP: Extreme Cold, HEP: High Pressure (2000m), HEP: Underwater, Laboratory (Navigation: Space): 2, Life Support: Full (AUX), Sniper System: HLC, Stealth: 4 (AUX), External Power (AUX), No Sensors, Sensor Dependent											6:
EW:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													7:
Tactics:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													8:
Sensors:	-2 (2 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													9:
Comm:	-1 (10 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													10:

Part:	Support Module	Mouvement	Weapons:										Unit ID #:		Round Notes:
Threat Value:	2495	Combat/Top:	(towed)	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	Ammo/Left	0:
Size:	28 (600 tons)	Reaction Mass:		-	-	-	-	-	-	-	-	-	-	-	1:
Crew:	4	Deployment Range:	1500 hours												2:
Bonus Actions:	2	Maneuver:	-6												3:
Piloting:	/	Fire Control:	-5												4:
Gunnery:	/	Armor:	80/160/240												5:
Leadership:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Perks & Flaws: Automation: 4, Backup Life Support, Emergency Medical (one use), HEP: Extreme Cold, HEP: High Pressure (2000m), HEP: Underwater, Laboratory (Cooking): 1, Laboratory (Electronics): 0, Laboratory (Mechanics): 0, Life Support: Full (AUX), Microlab (Theatrics), Stealth: 4 (AUX), External Power (AUX), No Sensors, Sensor Dependent											6:
EW:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													7:
Tactics:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													8:
Sensors:	n/a	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													9:
Comm:	-1 (10 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													10:

Part:	Crew Compartment (x3)	Mouvement	Weapons:										Unit ID #:		Round Notes:
Threat Value:	2623	Combat/Top:	(towed)	Name	Fire Arc	S	M	L	EX	Acc.	Dam.	ROF	Special	T. V./Ammo	0:
Size:	28 (600 tons)	Reaction Mass:		-	-	-	-	-	-	-	-	-	-	-	1:
Crew:	3	Deployment Range:	50 km												2:
Bonus Actions:	1	Maneuver:	-5												3:
Piloting:	/	Fire Control:	-5												4:
Gunnery:	/	Armor:	80/160/240												5:
Leadership:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		Perks & Flaws: Backup Life Support, Crew Accomodations (Military): 40, Emergency Medical (one use), HEP: Extreme Cold, HEP: High Pressure (2000m), HEP: Underwater, Life Support: Full (AUX), Sick Bay: 4, Stealth: 4 (AUX), External Power (AUX), No Sensors, Sensor Dependent											6:
EW:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													7:
Tactics:	/	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													8:
Sensors:	n/a	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													9:
Comm:	-1 (10 km)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>													10:



6.8.7 - Scylla Buoy

An elegant solution to a unique problem, the Scylla orbital tracking net provides the Atlantean navy with what amounts to a distributed system of telescopes focused on Low Atlantean Orbit (LAO) able to passively track orbiting spacecraft and plot their trajectories. The system is accurate enough to determine a complete orbital plot for an object after only a handful of sightings. Because the Scylla rely on passive detection methods, in this case observing spacecraft illuminated by Eos moving across the starry background of the night sky, they are not able to provide the sort of real-time tracking data needed to engage spacecraft accelerating under their own power. But once a spacecraft or satellite "parks" in orbit it can be tracked and attacked, although the entire process may take several hours. The weakness of the system is that individual buoys can only make observations for a few hours after dusk or before dawn.

Scylla buoys tend to be deployed in clusters, which in reality is something of a misnomer since this amounts to only a couple Scylla per hundred square kilometers of ocean, mainly for purposes of redundancy. The buoys themselves will submerge to a depth of only a few meters and be swept along in the tides and currents of the sea. Only during the appropriate local observing hours will a buoy extend its sensor periscope above the waves to silently watch the heavens.

◆ Service Record

While often unable to provide positive identification of orbiting satellites, Scylla are able to determine altitude, velocity, trajectory and other critical predictive data. This information will be crude at best with only a single observation, but as more Scylla observe an object over time the orbital plot can be refined sufficiently to provide a firing solution for a shootdown. Fortunately most artillery platforms are relatively large while Hermes-72 satellites are comparatively smaller, reducing the guesswork of identification based on the different brightness levels of tracked objects. To date, hundreds of thousands of Scylla have been deployed worldwide.

Game Statistics

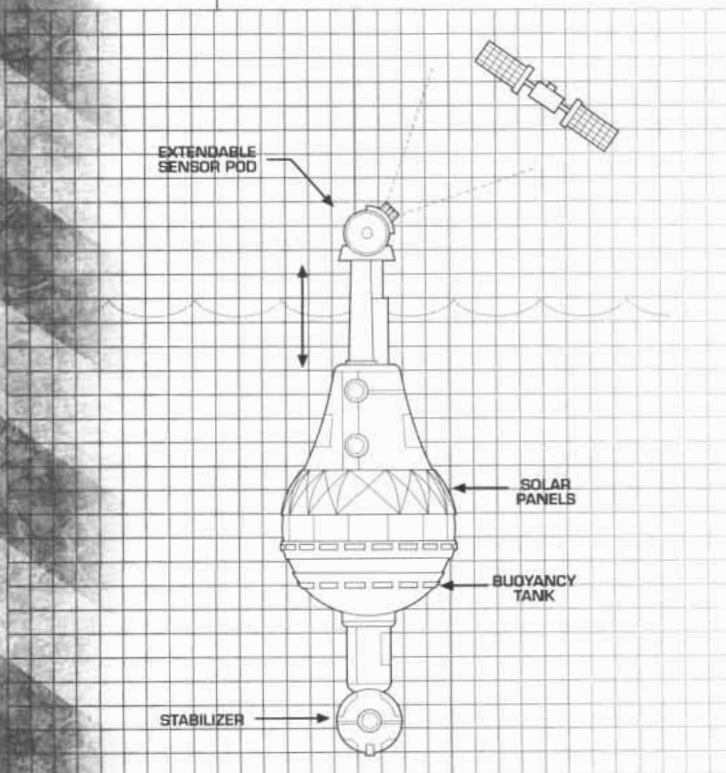
Threat Value:	42	Offensive:	0	Defensive:	1	Miscellaneous:	124	Lemon Dice:	3
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Vehicle Specifications

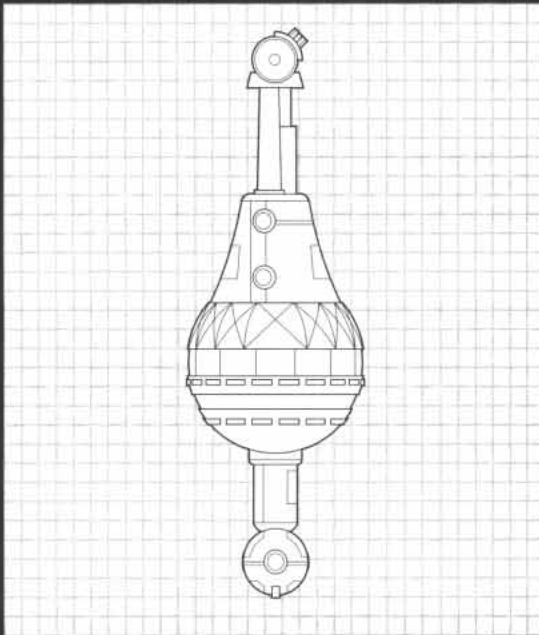
Code Name:	Scylla
Production Code:	STB-1
Production Type:	Mass Production
Cost:	63,000 drachmas
Manufacturer:	Hektor Dynamics Inc.
Use:	orbital tracking buoy
Height:	0.7 meters
Width:	0.7 meters
Average Armor Thickness:	2 mm
Armor Material:	plastics
Standard Operational Weight:	40 kg
Primary Movement Mode:	Submarine (0 kph)
Secondary Movement Mode:	n/a
Deployment Range:	400 hours
Sensor Range:	200 hexes/10 km
Communication Range:	400 hexes/20 km
Powerplant:	solar cells w/ batteries
Output:	1 hp

Weapon Payload

Name	Ammunition Payload
none	-



SCYLLA



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

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

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

CREW DATA

VEHICLE CREW

- CREW: Drone
- BONUS ACTIONS: 0

CREW DAMAGE

VEHICLE CREW

- CREW:
- BONUS ACTIONS:

SYSTEMS DATA

MOVEMENT

- PRIMARY COMBAT SPD: S 0
- PRIMARY TOP SPD: S 0
- SECONDARY COMBAT SPD: - -
- SECONDARY TOP SPD: - -
- MANEUVER: -10
- DEPLOYMENT RANGE: 400 hrs

ELECTRONICS

- SENSORS: +1 10
- COMMUNICATION: -1 20
- FIRE CONTROL: -5

ARMOR

- LIGHT DAMAGE: 2
- HEAVY DAMAGE: 4
- OVERKILL: 8

SYSTEMS DAMAGE

MOVEMENT

- COMBAT SPD:
- TOP SPD:
- COMBAT SPD:
- TOP SPD:
- MANEUVER:
- FUEL SPENT:

ELECTRONICS

- SENSORS:
- COMM:
- FIRE CONTROL:

ARMOR

- LIGHT DAMAGE:
- HEAVY DAMAGE:
- OVERKILL:

GENERAL SPECIFICATIONS

• THREAT VALUE: 42 • SIZE: 1 • COST: 63,000 drachmas

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
-	-	-	-	-	-	-	-	-	-	-	-

AMMO

FULL LEFT

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Hostile Environment Protection	-	Underwater (10 meter crush depth)	
Microlab	-	Navigation: Space	
No Fuel Required	-	Power can be cut off (solar)	
Stealth	7	Add to Concealment	Yes
Tool Arm	1	Sensor periscope	
Urban Friendly	-	Solar cells, superconductor batteries, recyclable materials	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Annoyance	-	Can only detect spacecraft in orbit illuminated by Eos or reentering the atmosphere
Annoyance	-	Sensors can only detect spacecraft in orbit during surface nighttime conditions (use space detection ranges)
Exposed Auxiliary Systems	-	Auxiliary damage is one step worse
Exposed Fire Control	-	Add +1 to Fire Control Damage rolls
Fragile Chassis	-	Add +1 to Structural Damage rolls
Hazardous Ammo/Fuel Storage	-	Ammo/Fuel Hit results add +2
Highly Flammable	-	Double Intensity of Incendiary attacks
No Engine	-	No propulsion system
Sensor Dependent	-	Must have sensors to operate
Vulnerable to Haywire	-	Haywire attacks get 3 damage rolls





6.8.8 - ANG-01X Sea Serpent

Owing to how impractical it is to deliver a Gear Regiment (or few) to Atlantis, either from the logistical standpoint of running the CEF blockade or from a domestic planetary political perspective, the next best alternative is to build Gears on Atlantis itself. The most obvious choice for this sort of technology transfer is the southern Water Viper Silent Running, although some adaptation of the Gear to the local manufacturing base will be necessary. The Sea Serpent is an attempt to bridge the gap in Atlantean technology, expertise and experience that will allow the Antartis to challenge the CEF and possibly dislodge their foothold on planet.

Several major changes are being made to the baseline Water Viper SR is a complete overhaul of the watersealing system to meet Atlantean standards and enable deeper diving, although unfortunately this modification necessitated reducing the cockpit protection for overall weight and balance reasons. The torpedo launchers have been upgraded and will be the principal weapon for engaging hover tanks skimming over the waves. For amphibious and land attack operations the torpedoes can be replaced with standard surface-to-surface rockets. The ECM pod has been removed in a concession to the CEF's superior EW capabilities while the gas turbine engine has been replaced with a fuel cell stack due to the increased need for air independent propulsion.

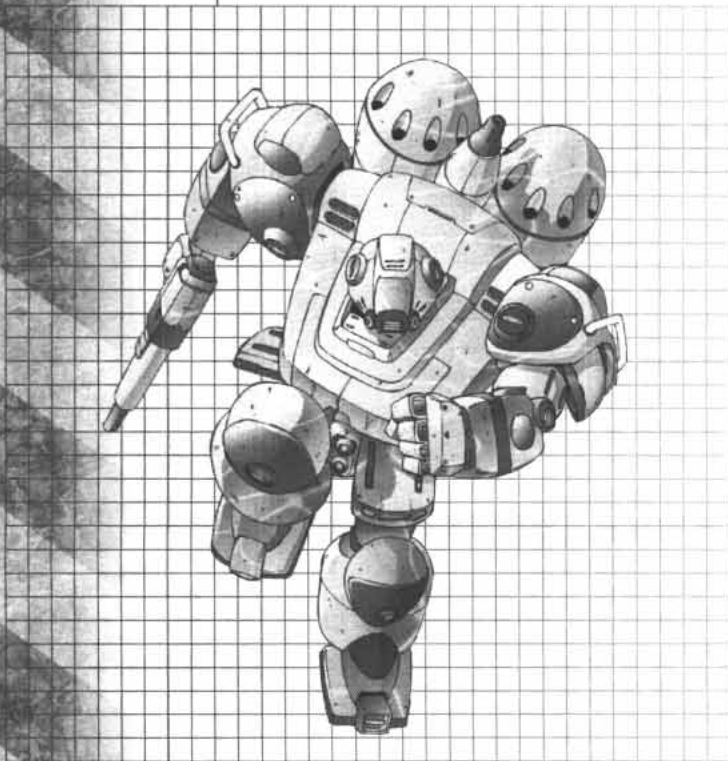
◆ Service Record

Although not without teething troubles, as is only to be expected in this sort of technology transplant, the Sea Serpent project is actually progressing somewhat on schedule. Further research and development is needed to eliminate the outstanding defects in the design, but those problems are relatively straightforward and they should be resolved during the engineering and manufacturing design phase since they're mostly a matter of tweaking details before going to mass production. Current projections put the production lines at reaching full capacity sometime within the next year or so and the first trained regiment entering service in the Shoals a few seasons afterwards.

Game Statistics

Threat Value:	899	Offensive:	1596	Defensive:	310	Miscellaneous:	789	Lemon Dice:	2
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Vehicle Specifications



Code Name:	Sea Serpent
Production Code:	ANG-01X
Production Type:	Testbed Prototype
Cost:	149,833,334 drachmas
Manufacturer:	Adriatic Industrial Partners Ltd.
Use:	Amphibious Assault Gear
Height:	4.7 meters
Width:	3.4 meters
Average Armor Thickness:	85 mm
Armor Material:	anechoic plasteel composite
Standard Operational Weight:	7320 kg
Primary Movement Mode:	Walk (42 kph)
Secondary Movement Mode:	Submarine (42 kph)
Deployment Range:	350 km
Sensor Range:	60 hexes/3 km
Communication Range:	200 hexes/10 km
Powerplant:	fuel cell stacks w/ batteries
Output:	570 hp

Weapon Payload

Garan M2Ua Cannon	20 amphibious shells
Requin-36a Torpedo Launcher	36 torpedoes
HLB-16Ua AP Launcher	6 amphibious grenades
Spike Gun	5 amphibious charges
VU-12a Vibromachete	-





3.8.9 - CEF Type V Gunboat

Built and deployed under the auspices of the ACH before the CEF's arrival, all of these vessels have long since been confiscated and refitted with standard Earth ordnance. Today these converted gunboats patrol the waters around CEF controlled areas and are used to enforce customs regulations and impound contraband on route to the islands.

During the early phases of the invasion, the CEF managed to round up nearly all of the surface ships (and their crews) working in and around the islands. Although not exactly what the CEF wanted to use, some of these confiscated ships were drydocked and converted into the form seen here. Armed with a gatling laser cannon at the prow and side-mounted torpedo launchers, these small ships are quite capable of inflicting serious damage on pirates and recalcitrant merchantmen alike. A small platoon of marines is also carried aboard for carrying out boarding actions and to provide security during search and seizure operations. A pair of pintle mounted machineguns can be mounted on the aft deck to provide light anti-personnel suppression fire should the need arise. In the event of an intelligence breakthrough, the assigned marine complement can be a patrol of Morgana-class GRELS, their disconcerting manner and ruthless efficiency being more than enough in most cases to force rebellious captains to capitulate.

◆ Service Record

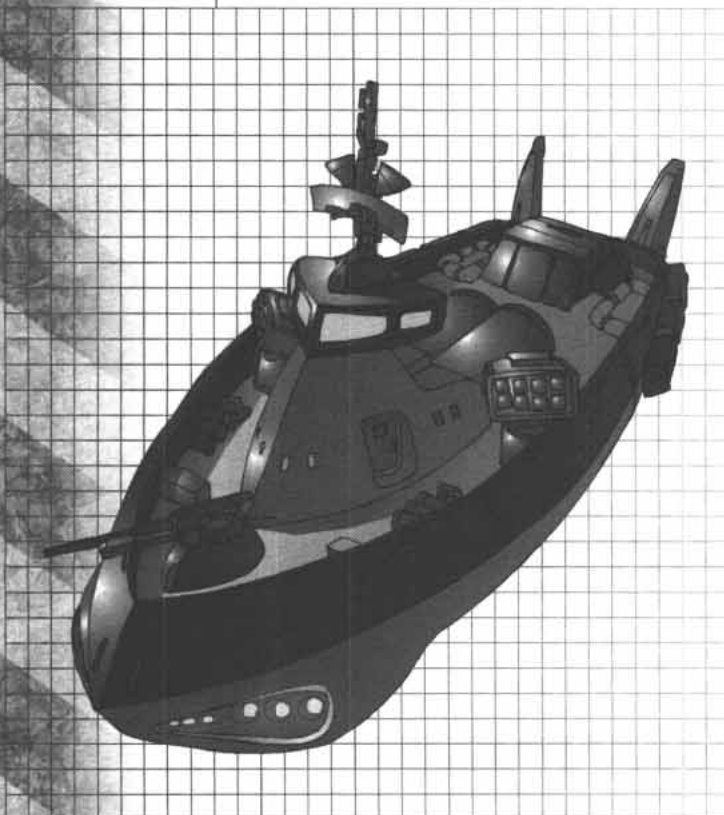
Maintenance records for the Type V have been abysmal, and crews often complain about the shoddy work going into the manufacture of replacement parts. While in some respects this may be a legitimate complaint, the marriage of Atlantean and Earth technologies in these vessels has never been a happy one, and the Type V has other problems. The original hulls that were confiscated have now been in use far longer than their intended service life, and age is catching up with them. Additionally, many of the original Atlantean crews inflicted subtle and deliberate acts of hidden sabotage which would take years to become apparent, further compromising these vessels as time goes on.

Game Statistics

Threat Value:	1095	Offensive:	515	Defensive:	446	Miscellaneous:	2322	Lemon Dice:	4
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Vehicle Specifications

Code Name:	Type V Gunboat
Production Code:	Type V
Production Type:	Limited Production
Cost:	99,545,455 CEE
Manufacturer:	CID subsidiaries
Use:	Fast Attack Patrol
Height:	7 meters
Length:	22 meters
Width:	6 meters
Average Armor Thickness:	218 mm
Armor Material:	plasteel
Standard Operational Weight:	300 tons
Primary Movement Mode:	Naval (74 kph)
Secondary Movement Mode:	n/a
Deployment Range:	750 km
Sensor Range:	80 hexes/4 km
Communication Range:	400 hexes/20 km
Powerplant:	Fuel cell stacks w/ superconductors
Output:	1500 hp



Weapon Payload

Name	Ammunition Payload
Gatling Laser Cannon	150 shots
2x 10mm DS Caseless Machinegun	1,000 rounds/box
CEF Torpedo Drones	up to 16*
*(not included in TV)	





3.8.10 - D-Fin Submarine

Although built along lines strongly resembling a xeno-dolphin, the D-Fin is unable to match the speed and prowess of its inspirational forbear. In contrast, however, the D-Fin is capable of diving deep enough to reach anywhere in the Shoals regions and can remain submerged far longer than its mammalian cousin. Although the basic design has not seen a major overhaul/upgrade in the past forty years, and has been in service (in one form or another) since the establishment of the major pelagic settlements, demand for these machines has remained fairly steady over time.

One of the few “flaws” of the machine is the lack of an airlock. This has caused the CEF some consternation in that, were it not for this factor, the D-Fin would be an ideal means of inserting infantry forces into contested pelagic areas. As designed, however, the D-Fin must either dock with a positive pressure seal or enter a large enough airlock for the pilot to achieve egress, neither of which can be controlled by the vehicle. CID, on the other hand, has been acquiring D-Fins through front companies as means of inserting agents into pelagic settlements with an eye towards intelligence gathering.

● Service Record

D-Fins are relatively numerous in and around pelagic settlements nearer the islands, and less so further out to sea. These vessels are primarily sold as personal pleasure craft and are often used as a means of making short range journeys around in the Shoals. They can also be found in many aquaculture farms performing routine underwater patrol and visual inspection tasks or operating as part of a fishing fleet. Sturdy and reliable, these mini-sub's are relatively forgiving of pilot errors and inexperience, and it is not uncommon for pelagic children to “solo” for the first time in a D-Fin.

Game Statistics

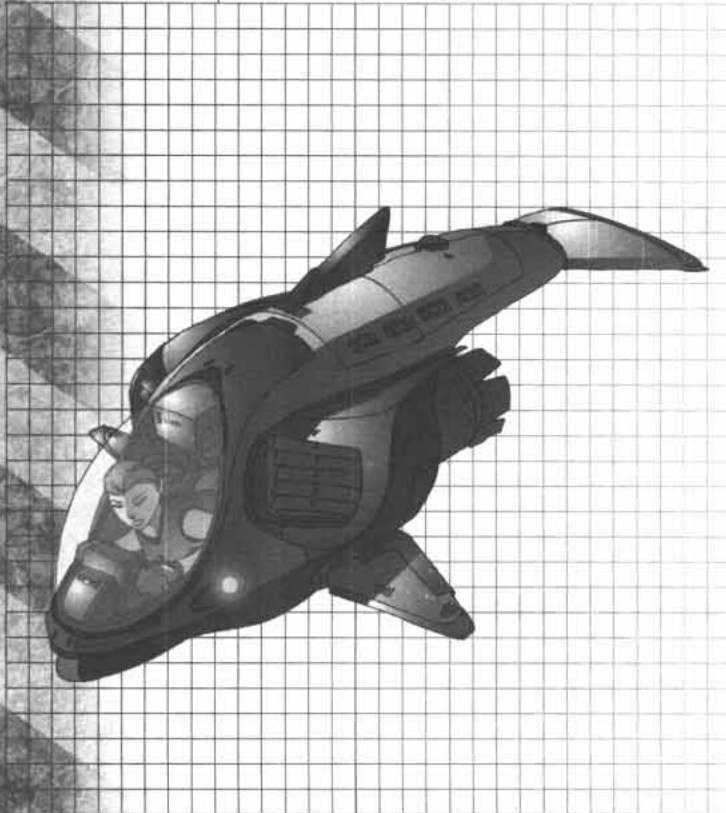
Threat Value:	32	Offensive:	0	Defensive:	28	Miscellaneous:	68	Lemon Dice:	3
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Vehicle Specifications

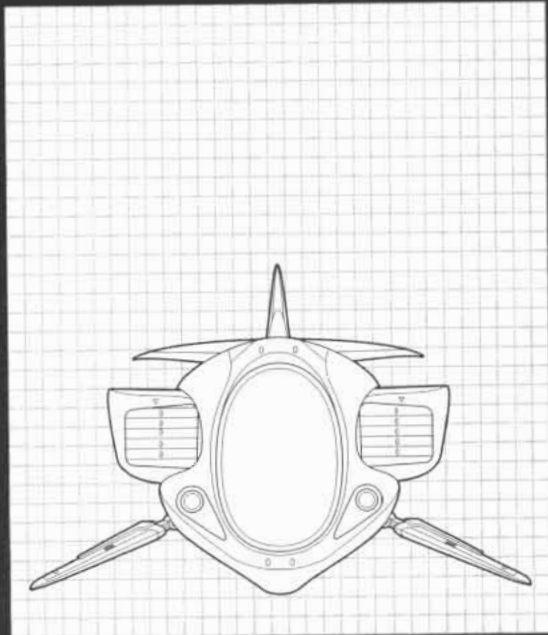
Code Name:	D-Fin Submarine
Production Code:	various
Production Type:	Mass Production
Cost:	16,000 drachmas
Manufacturer:	various
Use:	personal submarine
Height:	1.6 meters
Length:	3.5 meters
Width:	1.9 meters
Average Armor Thickness:	8 mm
Armor Material:	plasteel
Standard Operational Weight:	900 kg submerged
Primary Movement Mode:	Submarine (43 kph)
Secondary Movement Mode:	Naval (23 kph)
Deployment Range:	200 km
Sensor Range:	40 hexes/2 km
Communication Range:	200 hexes/10 km
Powerplant:	Hydroturbine w/ fuel cells
Output:	60 hp

Weapon Payload

Name	Ammunition Payload
none	-



ONE-MAN SUB



ARMOR DAMAGE

0

10

20

30

40

CREW INFORMATION

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

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

CREW DATA

VEHICLE CREW

- CREW: 1
- BONUS ACTIONS: 0

CREW DAMAGE

VEHICLE CREW

- CREW:
- BONUS ACTIONS:

SYSTEMS DATA

MOVEMENT

- PRIMARY COMBAT SPD: S 4
- PRIMARY TOP SPD: S 7
- SECONDARY COMBAT SPD: N 2
- SECONDARY TOP SPD: N 4
- MANEUVER: -2
- DEPLOYMENT RANGE: 200km

ELECTRONICS

- SENSORS: -1 2
- COMMUNICATION: -2 10
- FIRE CONTROL: -5

ARMOR

- LIGHT DAMAGE: 6
- HEAVY DAMAGE: 12
- OVERKILL: 18

SYSTEMS DAMAGE

MOVEMENT

- COMBAT SPD:
- TOP SPD:
- COMBAT SPD:
- TOP SPD:
- MANEUVER:
- FUEL SPENT:

ELECTRONICS

- SENSORS:
- COMM:
- FIRE CONTROL:

ARMOR

- LIGHT DAMAGE:
- HEAVY DAMAGE:
- OVERKILL:

GENERAL SPECIFICATIONS

- THREAT VALUE: 32
- SIZE: 3
- COST: 16,000 drachmas

WEAPONS

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	ROF	Special
-	-	-	-	-	-	-	-	-	-	-	-

AMMO

FULL LEFT

WEAPONS

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

PERKS

NAME	RATING	GAME EFFECT	AUX
Aquatic Sensors	-	Underwater only	Yes
Audio System	-	Entertainment	Yes
Hostile Environment Protection	-	Extreme Pressure (600m crush depth), Underwater	
Life Support	-	Limited	Yes
Low Profile	-	+1 Concealment while in cover (Obscurement 2 or more)	
Searchlight	-	Fixed Forward, 50 meters	Yes
Stealth	3	Add to Concealment	Yes
Urban Friendly	-	Hydrogen-oxygen fuel cells	

PERKS

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

FLAWS

NAME	RATING	GAME EFFECT
Exposed Auxiliary Systems	-	AUX hits are one step worse
Exposed Fire Control	-	Add +1 to Fire Control Damage rolls
Exposed Movement System	-	Movement hits are one step worse
Fragile Chassis	-	Add +1 to Structural Damage rolls
Defects: Annoyance	-	High decibel output from Audio System negates Stealth

NOTES



INDEX

A



92nd Infantry Battlegroup 39
 ACH5, 18, 25-26, 41, 48
A
 Adams Shoal 40
 Age 67
 Agora, The Tel Gebir 53
 Antartis Stratiotis 88
 Antartis Units 34
 Antartis 6, 30, 75
 Anti-Satellite Weaponry 74
 Arbor Labs, the 49
 Arts41, 71
 Atlan Corporate Hegemony see ACH
 Atlantea 44
 Attributes 86
 Aurora 13
 Automation 73
B
 Basic Geography 6
 Benthic Pilot 87
 Benthic Plains, the 53
 Benthics 23
 Black Rain, the 50
 Black Talons, the 21, 38, 77
 Bluewater Incident 20
 Butterfly, Sea 92
C
 Campaigning 77
 Cantor's Atoll 49
 Cargo Submarine 100
 CEF 5, 12-13, 19-21, 24, 41, 69, 75
 Character, Designing an Atlantean 86
 Charybdis Motors Ltd. 44
 Church of Athena Hellas 50
 Climate 10
 Clothing 69
 Coldharbor 46
 Colonial Expeditionary Forces see CEF
 Combat, Underwater 82
 Communications 69
 Computers 73
 Convergence Zones 82
 Corporates 23
 Cove, the 50
 Critters, Atlantean 90
 Crush Depth 80
 Currency 66
D
 Deeps, the 53
 Della, Valentin 29
 Depth Levels 80
 D-Fin Sub 108
 Diving Gear 75
 Drachma 66
 Dragon Murders, the 17
 Drinks 70
E
 Earth Corporations 38
 Education 67
 Energy 72
 Entertainment 71
 Eos System 6, 10, 12
 Equipment 84
 Euryphaessa 12
F
 Fadlan, Factor Christoffer 39
 Family 63
 Feldman, Admiral Isoroku Jay 31
 Food 70
 Fort Piedmont 37
G
 Gaia 6, 13
 Gaianism 28, 64
 Gear, Heavy 38, 106
 Geology 8
 Gervaise's Warren 56
 Gill Mask 84
 Guild War, the 54
 Gyre 9
H
 Heimey 47
 Hellenic 66
 Hellsquid 93
 Honor 65
 Hook Eel 92
 Hyperion 13
I
 Isla Frankos Archipelago, the 43
 Islands, the 42
 Jellyfish 93
J
 Jerusalemite Catholicism, Reformed 38
 Justice 64
K
 Kanelli, Commissioner Ava 31
H
 Kavouri 96
 Kekrops-class Attack Submarine 102
 Kenichi, Vice Admiral Isoroku Jay 25
 Kincaid Aquapharm 5-6, 12, 15-19, 48
 Kincaid, Delores 15

L
 Language 66
 Lenasholme 45
 Lifeforms 10
 Lifestyle 66
 Loess, General Brent 39
 Lukas 57
M
 Maman Di Angelo 29
 Map, World 11
 Masant, Chairman Beatrice 39
 Materials 73
 Medicine 17, 70
 Metagon 17, 70
 Mountains, Atlantean 38
 Movement, Underwater 80
 NEC Colonial Board 24
N
 Nomads 58
O
 Oceanography 9
 Offworlder 23
 Ouranos 12, 16
 Outsiders, the 38
P
 Papa Malone's 54
 PCOM 72-73, 84
 Pelagic Ditis (Diver) 87
 Pelagic Duels 71
 Pelagics 23
 Peoples of Atlantis 23
 Philipov, Consul Korg 25
 Port Atlantea 38, 68
 Port Svalbard 40
 Power Supplies 72
 Prejudice 63
 Pressure 7-8, 80
R
 Ranks (Antartis) 33
 Ravenshead, Archevêque Leister 39
 Religion 28, 39, 64
 Residence 68
 Resistance, the 5, 30
 Rhea 13
 Rites 68
 Rock Forests, the 37
 Ruins of Heirakleon, the 52
 Rules, Underwater 80
S
 Saboteur, CEF 89
 Safety Officer 89
 Sargasso, the 51
 Scylla Buoy 14, 21, 104
 Scylla Tide 9
 Sea Serpent 38, 106
 Selene 6, 13
 Sensors, Underwater 81
 Shoals, the 48
 Sigurd 41
 Sisyphus-class ASAT Submarine 103
 Skills 86
 SLEDGE 4
 Society 63
 Sports 71
 Structures 73
 Sunfish 91
T
 Technology 72
 Tel Atlan 60
 Tel Esan 61
 Tel Gebir 59
 Terrestrials 23
 Theia 6, 13
 Thera 54
 Theran Protocols, the 19, 26
 Thermocline 9
 Time Keeping 6
 Titan Asteroids, the 13
 Travel 69
 Type V Gunboat 110
 Vampyrotheuthis 93
V
 Vehicles 94
 Volcanoes 8
W
 War 75
 Warrens, the 55
 Water Dragon 91
 Wavepiercer 44, 98
 Waverider Merchant 88
 Waveriders, the 23, 28, 78
 Weapons 83
 Weather 10
 Worksuit, Deep Sea 94
X
 Xeno-dolphin 45, 90
 Xeno-Thon 90
 Xephos 55