

# MUTANT

## CHRONICLES

### V



**MODIPHIUS**<sup>TM</sup>  
ENTERTAINMENT

3<sup>RD</sup> EDITION  
**CAPITOL**  
SOURCE BOOK

**FFFA**<sup>TM</sup>





PHOBOS



# MARS





DEIMOS

OM LANDS



- |                        |                               |
|------------------------|-------------------------------|
| 1. SAN DORADO          | 12. STRATHGORDON              |
| 2. CITADEL OF SALADIN  | 13. VEGA                      |
| 3. BURROUGHS           | 14. MOUNT EREBUS              |
| 4. THE KIRKWOOD BUNKER | 15. VALLEY OF THOUSAND STONES |
| 5. CYBEROPOLIS         | 16. EDISON                    |
| 6. ENDLESS CAVERNS     | 17. SHIELDSPAR                |
| 7. LAWRENCE            | 18. OVERTON                   |
| 8. HOPE                | 19. THE MCCRAIG LINE          |
| 9. MUNDBURG            | 20. THE KARKOV RETREAT        |
| 10. VALLEY FORGE       | 21. CITADEL OF ABSALOM        |
| 11. HOSOKAWA           |                               |





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# INTRODUCTION



## FREEDOM AT ALL COSTS PAY THE PRICE THE PRICE OF FREEDOM

*“Are your dreams big enough to span the solar system?  
Do you revel in the promise of glory and honour?  
Do you want everyone to know your face, to whisper  
or cheer your name, or march behind you into the fray?”*

*When you are part of Capitol,  
you can have all that and more.*

*But here is the catch: there is always a price. Nothing comes  
free, not even freedom itself. Everything is bought and paid  
for in blood, sweat, and tears. Capitol descends from the  
earliest Pioneers, who planted the proud flag on Luna and  
survived through everything that has come since, from the  
first Dark Legion invasion to the current bloodshed at their  
hands. And it shall continue to prevail!*

*In Capitol, you can do whatever you want,  
be whoever you want, and, yes, kill whoever you want  
— and then hopefully have enough guts and grit to accept  
the consequences, whatever they may be.*

*“Are you up for the challenge?  
Because no one else is going to meet it for you.”*

*Living the Capitolian Dream  
(Capitol Entertainment Network Exclusive)*

## THE ESSENCE OF FREEDOM

There are those who believe freedom is an inherent right of all people, no matter their race, creed, or corporation. This is an unwavering truth. So why do people of other corporations allow themselves to be draped in social and economic chains? Because they have proven unwilling to fight for their rights. They have let themselves become weak and accepted the rule of bullies and thieves. Not Capitol, though. Capitol is embodied by the eternal war for freedom, which began when the Pioneers first loosed their rockets and soared up from the dying earth. Capitol recognizes that any doubt or hesitation will result in nothing less than domination — if not annihilation.

The only annihilation Capitol will ever accept is when the last of its citizens perishes on the battlefield, guns and blades clutched in frozen hands and faces locked in rictus grins of defiance. While Capitolians enjoy unparalleled luxury, none pretend the grave does not await them, and the most honourable way to end any life is in a blaze of fiery glory, with the forces of darkness trampled underfoot.

Capitol was born in war. It has been forged through war, and it will endure through all those that may come. At its heart, Capitol is conviction. Capital is commerce. Capital is unconquerable.

## CAPITOL'S HEROIC LEGACY

Capitol's history is a grand tale of heroes rising above the mud of the masses to forge a bright path through the darkness that threatens humanity. Anyone who chooses to ignore the battle Capitol has been embroiled in is either a fool or a Heretic. The fact is that throughout the centuries, Capitol has always been first and foremost when it comes to guiding humanity into greatness.

First to Luna and to Mars, Capitol was first to give humanity its foothold among the stars, rather than squabble back on Earth. It was first to transform a world and mine the vastness of space itself. Not only that, but when treachery reared its hideous head and unleashed evil upon the worlds, Capitol was the first to ally itself with the Brotherhood and lead the march against the Dark Symmetry, in all its forms.

Now Capitol holds firm in the face of even the worst terrors. With the Light to guide the people, no enemy will remain forever. With heroes of freedom leading the march, none can stand in Capitol's way.



What sets Capitol apart from the other corporations? Foremost, Capitol does not believe that riches and rewards are just handed down from generation to generation, like worn-out clothes that are fortunate enough to fit. No, every generation, every incarnation of Capitolian spirit, must forge its own mark on history. Capitol ensures that all the tools and weapons are available in equal measure to every citizen, but it is up to the citizens themselves to decide how, when, and where those resources are wielded or invested.

## LEAVING BLOODY FOOTPRINTS

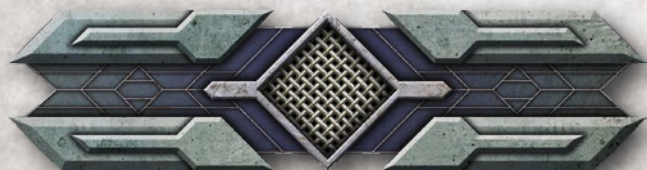
While to a degree Capitol marks its accomplishments according to the monuments it builds, the heroes it raises, and the commerce it plies, all these things are only made possible by the trampling of countless corpses beneath the boots of Capitol's tireless brigades. Every step of the way, from Earth's forgotten, barren surface to the heights Capitol now towers at, has left crimson footprints in its wake.

## LATE 21ST CENTURY

Capitol clambered over the other corporations in the race to the moon, establishing Luna as the first base there in order to support human expansion. During this period, Capitol remained active on Earth, helping to suppress food riots and other commoner uprisings. Capitol did not pause in plundering the remaining caches of resources in order to achieve its goal of establishing the first off-world colony, and so doomed all those unlucky enough to not make it onto colony ships. This, however, has been reworked by most Capitolian historians into a necessary sacrifice that ended up saving the human race – and blame is also placed on the other corporations who hoarded valuable stores or did not work with Capitol during that time period in order to save as many people as possible.

## ESCAPING THE GROWING MADNESS

During the exodus from Earth Capitol's top executives (along with other corporation leaders) received a confidential report detailing the rise of violent insanity and subsequent acts of terror in the general population. Capitol projected that this unexplained madness would devastate the world, and this spurred their efforts to leave the homeworld behind as quickly as possible. However, Capitol is unaware that the dark source of horror is not limited to Earth alone.



## 22ND CENTURY

Under Capitol's guidance, Luna became a manufacturing hub where gigantic superconducting gravity regulators and atmospheric processors were built and then sent to Mars, Mercury, and Venus, allowing these planets to become further footholds of humanity. During the centuries of terraforming, Capitol fought to keep its majority on Luna despite the other corporations attempting to stake their own claims. With Earth's atmosphere having destabilised beyond any ability to support life – so it is believed – Capitol turned its eyes on Mars. Once there, they made a startling discovery: the remains of an ancient civilization.

Having taken Mars as its new homestead, Capitol continued its rapid expansion, turning the barren planet into vast fertile fields which they then used to provide food and water for the majority of the other colonies and corporations. San Dorado was established in the early 22nd Century and rose as the corporation's capital and largest city on Mars – and the second-largest in the whole solar system. To further its terraforming effort, Capitol captured an asteroid, Eos, and brought it into orbit around Mars, stabilising the environment. Eos also became the base of operations for Capitol's growing space armada.

## RUINS OF MARS

With the discovery of what appear to be ancient and possibly alien ruins on Mars, a secret cabal of those skilled in the Art took special interest in Capitol's efforts and infiltrated many of its highest ranks. It was this revelation that set the stage for the later founding of the Brotherhood and could explain why Capitol was so pre-disposed to allying itself with the faith. These ruins are later called the Valley of a Thousand Stones.

## 23RD CENTURY

A golden age was born out of Capitol's leadership, with the development of artificial intelligence and more advanced technologies. With Earth a fading memory, the corporations forged new bonds of commerce; sharing (and stealing) discoveries as they tamed the outer reaches of the system. It seemed humanity was bound only by its own imagination and initiative.

## 24TH & 25TH CENTURY – THE FALL

According to Capitol's foremost historians, the details of this period are increasingly vague. What is known is that Capitol forged onward, being instrumental in humanity's survival despite a shocking and severe collapse of numerous colonies, and the devolution of the corporations into century-long wars.



Though the details of this dark era are lost to most and the true enemy remains debated by many, it is known that this era heralded the emergence of White Star and the First Corporate War. Many technologies have been lost since then, but more advances and discoveries took their place. Artificial intelligence (aka the Thinking Machines) became increasingly unstable and responsible for horrific losses of life until they were abandoned and future development of them forbidden. Entire colonies seemed to go insane overnight, whole economies went bankrupt, and data caches were wiped. This time is known as the Fall and few, if any, know the Dark Legion and its Dark Symmetry was at the root of the chaos and destruction.

### 0 YC

After decades of war and strife, the corporations were confronted by a powerful wielder of the Art known as Nathaniel Durand, who preached against the Dark Symmetry. Through a combination of raw force and charisma, Durand drew billions to his cause and convinced the corporations to sign the Treaty of Heimburg, ending the First Corporate War. He then established a new faith in the Light, naming it the Brotherhood, with himself as the first Cardinal. In hopes of giving humanity a fresh start, a new calendar was instated marking Durand's inauguration as the Year of the Cardinal (YC). The Cartel was founded as a neutral entity acting against the Dark Symmetry on behalf of all the corporations, and humanity began its long, slow climb up out of ruin and despair.

### 91 YC

For almost a century, humanity went on the offensive against the Dark Symmetry, marking the time of the first Dark Legion War. All the major planets and settlements came under attack by the Dark Legion, with humanity championed by Cardinal Durand, the Brotherhood, and the Cartel. Finally, in 91 YC, the last Dark Legion Citadel fell, and the war was thought to be over. Yet the corporations continued to have their internal battles, heretics lurked in the shadows, and humanity faced constant setbacks and sabotage in its attempts to flourish throughout the solar system.

### 1262 YC

After more than a millennia, much of the truth of the first Dark Legion War was lost to myth and legend, preserved only in the Brotherhood's annals and teachings. However, troublesome stirrings suggested humanity's ancient enemy may once more be emerging from the shadows. The most ominous of these was the discovery of a new Dark Citadel on Mars by Capitolian forces. However, after several forays into the seemingly empty and inert Citadel, Capitol ignored the significance of this discovery as no immediate threat appeared.



## IMPERIAL BETRAYAL

In 1262 YC, Capitol decided to try and eliminate the Dark Citadel through a series of air strikes. Shockingly, Imperial forces shot down the Capitolian fliers and stymied the assault. Unknown to either side was the fact that this was engineered by heretical cult influences within Imperial; specifically in the subverted Clan Kingsfield. This betrayal rankles Capitolians to this day and explains much of their simmering animosity towards Imperial.

## CURRENT STATE OF AFFAIRS

No war is forever. No peace is permanent. Only one thing is for certain: Capitol will do all it can to survive. The Second Corporate War has begun, with old feuds giving rise to bloody battles on numerous fronts, and long-held ties of diplomacy and trust being severed. Even as the corporations continued to trade currency, tech, and goods, lives are now being added to the cost. All of this has destabilised the solar system just in time for an even more horrific development – the return of the Dark Legion.

In 1291 YC, the Dark Citadel on Mars – along with other Citadels across the solar system – began disgorging seemingly endless troops of monstrous being: twisted spawn that threaten to undo all that Capitol has fought for over the years. Heretics are now springing up from within the midst of commoners and leaders alike, whispering lies and false promises of power for those Capitolians who would betray their innermost ideals. Colonies are plagued both from within and without by beasts beyond nightmares, and a pernicious malaise has begun to infect even the most lively and entrepreneurial Capitolians.

Capitol has begun to suffer yet again, bleeding out the lives and souls of its people as it takes wounds from all sides. Its people are in dismay, struggling to hold on to the lavishness to which they have become accustomed. In response to the encroaching darkness, Capitol attempts to burn all the brighter, shout its message of freedom all the louder, and fight all the harder to survive. But even the wealthiest corporation has finite resources and bodies to throw at the enemy, and if this war goes on too long the price might be too high to bear.

Yet the smallest hopes remain that Capitol might prove the victor; for if this corporation falls, the rest of humanity shall topple into the abyss with it.



# CAPITOL CHARACTERS

Capitolian characters can be created using the variant rules in this chapter rather than those in the core book. Many of the differences are essentially superficial – providing details more appropriate to a Capitolian character – but this section also provides numerous alternative options specific to Capitolian characters, including new education options, new careers, and new event tables.

The process of creating a Capitolian character is essentially the same as creating any character, and follows the same Lifepath Decisions as described in the *Mutant Chronicles* core book. This chapter will provide additional options for many of the decision points. Obviously, these options are only available to characters who come from the Capitol corporation.

## DECISION THREE, STATUS

Capitolian characters should roll on the Capitol Social Status Table to determine their Social Status. Unlike with other corporations, social status for characters is more a matter of birth than caste, determining the conditions the character was born into and the kinds of connections and significance the character was connected to in early life.

Roll 2d6 and consult the Capitol Social Status table below.

A character may pay one Life point to select any result up to and including Upper Middle Class. A character may pay two Life points to select the Capitalist Class result.

Based on the character's roll, he receives items from the Capitol Starting Equipment Table. Whether the character maintains this standard of living or moves up in the world – the latter is always the goal for Capitolians – is dependent upon the campaign he is playing in and the achievements of that character. See **Chapter 24: Belongings** in the *Mutant Chronicles* core book.

## SHAREHOLDER OF CAPITOL (CITIZEN TALENT)

All Capitolian characters automatically receive this talent during character creation. Possessing this talent marks the character as citizen and shareholder of Capitol. The character has one or more shares in the Capitol corporation, and benefits from belonging to that vast and dynamic culture.

When legally purchasing any item manufactured by the Capitol corporation or any of its subsidiaries, the character may reduce the Restriction Rating by one and the Cost by two. All Capitolian citizens have the full and unreserved right to possess and bear weapons of any sort within a Capitolian territory, and cannot be denied a permit or licence for a weapon unless they have a criminal record. All Capitol citizens also have the right to fair trial, the right to particular working conditions, and the right to free expression of political and spiritual beliefs.

### CAPITOL SOCIAL STATUS TABLE

ROLL	SOCIAL STATUS	ATTRIBUTE BONUS	SKILLS	EARNINGS RATING	FAME
2	Underclass	+1 Strength +1 Agility	Close combat	0 (Impoverished)	0
3-5	Working Poor	+1 Physique +1 Strength	Survival	1 (Meagre), plus one asset	0
6-8	Working Class	+1 Physique +1 Strength	Resistance	2 (Average), plus two assets	0
9-10	Lower Middle Class	+1 Physique +1 Personality	Observation	3 (Comfortable), plus three assets	1
11	Upper Middle Class	+1 Mental Strength +1 Personality	Lifestyle	4 (Affluent) plus four assets	2
12	Capitalist Class	+1 Mental Strength +1 Personality	Persuade	5 (Wealthy) plus five assets	3



## FAME!

Capitol does not have a stratified society, something its citizens are extremely proud of, but it is not entirely free of social divisions. There is no aristocracy, but the famous are looked upon as an example of everything good and just about Capitol. The famous are powerful, able to wield their influence like a weapon in social and political circles, giving them wealth and opportunities that the ordinary citizens of Capitol can only dream of.

Anyone can be famous, of course, which distinguishes Capitol's celebrity class from the dukes and daimyos of other corporations – it is more a matter of what you do than who you are – but being born in the right place at the right time helps. There are plenty of people who are born to fame and prestige, scores of heirs and heiresses who are notable only because of they grew up surrounded by a parent's fame.

A Capitolian character has one additional score to consider – Fame. A character's initial fame is determined by his Social Status, but can increase or decrease during character creation through certain events, or by taking certain careers. It can also change during play, though this is left more to the GM's discretion. Fame cannot be reduced below zero.

Fame has three practical effects in game – wealth, recognition, and notoriety.

### WEALTH

Broadly speaking, so long as a character is willing to cash in on his fame, there are always opportunities for the famous to make extra money, by endorsing products, making personal appearances, and so on. A character who chooses to capitalise on his fame may increase his Earnings Rating to match his Fame.

Further, a character may choose to add **T** equal to his Fame rating to his Influence bonus when acquiring an item in Capitolian territory – business owners are often willing to give famous people discounts or special offers, as they can cash in on the publicity from having a celebrity using their business.

### RECOGNITION

Famous people are recognised on the streets, and their words are heard by many. Capitolian characters count Fame instead of Social Status when it comes to social interactions, with famous characters gaining bonus Momentum on certain skill tests when interacting with others of their corporation who have lower Fame. Further, the GM may ask the character to roll **T** equal to his

Fame rating when moving around in public or openly interacting with other Capitolians. If the total rolled is three or higher, the character is recognised and may be approached by fans, or people looking for an autograph or photo opportunity. This can, depending on the character's intents, be useful or problematic.

### NOTORIETY

There is a drawback to fame, particularly for those who wield it frequently. Whenever the character rolls **T** equal to his Fame rating, each Dark Symmetry Icon generated is treated as a Repercussion, which the GM is encouraged to use as a Complication immediately. This Complication could be people who regard the character poorly (in spite of having never known him), obsessive fans who go to extreme lengths for attention, the attentions of paparazzi photographers, or similar inconveniences that can crop up in the wake of a celebrity, making it difficult for him to move around openly or go about his normal business. It could simply be the arrival of innocent bystanders in a situation that is dangerous, messy, or complicated (nobody wants their fans to follow them into a Heretic's lair, or catch them in a compromising situation (knife in hand with a murdered businessman-and-secret-cultist)).



Fame isn't always convenient.



## CAPITOL STARTING EQUIPMENT TABLE

SOCIAL STATUS	ITEMS OF INTEREST (PICK ONE)	APPAREL	ACCOMMODATION
Underclass	A set of rough dice, a collection of bottle caps, a Slicer, a book of matches from a worker's club, a beggar's sign, a tin cup with a few coins.	Worn-out old boots, ill-fitting clothes with holes and odd stains, fingerless gloves for cold weather.	A bed in a flop-house, or a dry spot under a bridge or in a quiet alley.
Working Poor	Battered tourist guide to Mars, military recruitment brochure, baseball cap with the Capitol emblem on it on, poster of a celebrity or pin-up, Mars train rail ticket, snowglobe of the San Dorado skyline.	Rugged, but worn work clothes, such as greasy overalls, plus a basic wardrobe of casual clothing.	A shared room in a worker's tenement or a cramped room in an overcrowded boarding house.
Working Class	Discount card for a local comedy club, stained coasters from a favourite bar, collection of old beer bottles, chipped 'piggy bank' or jar of change.	Decent smart clothing with a hat, a faded coat, and a modest wardrobe of casual clothing.	A small apartment of dubious quality in a quiet part of town.
Lower Middle Class	Comic book collection, VIP membership for a local movie theatre, employee of the month mug, memorabilia from the last election.	A few nice suits, a sturdy jacket, and a few particularly patriotic items.	A modest apartment in a decent part of town, with decent access to local services.
Upper Middle Class	A couple of pieces of heirloom jewellery in a safety deposit box, a collection of pocket watches, a wall-map of Mars with pins marking places visited, a signed piece of sports memorabilia, a few hunting trophies.	A large wardrobe of stylish, fashionable clothing, including fur coats, leather and silk jackets, fine eveningwear, and flashy clothing for night clubs.	A large, comfortable apartment in a restricted tenement in the city centre.
Capitalist Class	A framed copy of your first stock certificate, a photo of you or a family member with the President, several signed celebrity photos (one of which has a phone number).	An extensive wardrobe of bespoke tailored clothing, fitted for the very best in fashion and security.	A lavish apartment suite in an exclusive complex in the most expensive part of the city, with a wide range of luxury services included.

## CAPITOL ENVIRONMENT TABLE

RESULT	CAPITOL
Luna City	Lesser Mars, Southside, The Bore
Heritage World	Mars – City of San Dorado
Heritage Foothold	Venus – Graveton Archipelago
Heritage Hotspot	Mars – Doughpits, McCraig Line, Burroughs, Overton, Canals, Vega Gilden, Hope, Shieldspar
Orbital / Minor Heritage Location	Eos, Peacekeeper Station, Mercury – Longshore or Fukido, Asteroid Mining Colonies
Sequestered	Mars – The Great Rust Desert, The Freedom Lands, the Ice Caps, Trans-Martian Railroad outpost

## DECISION FOUR, ENVIRONMENT

Determine the character's Environment normally. The Capitol Environment Table provides a number of additional examples for what each type of environment may be for a Capitolian character.

## DECISION FIVE, EDUCATION

For the most part, the Education results in the *Mutant Chronicles* core book are used for Capitolian characters, though there are a few additional options listed below. Capitolian characters should roll on the Capitol Education Table instead of the table on page 42 of the core book. Entries marked with an \* are found explained in full in this chapter. All other results are used unchanged from the core book.

As normal, you may pay one Life point to pick (or roll) from Column A or Column B, or two Life points to pick or roll from Column C.



## CAPITOL EDUCATION TABLE

ROLL	COLUMN A	COLUMN B	COLUMN C
1	Streetwise*	Athletic Scholarship*	Post Graduate Technical
2	Technical OTJ Training	Technical Pre-Career Training	Post Graduate Scientific
3	Rural/Colonial Education	Creative Pre-Career Training	Creative Education
4	Clerical Education	Military Academy	Officer Trained
5	Teenage Draft	Managerial Experience	Managerial Education
6	Pick Result From Column A	Brotherhood Educated	Brotherhood Apprenticeship



## SHARES, EARNINGS RATING, AND ASSETS

Every citizen of Capitol is defined by one possession amongst all others: a share in the Capitol corporation. Upon birth, every child is given one or more shares from his parents' portfolios or from the corporate reserve if his parents have only a single share each. No person can be compelled or coerced to give up his final share in the corporation; it is the one thing above all else that defines him as Capitolian.

A character's Earnings Rating is a good measure of his involvement in the finance and business of the solar system, and in Capitol terms, his portfolio of stocks and shares – wealth means shares, which in turn means votes in the elections. A character with an Earnings Rating of two or less likely only has a solitary share. A character with Earnings 3 may have a handful of shares, but no more than a dozen. A character with Earnings 4 may have a few dozen shares. A character with Earnings 5 may have a couple of hundred shares.

While they have no specific game effect, these shares represent very real political power in Capitolian society, and thus a character with more shares has greater influence amongst politicians.

Destitute Capitolians have one final recourse for funds: selling their last share. This is a drastic option, as the character will lose his citizenship (and the Shareholder of Capitol talent) as a result. A 'last share' sold earns the character ten assets, which can be increased by one per Momentum spent on an Average D1 Lifestyle test.

## STREETWISE

You learned everything you needed to know through informal channels. Hard-won experiences and tough lessons on the streets defined your life, and you are all the stronger for it.

If this result is rolled randomly, roll on the Streetwise Education Table to determine the character's Education. If this result is picked, such as because a Life point was spent, then pick (or roll) a single choice on the table.

ROLL	STREETWISE EDUCATION
1-2	School of Hard Knocks
3-4	The 'Family' Business
5-6	Sports Fanatic

## SCHOOL OF HARD KNOCKS

You have had few chances for book learning and technical knowledge, but you are a savvy survivalist out of pure necessity. You are suspicious of others, particularly those who are educated, and you are constantly drifting from one situation to the next. Life comes to you one day at a time, and you have a knack for making your way with whatever comes to hand.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	1	0	0

**Mandatory Skills:** Acrobatics, Athletics, Close Combat, Survival, Resistance.

**Elective Skills:** Ranged Weapons, Treatment, Mechanics.

**Talents:** Select one talent from any of your Mandatory Skills.

**Career:** Criminal or Military.

**Equipment:** Cudgel, Piranha pistol, basic tool kit.





Forging a new future on Mars.

### THE 'FAMILY' BUSINESS

A criminal upbringing in a gang or other criminal network has given you thorough insight on how the world *really* works: dirty deals in shady back rooms, under the real threat of violence. More ruthless and conniving than most people, you have cultivated favours all your life, and gained more than a few unpleasant secrets of your own.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	0	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	0	2

**Mandatory Skills:** Close Combat, Lifestyle, Mechanics, Observation, Thievery.

**Elective Skills:** Insight, Persuade, Ranged Weapons.

**Talents:** Select one talent from any of your Mandatory Skills.

**Career:** Criminal or Military.

**Equipment:** Cudgel, M8 Slingshot handgun, B&E Kit (choose one).

### SPORTS FANATIC

You know how to play every popular game and sport from across the solar system, and have a knack for remembering player's names, scores, stats, and team histories. You have got the physical

condition to match your obsession, and you played on several local teams. Your collection of sporting memorabilia is a source of envy or astonishment, but your fanaticism has left you without much of an academic side.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	1	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	0	0	1

**Mandatory Skills:** Acrobatics, Athletics, Close Combat, Ranged Weapons, Resistance.

**Elective Skills:** Observation, Pilot, Unarmed Combat.

**Talents:** Select one talent from any of your Mandatory Skills.

**Career:** Athlete or Military.

**Equipment:** Sports padding (counts as light civilian shoulder pads and helmet), brass knuckles, M8 Slingshot handgun.

### ATHLETIC SCHOLARSHIP

You got into a good school, and have good prospects, but more because you are quick on your feet or because you have got a solid right hook than because of a particular aptitude for study. Still, you took the opportunity seriously, and studied hard to justify your place both as a student and as an athlete.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	1

**Mandatory Skills:** Acrobatics, Athletics, Close Combat, Education, Resistance.

**Elective Skills:** Mechanics, Willpower, Unarmed Combat.

**Talents:** Select one talent from any of your Mandatory Skills.

**Career:** Athlete or Military.

**Equipment:** Sports padding (counts as light civilian shoulder pads and helmet), brass knuckles, cudgel.

### ADOLESCENT EVENT

The Capitol Adolescent Event Table replaces the normal Adolescent Event Table for Capitolian characters, but functions in the same way. You may use spend one Life point to re-roll or, with GM approval, pick the result. Some of the results provide suggested character Traits, which can be triggered to gain Chronicle points (See **Chapter 09: Chronicles Points**, in the *Mutant Chronicles* core book). There are many more Traits you could have, so you can also use these as inspiration and pick your own based on the Adolescent Event Table. In addition, each event can trigger optional effects that allow you to customise your character further.

## CAPITOL CHARACTERS



## CAPITOL ADOLESCENT EVENT TABLE

ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
2	<b>Visitation:</b> A stranger visited your home and spoke in hushed tones with a family member – what did they talk about?	Shady Past	Your family's name is infamous amongst the corporate elite; Persuade tests when dealing with them increase in difficulty by one step.
3	<b>Notorious:</b> Something your family did haunts you wherever you go – what is it?	Infamous	Security guards tend to become alert when they hear your name. When trying to pass unnoticed, increase the difficulty of Stealth or Persuade tests by one if your identity is known.
4	<b>Slender:</b> Your body is thin, and you have never been able to build up much body mass.	Frail	Use the next worst row on the Starting Wounds Table (page 71 of the <i>Mutant Chronicles</i> rulebook) to determine your starting wounds.
5	<b>Sick of the Brotherhood:</b> You were dragged to cathedral services every single week without fail. Now, you are sick of the sight of Brotherhood missionaries.	Anti-Religious	Your seething resentment reduces your Corruption Soak by one.
6	<b>Far Too Trusting:</b> You just do not know when to say no.	Weak Willed	Social tests against you receive one bonus Momentum, but your openness to adventure has paid off – gain one asset.
7	<b>Impoverished:</b> Your family has fallen upon hard times.	Spendthrift	Reduce your Earnings Rating by one.
8	<b>Criminal Record:</b> For whatever reason, you were caught up in criminal activities.	Criminal Record	Spend 1d6 years in jail before starting your first career. Gain a Criminal Record*.
9	<b>School Sports Hero:</b> You led your school's sports team to several championships and were expected to become one of the greats... but something got in the way of your potential, and you never fulfilled your dreams.	Washed Up	Your Fame increases by one, as people still recognise you from time to time, but your Corruption Soak is reduced by one because of bitterness and resentment.
10	<b>Indebted:</b> You owe a favour to a notable politician, one of Capitol's high-ranking political elite.	Burden of Debt	The politician can call in your debt at any point, requesting a service from you. If you refuse, you gain a powerful enemy.
11	<b>Devoted Employee:</b> Even as a child, you worked hard and helped to support your family.	Workaholic	You may re-roll 1d20 on any Lifestyle test made to acquire an item, but increase the Repercussion range of all untrained skill use by one.
12	<b>A Heretic in the Family:</b> One of your family members was exposed as a Heretic and dragged away for 'reconditioning' by the Brotherhood. Your family has never been able to get out from under the cloud of suspicion.	Sullied Reputation	All Persuade tests made when dealing with members of the Brotherhood increase in difficulty by one step.
13	<b>McCraig Mishap:</b> An older relative or a close family friend was killed in battle at the McCraig Line. You have been determined to avenge his death ever since.	Never Give Up	You may always choose to enter a Military Primary Career.



ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
14	<b>Diseased:</b> A childhood illness forever plagues you.	Sickly	The illness is treatable, but incurable. You must have one dose of medication (Restriction 1, Cost 4) each day, or you have one fewer Serious Wound box and one fewer Critical Wound box than normal that day.
15	<b>A Lot of Fights:</b> Violence is a universal language, and you are fluent in it. You know that most fights are won before the other side even knows it has started.	Bully Or Doesn't Like Bullies	During the first round of a combat, so long as the enemy does not have surprise, you may take an Exploit Weakness action as a Restricted Action.
16	<b>Injured:</b> You had a terrible childhood accident	Disabled	All movement related skill tests are one difficulty step harder, but you have gained a strong will. All Mental Strength tests are one difficulty step lower (minimum 1).
17	<b>Child Star:</b> You were in movies, TV, or radio as a child. Whether you like it or not, that fame will follow you, often in the form of "Where are they now?" documentaries.	Grew Up In The Spotlight	Your Fame increases by one, and you may always choose to enter a Media Primary Career.
18	<b>Allergic Reaction:</b> Your body is intolerant of a number of chemical substances.	Industrial Hay Fever	All Resistance tests for artificial substances are increased by one level of difficulty. Coagulant provides no bonuses to Treatment or Medicine tests when used on you.
19	<b>Criminal Family:</b> A friend or distant relative has ties to criminal enterprise.	Friends in Low Places	You may freely choose the Criminal Primary Career. You are often called upon to perform favours – no questions asked – for 'a mutual friend', but you can ask for a favour in return for any favour you perform.
20	<b>Local Hero:</b> You performed an act of such exceptional heroism that it was picked up by the corporate media.	Egotistical	Increase your Fame by one.
21	<b>Gifted Student:</b> Your talent at your studies have brought you to the attention of a leading academic.	The Jealousy of Others	You gain an ally in the form of a leading academic in a particular field you excel at, and may freely choose the Academic Primary Career. However, you also gain a rival in the form of someone jealous of your accomplishments.
22	<b>Patriot:</b> You believe more strongly in the righteousness of Capitol than in anything else; even faith in the Brotherhood is secondary to the glory of Capitol.	Loyal to a Fault	You may re-roll 1d20 on any Willpower test to resist coercion or influence from another – even from supernatural sources. However, you increase the difficulty of Education tests by one due to your blind adherence to corporate dogma.
23	<b>Political Ambition:</b> You have a knack for being in the right place at the right time, claiming responsibility for successes while creatively distancing yourself from failures.	Sneaky	You may re-roll 1d20 on a Lifestyle or Persuade test made to deceive or present a success as your own. However, you increase the difficulty of all Command tests by one, because your subordinates do not trust you.
24	<b>Foot in your Mouth:</b> You have a terrible way with words	Tactless	Persuasion tests increase their difficulty by one step, but when successful gain one additional Momentum.



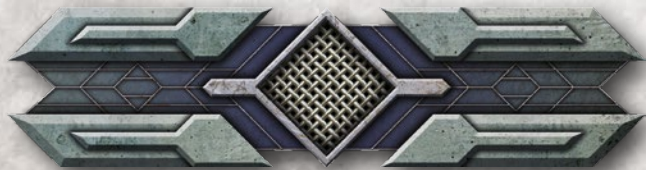
ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
25	<b>Fanatical:</b> You obsess about one particular subject or topic, and know far more about it than most.	Obsessive	Nominate a single narrow field of interest. Gain a single bonus Momentum on Education tests relating to your chosen field of interest.
26	<b>Informant:</b> You helped solve a serious crime. You have a contact in the Capitol Security Services	Snitch	If you ever gain a Criminal Record, you may reduce your Earnings Rating by one to remove it. Social tests with this contact are one difficulty step lower.
27	<b>Contact Within The Brotherhood:</b> An old friend of yours joined the Brotherhood. You have endeavoured to stay in contact.	Pious	You have a contact within the Brotherhood. Roll 1d6 to determine which Directorate the contact is in: 1 – Mystics, 2 – Inquisition, 3-4 – The Mission, 5-6 – The Administration.
28	<b>Contact Within Another Corporation:</b> You made a friend from another corporation when you were younger.	Well-Travelled	You have a contact within a random corporation. Roll on the Heritage Table (page 28 of the <i>Mutant Chronicles</i> rulebook) to determine which corporation, rerolling results of Capitol.
29	<b>Contact with the Underworld:</b> You spend a lot of time with the wrong kinds of people, either due to a rebellious streak or circumstances at home. Your friends taught you how to survive on the streets, how to steal, beg, rob, or other 'useful life lessons'. You may or may not have cut ties with your old associates, but they certainly remember you.	Bad Company	You are comfortable working on the wrong side of the law, and know how to communicate with people. You gain one bonus Momentum on successful Persuade and Thievery tests made to interact with the criminal element, including gang members, and the Faceless.
30	<b>Inheritance:</b> A relative left you money in his will.	Annoying Family	Gain 1d6 assets at age 20, so long as you do not have a Criminal Record*before then.
31	<b>Could've been a Contender:</b> You have been getting in fights since you were a child, and even spent some time training to try to control your violent instincts.	Merciless	Your familiarity with violence increases your melee bonus damage by +1
32	<b>Top of Your Class:</b> You were highly proficient in your studies, which makes you highly desirable to employers.	Egotistical	You may roll twice when determining your Primary Career and choose either of the two results. If you are using entirely point-buy character creation (no random rolls whatsoever), you may reduce the Life point cost of your first career by one, to a minimum of zero.
33	<b>Addiction:</b> There is something you cannot get enough of. What is it? You will take risks to satisfy your craving.	Addict	Availability tests for procuring your addiction are Difficulty 1.
34	<b>Stock Savant:</b> You see the patterns in numbers like few others, and you became one of the youngest in your generation to make a fortune in the stock market. Job offers follow in abundance.	Number Cruncher	Your Earnings Rating increases by two and you may enter an Executive Primary Career.



ROLL	ADOLESCENT EVENT	SUGGESTED CHARACTER TRAITS	OPTIONAL EFFECTS
35	<b>Influential Godparent:</b> Your godparent has connections everywhere, and is willing to use them on your behalf.	Name-Dropping	You may roll twice when determining your Primary Career and choose one of the results. If you are using entirely point-buy character creation (no random rolls whatsoever), you may reduce the Life point cost of your first career by one, to a minimum of zero. Further, because you get a better job than most, increase your Earnings Rating by one.
36	<b>No Fear:</b> You stood up to muggers and gangs as a kid, and you have got the scars to prove it. You do not scare easily.	Reckless	You gain one bonus Momentum on Willpower tests to resist mental assaults.
37	<b>Rags to Riches Story:</b> Your family's wealth and prestige grew almost overnight. However, the change in standing has left you unsympathetic to those who have not been as fortunate.	Disdainful of the Poor	Increase your Earnings Rating and Fame by one each.
38	<b>Minor Mutation:</b> There is something special you can do, but it got you in trouble a few times before you learned to hide it. What is it? Why did your parents tell you never to tell anyone about it? You try not to use it much as you get killer headaches afterwards.	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability; however, you take a D2 mental assault afterwards from the pain it causes. Describe how your mutant heritage allows you to do this. See the Mutants & Heretics Handbook for expanded rules.
39	<b>Ten-HUT!</b> Your parents ran your family with military discipline, and you were given little sympathy from the moment you were born. You have had to work for everything, and few things compare to the harshness of your upbringing.	Unsympathetic to Weakness	Use the next best row of the Starting Wounds table (page 71 of the <i>Mutant Chronicles</i> rulebook) to determine your starting wounds.
40	<b>Significant Mutation:</b> You are changing, and you can feel it. There has been something going on inside your body since you were a kid; you have these odd dreams, and you are afraid people will think you are corrupted or something. What one thing about you is different from other people that you have to hide?	Mutant	Pick the top talent of any skill tree. You can pay a Chronicle point to use this ability. Describe how your mutant heritage allows you to do this. See the Mutants & Heretics Handbook for expanded rules.

### CRIMINAL RECORD

Characters with a Criminal Record\* reduce their Fame to 0, and may only select first Primary Careers in Column A or Column B. Characters with a Criminal Record\* may automatically select Criminal or Military careers for free and may never select a police or corporate executive career. Further, Capitolian citizens with a Criminal Record\* may not legally own a firearm, or run for public office.



### DECISION SIX, PRIMARY CAREERS

For the most part, Capitolian characters use the same Primary Careers as everyone else, and determine their Primary Career in the same way: rolling or choosing from the Capitol Primary Career Table, with the option of replacing that result with a free career option from the character's Education (certain Adolescent Events also provide a free career option).

This section provides alternative primary careers for several options. Entries on the Capitol Primary Career Table marked \* have additional options in this section.

### CAPITOL CHARACTERS



## CAPITOL PRIMARY CAREER TABLE

ROLL	CAREER COLUMN A	CAREER COLUMN B	CAREER COLUMN C	CAREER COLUMN D
1	Unemployed	Military*	Medical (first responder)	Corporate Executive
2	Corporate worker*	Military*	Medical (first responder)	Corporate Executive
3	Technical (repairman)	Military*	Academic (researcher)	Ship Crew
4	Farmer/Frontiersman	Police*	Academic (researcher)	Ship Crew
5	Athlete*	Police*	Media*	Intelligence (operative)
6	Roll on Column B	Criminal	Media*	Intelligence (operative)

### CORPORATE WORKER

You are an office drone, working in clerical or service jobs in the cities.

If this result is rolled randomly, roll on the Corporate Worker Career Table to determine the character's Primary Career. If this result is picked, such as because a Life point was spent, then pick (or roll) a single choice on the table.

ROLL	CORPORATE WORKER CAREER
1-2	Corporate Worker (page 51, <i>Mutant Chronicles</i> core book)
3	Accountant
4	Attorney
5	Salesman
6	Secretary

### CORPORATE WORKER (ACCOUNTANT)

The other corporations do not have such widespread financial freedoms as Capitol does. A citizen's money is his own to do with as he desires, and many aspirational Capitolians venture into the labyrinthine business of finance, investing their hard-earned cash into other ventures. Accountants provide advice to people from all walks of life about the risks, benefits, and options available, and make a tidy living doing it. Similar professionals exist in the other corporations, of course, but Capitol has them in abundance.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	3	2	1

**Mandatory Skills:** Education, Lifestyle, Persuade.

**Elective Skills:** Observation, Science, Lifestyle.

**Signature Skill:** Education, Lifestyle, Observation, Persuade.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Expensive business suit, comptograph, five assets.

**Earnings Rating:** 3

### CORPORATE WORKER (ATTORNEY)

Capitolian business exists in a balance between the profits of individual companies (and thus the corporation itself) and the rights of its citizens. Every Capitolian has the right to fair trial and legal representation, and between this and a range of civil actions for injury, stress, breach of individual rights, etc., the legal profession is never lacking for clients. Resentment towards attorneys can be severe, so most keep a small sidearm hidden on their person as insurance.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	2

**Mandatory Skills:** Education, Persuade, Observation.

**Elective Skills:** Education, Lifestyle, Insight.

**Signature Skill:** Education, Persuade, Willpower, Lifestyle.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Expensive business suit, personal library (Education), M8 Slingshot handgun in concealed holster

**Earnings Rating:** 3

### CORPORATE WORKER (SALESMAN)

Going door-to-door in the cities, working in gleaming showrooms, or making unsolicited phone calls, salesmen are at once proud examples and maligned products of a society built upon absolute free trade. Few people care to be disturbed by the attentions of a



salesman, but their persuasive talents see them selling all manner of items across Capitolian territories. Salesmen are highly competitive, even ruthless at times, their income dependent upon the size and number of sales they confirm.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	1	0	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	3

**Mandatory Skills:** Observation, Persuade, Willpower.

**Elective Skills:** Insight, Lifestyle, Command.

**Signature Skill:** insight, Observation, Persuade, Willpower.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Expensive business suit, cell phone, case full of brochures, M8 Slingshot in concealed holster.

**Earnings Rating:** 3

### CORPORATE WORKER (SECRETARY)

The rich and powerful rely on secretaries and similar personal assistants to ensure that their busy lives run smoothly. Secretaries are not always appreciated for their work, for the work of a good secretary should be unobtrusive, but they are precious for their ability to bring order to a busy and chaotic world.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	0	1	3
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	2	2

**Mandatory Skills:** Education, Observation, Willpower.

**Elective Skills:** Lifestyle, Linguistics, Stealth.

**Signature Skill:** Education, Observation, Willpower, Stealth.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Smart business suit, pager, tape recorder.

**Earnings Rating:** 2

### ATHLETE

Professional and semi-professional sports are big business. Athletes are aspirational figures, and their activities and abilities are held up as examples of every citizen's freedom to aspire and triumph, if they only have the will. The best athletes are highly paid professionals, supported by sponsorship and endorsement deals, and their triumphs and failures are followed by millions.

If this result is rolled randomly, roll on the table below to determine the character's Primary Career. If this result is picked, such as because a Life point was spent, then pick (or roll) a single choice on the Athlete Career Table.

Any Capitol character who enters an Athlete career increases his Fame by one.

ROLL	ATHLETE CAREER
1-2	Athelete (Sportsman)
3-4	Athelete (Prize Fighter)
5-6	Athelete (Stunt Man)

### ATHLETE (SPORTSMAN)

Sports that date back to the distant days of Old Earth still persist in Capitolian arenas. The disciplines of track and field, as well as ancient games like the many forms of football remain popular, while new sports emerge every decade, some of which gain traction in a crowded marketplace.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	0	1	2

**Mandatory Skills:** Athletics, Acrobatics, Resistance.

**Elective Skills:** Close Combat, Persuade, Willpower.

**Signature Skill:** Athletics, Acrobatics, Close Combat, Resistance.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Athletic padding (bullet-proof vest, light civilian shoulder pads).

**Earnings Rating:** 2

### ATHLETE (PRIZE FIGHTER)

Boxing, wrestling, and other martial arts remain popular, continuing the human appreciation for violent sports and the exploitation of combat prowess as a form of entertainment.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	2	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	0	1	1

**Mandatory Skills:** Athletics, Close Combat, Unarmed Combat.

**Elective Skills:** Acrobatics, Close Combat, Willpower.

**Signature Skill:** Athletics, Acrobatics, Close Combat, Unarmed Combat.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Brass knuckles.

**Earnings Rating:** 2



## PROFESSIONAL SPORTS

Alongside celebrated soldiers and glamorous actors, athletes are amongst the biggest celebrities out there. However, where team sports are involved, a single athlete cannot triumph alone. Sporting franchises are vast and profitable businesses, with considerable real estate in the form of stadiums and arenas, and vast investment portfolios necessary to support the colossal salaries of their staff and players.

**Boxing** and **Wrestling**, along with other forms of sporting combat and exhibition martial arts, have been popular for almost as long as there has been humans, and formalised combat as entertainment has existed for at least six millennia. Individuals and small teams compete in a variety of ways under many hundreds of different disciplines and rulesets, but these sports are popular across all corporations. Mishimans favour displays of Mishiman martial prowess, and honour duelling is a popular pastime amongst the Bauhauser nobility, but boxing and wrestling in particular find considerable popularity amongst Capitolian and Imperial audiences, who savour the savagery and military discipline.



There are several different forms of **football** played across the Solar System, much as there have been dozens of varieties – or codes – popular for thousands of years. Capitol favours a variant known as ‘gridiron’, with each Capitolian city having a major professional franchise serving as the pinnacle of the sport. The San Dorado Eagles, the Shieldspar Guardians, the Gilden Superstars, the Hope Saints, the Valley Forge Ironclads, and the Burroughs Bombers are the wealthiest and most popular teams. Imperial favours a few different versions with different schools and different clans having their own particular versions.

Other popular sports in Capitolian holdings are **basketball**, **baseball**, **hockey**, various forms of vehicle **racing** (motorcycles, cars, and aircraft are all popular), and more classical **athletic** disciplines (foot races, tests of endurance, jumping, throwing, swimming races) collectively known as ‘Olympian’ sports, after an ancient sporting competition.

**Blood sports** have an enduring popularity as well, including staged ‘deathmatch’ skirmishes between armed competitors – most of whom are convicts and soldiers who have been dishonourably discharged – in manufactured environments. The Brotherhood routinely speaks out against these shows of brutality, as they are believed to invite the bloodthirsty and savage parts of the human spirit that are weak against the Darkness, while proponents of these sports say that they are little more than a modern evolution of ancient martial sports like boxing and wrestling.

### ATHLETE (STUNT MAN)

A little different from other athletes, stunt men spend their effort making others look good – a stunt man performs the jobs too dangerous or difficult for actors and the like to attempt, and takes very little credit for it. Regardless, they are well-compensated for the dangerous tasks they undertake, and there is good work for soldiers and security specialists looking for other opportunities.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
1	2	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	1	1	0

**Mandatory Skills:** Acrobatics, Athletics, Pilot.

**Elective Skills:** Close Combat, Unarmed Combat, Willpower.

**Signature Skill:** Acrobatics, Athlete, Close Combat, Pilot.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Corporate quality suit, urban survival kit.

**Earnings Rating:** 3

### MILITARY

In a culture where firearm ownership is around ninety percent, and where ‘the brave boys in uniform’ are glorified daily in news and fiction alike, it should come as little surprise that the Capitolian military is never short of recruits.

If this result is rolled randomly, roll on the Military Career Table to determine the character’s Primary Career. If this result is picked, such as because a Life point was spent, then pick (or roll) a single choice on the table.

ROLL	MILITARY CAREER
1-3	Military (Basic) (page 52, <i>Mutant Chronicles</i> core book)
4-5	Military (Airborne Cavalry)
6	Military (CAF Pilot)



### MILITARY (AIRBORNE CAVALRY)

One of the iconic images of the AFC is its brave men and women dropping into battle from helicopters and drop-ships, descending by parachute into the fury of battle. These airborne cavalry swoop into the fray heedless of peril. Thrill-seekers, daredevils, and adrenaline junkies form the majority of airborne cavalry units, who have a reputation for being brash and reckless, but are consummate soldiers.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	1

**Mandatory Skills:** Acrobatics, Close Combat, Ranged Weapons.

**Elective Skills:** Athletics, Pilot, Willpower.

**Signature Skill:** Acrobatics, Close Combat, Ranged Weapons, Willpower.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Tortoise Mk. 1 armour, M50 assault rifle.

**Earnings Rating:** 2



"The price of freedom is paid in lives: yours, or your enemies".

### MILITARY (CAF PILOT)

The pilots of the Capitol Air Force are regarded as elite amongst the AFC, and are highly prized. It takes a lot of time and effort to train a pilot, and a lot to equip him with an aircraft, so no effort and expense is spared to ensure that Capitol's pilots are not only good at their job, but also good enough to survive.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
3	1	2	0

**Mandatory Skills:** Heavy Weapons, Ranged Weapons, Pilot.

**Elective Skills:** Acrobatics, Mechanics, Survival.

**Signature Skill:** Heavy Weapons, Pilot, Ranged Weapons, Willpower.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Ballistic nylon flight suit, M8 Slingshot handgun, rebreather.

**Earnings Rating:** 2

### POLICE

Capitol's security is a complex matter, and the Capitol Security Service provides the majority of it. The CSS is a vast and sprawling organisation, spread across all of the Capitol holdings, from the normal beat cops that make up the bulk of an individual precinct's forces, to skilled detectives, and special response officers. However, security is also a private concern, and countless private security firms exist, whose services can be secured by anyone for the right price.

If this result is rolled randomly, roll on the Police Career Table to determine the character's Primary Career. If this result is picked, such as because a Life point was spent, then pick (or roll) a single choice on the table.

ROLL	POLICE CAREER
1-3	Police (Beat Cop) (page 52, <i>Mutant Chronicles</i> core book)
4	Police (Armed Interdiction Police Officer)
5	Police (Bodyguard)
6	Police (Private Investigator)

### POLICE (ARMED INTERDICTION POLICE OFFICER)

Feared by citizens across the Capitol holdings, the brutal attentions of the 'Apes' – the nickname given to officers of the Armed



Interdiction Police Squads – are something that everyone wishes to avoid. These men and women are brutal enforcers of law, more akin to soldiers than to police officers, sent out to quell riots and crush the most dangerous criminals.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	2	1

**Mandatory Skills:** Athletics, Observation, Ranged Weapons.  
**Elective Skills:** Close Combat, Persuade, Resistance.  
**Signature Skill:** Athletics, Close Combat, Observation, Ranged Weapons.  
**Talents:** Select one talent from Mandatory Skills.  
**Equipment:** Hardback armour, CAR-24 SMG, cudgel.  
**Earnings Rating:** 2

### POLICE (BODYGUARD)

A vast number of private security firms specialise in personal protection, ensuring that their clients remain safe from a range of threats. These bodyguards are tough, observant, and ready for anything, and often identified by their dark suits, dark glasses, and sombre disposition.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
2	1	2	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	1	1

**Mandatory Skills:** Acrobatics, Close Combat, Observation.  
**Elective Skills:** Athletics, Unarmed Combat, Ranged Weapons.  
**Signature Skill:** Acrobatics, Close Combat, Observation, Resistance.  
**Talents:** Select one talent from Mandatory Skills.  
**Equipment:** Ballistic nylon suit, brass knuckles, M13 Bolter.  
**Earnings Rating:** 2

### POLICE (PRIVATE INVESTIGATOR)

Many smaller security companies – and freelance operations bought out by Capitol – focus more on investigating threats than preventing them. Private investigative work is often mundane and dull, but it is interspersed with bursts of danger and excitement, particularly when an investigation stumbles upon agents of the Dark Symmetry

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
1	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
2	0	1	2

**Mandatory Skills:** Insight, Observation, Resistance.  
**Elective Skills:** Acrobatics, Persuade, Ranged Weapons.  
**Signature Skill:** Insight, Observation, Ranged Weapons, Resistance.  
**Talents:** Select one talent from Mandatory Skills.  
**Equipment:** Ballistic Nylon trenchcoat, M13 Bolter, media kit.  
**Earnings Rating:** 2

### MEDIA

Capitol has a colossal media empire, larger even than those of the other corporations. Countless privately-owned producers and publishers exist, providing movies, television programmes, radio broadcasts, newspapers, magazines, and books for widespread consumption across the solar system.

If this result is rolled randomly, roll on the Media Career Table to determine the character's Primary Career. If this result is picked, such as because a Life point was spent, then pick (or roll) a single choice on the table.

Any Capitol character who enters a Media career increases his Fame by one.

ROLL	MEDIA CAREER
1	Media (Reporter) (page 53 <i>Mutant Chronicles</i> core book)
2	Media (Radio Jockey)
3	Media (Talent Agent)
4	Media (Photographer)
5	Media (Fashion Designer)
6	Media (Political Campaigner)

### MEDIA (RADIO JOCKEY)

Radio stations both private and corporate can be found scattered across Capitol's holdings, providing news, music, and entertainment for millions of listeners. These stations require people with presence and oratorical skill to be their 'voice', who also have the technical savvy to operate the broadcast equipment.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	3

**Mandatory Skills:** Observation, Persuade, Mechanics.  
**Elective Skills:** Linguistics, Insight, Willpower.



**Signature Skill:** Linguistics, Mechanics, Observation, Persuade.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Media kit or surveillance kit.

**Earnings Rating:** 3

### MEDIA (TALENT AGENT)

It is a sad truth of the media that simply having talent is not always enough to get you to the top. Talent agents have the contacts and experience to help rising stars continue to rise, in exchange for a cut of the profits.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	2	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
0	3	1	2

**Mandatory Skills:** Education, Persuade, Lifestyle.

**Elective Skills:** Insight, Stealth, Willpower.

**Signature Skill:** Education, Insight, Lifestyle, Persuade.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Fashionable smart clothing, fashionable formal clothing, cell phone, membership at three VIP clubs.

**Earnings Rating:** 3

### MEDIA (PHOTOGRAPHER)

"Pictures or it didn't happen." These words are the credo of Capitolian news media, which employs huge numbers of staff and independent photographers to provide them with pictures and footage of events across Capitol's holdings.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	3	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	1

**Mandatory Skills:** Education, Observation, Stealth.

**Elective Skills:** Insight, Pilot, Willpower.

**Signature Skill:** Education, Insight, Observation, Stealth.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Camera, video camera, media kit.

**Earnings Rating:** 3

### MEDIA (FASHIONISTA)

The rich and the powerful can afford the latest styles. Those at the top of the fashion industry make and promote those styles. To those of a more pragmatic bent, this industry can seem fickle and flighty, though the image conveyed by particular styles of clothing, and even the way someone wears armour or a sidearm (important accessories on the mean streets of San Dorado) is an important part of public image.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	2	1
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
0	2	3	2

**Mandatory Skills:** Education, Lifestyle, Persuade.

**Elective Skills:** Insight, Linguistics, Observation.

**Signature Skill:** Education, Lifestyle, Observation, Persuade.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Media kit, ultra-fashionable clothing.

**Earnings Rating:** 3

### MEDIA (POLITICAL ANALYST)

Capitolian politics is a labyrinth of policies, lobbyists, public opinion, and compromise. It is too complex for any one person, no matter how intelligent, to oversee all of it, and every successful politician is surrounded by an equally accomplished staff of analysts and advisors. Many of these analysts aspire to office themselves, and use their time as analysts and counsellors to gain vital experience and valuable connections.

ATTRIBUTE IMPROVEMENTS			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
0	1	1	2
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
1	2	1	3

**Mandatory Skills:** Command, Observation, Persuade.

**Elective Skills:** Insight, Lifestyle, Willpower.

**Signature Skill:** Command, Insight, Observation, Persuade.

**Talents:** Select one talent from Mandatory Skills.

**Equipment:** Fashionable smart clothing, cell phone.

**Earnings Rating:** 4



### CAREER EVENTS

After ever Primary or Iconic Career phase you must roll 2d20 to determine if there were any notable events. You may use a Life point to re-roll or, with GM approval, pick an event. If you extend your career you must roll again on the Career Events Table for each extension. If you roll the same event as a previous career event, simply re-roll. The Capitol Career Events Table replaces the Career Events Table found in the *Mutant Chronicles* core book for Capitol characters.



## CAREER EVENT TABLE

ROLL	CAREER EVENT	GAME EFFECT
2	Political Scandal: You got swept up in a political scandal that now makes it difficult for anyone to trust you.	Gain a Trait: Poor Reputation.
3	Industrial Accident: You were badly injured in an incident in a busy factory, but narrowly survived with just a scar. What were you doing there and what happened?	Gain a Trait: Ugly Old Scar.
4	Harbouring a Heretic: You did not realise that the friend crashing on your couch was on the run from the Brotherhood.	Gain a Trait: Inquisitorial Scrutiny.
5	Stock Market Crash: You invested poorly, and lost it all.	Reduce your Earnings Rating by one.
6	Illicit Tryst: You were caught in bed with the wrong person, and are now the target of dirty gossip all around town.	Increase your Fame by one, but increase the Repercussion range of Command and Persuade tests by one due to the shadow of scandal.
7	Blackmail: You have received a folder filled with photographs of you in a compromising position or engaged in dubious actions. Whoever sent the folder is making demands, or they release will copies to the public.	Gain your blackmailer as an enemy, and reduce your Earnings Rating by one.
8	Battered: You were swept up in a riot and were heavily beaten by the Apes when they arrived to quell the incident.	Reduce your Serious Wounds by one.
9	Fired: You lost your job. What are you going to do about it?	You are Fired (see page 57 of the <i>Mutant Chronicles</i> core book).
10	Deadly Business: You killed a business rival and left his body rotting in an alley. You have managed to avoid investigations and unwanted scrutiny, but the truth cannot stay hidden forever.	Gain a Trait: Haunted by the Past.
11	Libel or Slander: You have spread lies about others, taking payment in order to testify falsely in public, in the news, or even in court. The money is good, but you have made enemies.	Increase your Earnings Rating by one, and gain an enemy within the Capitol corporation.
12	Black outs: You are prone to blackouts of up to twenty four hours. When you awake, you have no knowledge of what you did during that period but you are terrified it is something terrible.	Your fears make you vulnerable to the Darkness, if you are not already tainted. Reduce your Corruption Soak by one.
13	Demoted: You made the wrong call or were the victim of politics, but whatever the reason you got demoted. How are you going to get your old rank back?	Reduce your Fame and Earnings Rating by one.
14	Traumatised: You have experienced the worst that the Solar System has to offer, whether a disaster in civilian life or atrocities in military service, and it changed you.	Reduce your Mental Wounds by one.
15	Gambling Debts: You owe a considerable amount of money to one or more of the big gambling bosses up in Overton, and his goons are catching up to you, looking for repayment of your debts.	You gain a debt worth ten assets. While this debt is unpaid, you gain an enemy.
16	Criminal Activities: You have been involved in some highly lucrative criminal acts – laundering money, insider trading, car theft, counterfeiting, or something similar. It has brought in a lot of money, but no illicit act goes unnoticed forever, and there is a particularly tenacious investigator on your trail.	Increase your Earnings Rating by one, but gain an enemy in Capitol Security Service.
17	Made a Celebrity Enemy: You have been accused of defaming a particularly famous person. Your remarks have brought you into the spotlight as well, but they have not made you any friends.	Increase your Fame by one, but gain the celebrity as an enemy.



ROLL	CAREER EVENT	GAME EFFECT
18	Caught: You have been arrested and charged with some criminal activity, and dragged before the courts. Whether you are innocent or not, it is a problem.	You may choose the outcome of your trial. If you win, then you still reduce your Earnings Rating by one and gain a debt of four assets to finish paying off your legal fees. If you lose, you gain a Criminal Record.
19	Shadowed: Someone is following you, but you do not know who or why.	Your continual paranoia makes you particularly cautious; you may re-roll one d20 on Observation tests made to determine Surprise at the beginning of combat.
20	Retail Riots: While shopping, you were caught up in a violent fight that engulfed several city blocks... all because of a sale.	Gain a Trait: Uncomfortable in Crowds.
21	Your Fifteen Minutes Of Fame: Somehow, you have come to the attention of the media machine, and it has decided that you are worthy of attention and praise.	Increase your Fame by one.
22	Successful Small Business: You are enjoying the success of a growing business venture. You have opened additional branches or franchises, you have adverts on the local radio and in the local papers, and the hard work is paying off.	Increase your Earnings Rating and Fame by one.
23	Trend-Setter: Everyone is imitating some quirk of personal style you have – suddenly, the clothes you wear, the guns you use, the car you drive, and everything else about your life is regarded as deeply fashionable.	Increase your Fame by one.
24	Promoted: Your actions have not gone unnoticed and you have been promoted and commended for your performance.	Increase your Earnings Rating by one.
25	Made a Celebrity Friend: Something you have done has seen you become fast friends with one of the A-List. You gain some of the reflected limelight, and your goings-on are fodder for the gossip columns.	Increase your Fame by one.
26	Security Service Contacts: You have developed contacts within the CSS and have acquired security clearance. What department are your contacts in?	You have an Ally in CSS, within a department chosen by the GM.
27	Hero of the Hour: It all happened so fast. One moment you were simply riding the transport like everyone else, the next you had defeated a hijacking attempt and subdued the hijacker. Truth is, you cannot remember what happened, but now you are a hero.	Increase your Fame by two, but gain an enemy: the one person who knows what really happened.
28	Bought Out: Your business venture, or that of your family, has become large enough to attract the attentions of the corporation. After a prolonged series of negotiations, this business has been bought by Capitol.	Increase your Earnings Rating by one, and gain ten assets.
29	Political Connections: You have staked your worth and reputation on the career of a particular political candidate or government issue. You attend rallies, volunteer your time promoting your candidate or cause, and donate money to provide support.	You gain the politician (or a politician championing your particular cause) as an ally. You can get access to your ally in an official capacity with only twenty four hours' notice.
30	Propaganda Star: You were chosen as the face of Capitol for a recent campaign, representative of the 'True Spirit of Freedom'. As a result you are now famous, which is great unless you do not want to be constantly recognised.	Increase your Fame by two.
31	Suspicious Find: You stumbled on a mysteriously empty criminal or Heretic hideout, and found something there before you left. What was it?	Gain an item worth five assets. The item is distinctive and missed by its owner. Gain an enemy in a Heretic cult or criminal gang.



ROLL	CAREER EVENT	GAME EFFECT
32	Lucky Find: You stumbled upon a rare or unique item that had been lost. What is it?	You have a single item worth fifteen assets.
33	Inheritor: A relative you never knew you had left everything to you in his will and now you have inherited a modest fortune.	Increase your Earnings Rating by one, and gain five assets.
34	VIP Access: You have gained certain privileges with a major sporting franchise, and it has granted you the use of a private box where you can entertain important guests.	You increase your Fame by one, and gain the management of a major sports franchise as an ally. You may use one of the private boxes – with a buffet provided – to host meetings, gaining one bonus Momentum on Persuade tests made in the box due to the displays of luxury and power.
35	Cartel Appointment: You have been called to serve as a consultant to some division of the Cartel, giving you considerable access to the other corporations, and many opportunities for insight into foreign cultures.	You may reduce the difficulty of Education tests by one when dealing with information about other corporations.
36	Distinguished Career: Your work draws a lot of favourable attention, and your face is seen on posters, newspapers, and television screens across Capitolian Holdings.	Increase your Fame by three.
37	Maimed in service: You suffered a serious injury in the line of duty. Your determination to continue on has increased, but you are less able than you once were.	All movement-related skill tests increase their difficulty by one step, but all Willpower tests reduce their difficulty by one step. Treatment to remove the penalty to movement-related skill tests costs fifty assets.
38	Military Contract: Your family business has taken up a contract with the military, shifting its priorities but also greatly increasing its profits and portfolio.	Increase your Earnings Rating by one, and gain an ally in the military.
39	Startling Nightmares: You have recurring dreams relating to a traumatic event in your past. Nightmarish or benevolent, you often must take time to distinguish dream from real events when you awake.	Gain the Trait: Vivid Dreams.
40	Audience with the President: You have distinguished yourself sufficiently that you receive an audience with the corporation's president. Your face and your deeds are broadcast across Capitol's holdings, and you are hailed as one of the paragons of your generation.	Increase your Fame by three, and your Earnings Rating by one.

## CORE RULEBOOK ICONIC CAREERS AND FAME

The Celebrity and Politician Iconic Careers, listed in the *Mutant Chronicles* core book naturally require some consideration of Fame – it is difficult to be so present in the public eye without becoming well-known.

The Celebrity Iconic Career has one additional prerequisite: Fame 1 or higher. However, any character who

enters the Celebrity Iconic Career immediately increases his Fame by two. A character cannot become a celebrity without being at least slightly famous, but the time and effort that goes into being a professional celebrity further enhances his renown.

Any character who enters the Politician Iconic Career immediately increases his Fame by one – standing for public office ensures that the character's face and name are widely known.

## ICONIC CAREERS

The following iconic careers are specific to Capitolian characters, and represent particular elite groups, noteworthy archetypes, and powerful organisations within the Capitol corporation. They function in all ways as all Iconic Careers do, though they are all restricted to Capitol characters.





## BODY DOUBLE



The highest form of personal defence is to have someone else to take the bullet for you. Body doubles are expensive, and the only ones worth hiring are the ones that are exceptional. They can assume the guise of a client with ease, donning accents and mannerisms as easily as others put on clothes. They are well versed in the techniques of disguise, altering their appearance radically with startling ease.

**Prerequisites:** Capitol, Persuade Expertise 1, Stealth Expertise 1

**Difficulty:** 2

**Mandatory Skills:** Education, Persuade, Stealth.

**Elective Skills:** Observation, Resistance, Willpower.

**Signature Skill:** Education, Observation, Persuade, Stealth.

**Talents:** Two talents from Education, Observation, Persuade, or Stealth.

**Equipment:** Disguise kit, three sets of high quality clothing, bulletproof vest.

**Earnings Rating:** 3



## CHAUFFEUR



A skilled and specialised profession, a true chauffeur is a bodyguard, messenger, observer, and *agent provocateur*, in addition to being a damned good driver. There is a huge difference between a professional driver and a chauffeur, and thus chauffeurs command high salaries and great respect.

**Prerequisites:** Capitol, Observation Expertise 1, Pilot Expertise 1

**Difficulty:** 2

**Mandatory Skills:** Observation, Pilot, Stealth.

**Elective Skills:** Close Combat, Ranged Weapons, Thievery.

**Signature Skill:** Observation, Pilot, Stealth, Thievery.

**Talents:** One talent from Pilot, one from Observation, Pilot, Stealth, or Thievery.

**Equipment:** Ballistic nylon formal suit, M8 Slingshot, pager.

**Earnings Rating:** 4





## FREE MARINE



Not to be mixed up with the Freedom Brigades, Free Marines are hardened killers. Each and every one is a veteran of multiple warzones, with years of combat experience in some other branch of the military. All of them have also been subject to Court Martial proceedings and sentenced to death by firing squad. Service in the Free Marines is regarded as the equivalent, but it also allows Capitol to spend these dead men's lives in battle where their skills are most useful... and if they survive five two-year terms, then they earn their freedom, and their lives.

**Prerequisites:** Capitol, Close Combat Expertise 2, Ranged Weapons Expertise 2, Military Primary Career

**Difficulty:** 3

**Mandatory Skills:** Close Combat, Ranged Weapons, Stealth.

**Elective Skills:** Acrobatics, Mechanics, Treatment.

**Signature Skill:** Close Combat, Mechanics, Ranged Weapon, Stealth.

**Talents:** Three talents from Close Combat, Mechanics, Ranged Weapons, Stealth.

**Equipment:** Mk 1 Tortoise armour\*, M50 assault rifle\*, Punisher shortsword,asic repair kit, three anti-armour grenades.

**Earnings Rating:** 1

**Special:** Equipment marked \* is only gained if the character does not already own it. The character's Criminal Record\*is expunged, and his age increases by ten years instead of the normal 1d6+1.



## HEAVY INFANTRY



The men and women of Capitol Heavy Infantry are the hardened core of the Capitol Armed Forces; every one a toughened veteran of the harshest warzones that the AFC finds itself in. Mere experience is not sufficient, however, and candidates for the Heavy Infantry are held to an extraordinarily high standard. They are equipped with potent exo-armour and high-powered weaponry, the better to triumph in the most vicious battles.

**Prerequisites:** Capitol, Close Combat Expertise 2, Ranged Weapons Expertise 2

**Difficulty:** 3

**Mandatory Skills:** Athletics, Heavy Weapons, Ranged Weapons.

**Elective Skills:** Close Combat, Resistance, Treatment.

**Signature Skill:** Athletics, Close Combat, Heavy Weapons, Ranged Weapons.

**Talents:** Two talents from Athletics, Close Combat, Heavy Weapons, or Ranged Weapons.

**Equipment:** Tortoise Mk. 2 armour, M66 light autocannon with chain bayonet.

**Earnings Rating:** 3





## K-9 HANDLER



Originally established to protect against Mishiman sneak attacks, K-9 teams have been part of Capitolian forces for many centuries. These units – consisting of a handler and two or more dogs – were originally part of the AFC's Ranger Corps, and the elite training of the Rangers directs the methods of K-9 units to this day. The utility of K-9 units is in detecting threats and dangers that human soldiers cannot easily spot, and there are few AFC detachments that do not have an attached K-9 unit.

**Prerequisites:** Capitol, Animal Handling Expertise 1, Athletics Expertise 2

**Difficulty:** 2

**Mandatory Skills:** Animal Handling, Athletics, Ranged Weapons.

**Elective Skills:** Close Combat, Observation, Survival.

**Signature Skill:** Animal Handling, Athletics, Observation, Resistance.

**Talents:** One talent from Animal Handling, one from Animal Handling, Athletics, Observation, or Survival.

**Equipment:** Mk 1 Tortoise armour\*, M50 assault rifle\*, riot shield, supersonic whistle, two K-9 guard dogs.

**Earnings Rating:** 3

**Special:** Equipment marked \* is only gained if the character does not already own it.



## K-9 GUARD DOG

**RESTRICTION 3**      **COST 15**

The guard dogs employed by Capitol's K-9 units are bred for size, strength, and aggression, and those who don't measure up to the rigorous standards of the unit are put down without hesitation. Once the dogs have been bred and trained, they are surgically altered, given subdermal armour plating and titanium alloy-capped teeth to better prepare them for a hostile battlefield. They are also fitted with an autoinjector in their collar, which pump the dog's body full of muscle stimulants at a remote signal from the handler. This drug makes the dog's bite far stronger as its jaw locks and tightens on its prey, but it also forces every muscle in the dog's body to contract, paralysing the dog temporarily and causing it considerable harm and distress. Fewer than one in four guard dogs survive the dose, though this is regarded as collateral damage if the dog's attack inflicts significant harm on the enemy.

**WOUNDS:** 4

**SOAK:** Subdermal Ceramic Armour: (All 2)

**ATTACKS:**

◆ **Surgically Enhanced Teeth (melee):** 1+**T**5, Armour Piercing 1, Vicious 1

### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
11	8	9	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
4	4	7	6

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	-	1	1	2	2	1	-	-	-

### SPECIAL ABILITIES

- ◆ **Grasping**
- ◆ **Companion Animal:** a companion animal is considered to be part of a squad led by its owner. However, due to the animal's limited capabilities, it can only assist on tests made by the owner that are based on awareness or when making a melee attack. The owner may attack using the dog's surgically enhanced teeth – directing the animal to attack rather than fighting himself.
- ◆ **Muscle Contracting Drugs:** A K-9 Handler may, when attacking with the dog's Bite, trigger the autoinjector. The dog's attack increases to 1+**T**8, Armour Piercing 2, Vicious 2. However, immediately after the attack, the dog suffers 1+**T**5 damage with the Toxic 3 quality.



## MARTIAN BANSHEE



One of the more unusual Special Forces regiments in the AFC, Martian Banshees are sworn enemies of the Mishima corporation. The unit consists entirely of men and women who have lost family members to Mishiman operations. Martian Banshees are desperate, deadly soldiers sworn to vengeance, and they can be found at the heart of any battle. They are equipped with high-powered rocket packs, allowing them to range ahead of other forces and attack from unexpected directions.

**Prerequisites:** Capitol, Pilot Expertise 1, Ranged Weapons Expertise 2, ten or more years in military careers.

**Difficulty:** 1

**Mandatory Skills:** Acrobatics, Pilot, Ranged Weapons.

**Elective Skills:** Athletics, Close Combat, Willpower.

**Signature Skill:** Acrobatics, Pilot, Ranged Weapons, Willpower.

**Talents:** One talent from Acrobatics, Close Combat, Ranged Weapons, or Willpower.

**Equipment:** M50 assault rifle, Predator Mk. 1 armour (including rocket pack), three anti-armour grenades.

**Earnings Rating:** 3

**Special:** Equipment marked \* is only gained if the character does not already own it. Due to their particular enmity for the Mishima corporation, Martian Banshees may re-roll one d20 on any Close Combat test against a Mishiman character. However, the legacy of this hatred means that they increase the difficulty of all Command, Lifestyle, and Persuade tests by one when dealing with Mishiman characters.



## PRODUCER



Media content does not make itself. Producers are scattered across Capitol's media empire, engaged in the art of coordinating talent, overseeing projects, gathering funding, and ensuring that everything runs as smoothly as possible.

**Prerequisites:** Capitol, Lifestyle Expertise 1, Persuade Expertise 2

**Difficulty:** 1

**Mandatory Skills:** Lifestyle, Observation, Persuade.

**Elective Skills:** Command, Education, Insight.

**Signature Skill:** Command, Education, Lifestyle, Persuade.

**Talents:** One talent from Command, Education, Lifestyle, or Persuade.

**Equipment:** Ballistic nylon formal suit, cell phone.

**Earnings Rating:** 5

**Special:** Increase the character's Fame by one.





## REFORMED CONVICT



A Criminal Record\* is a stain upon a Capitolian citizen's life – it curtails his rights, hinders his career and financial opportunities, and isolates him from everything that is good and strong with his corporation. Certain acts can permit a citizen to expunge his record, and while many of these involve military service, some may prefer to face hard labour and imprisonment – working to redeem themselves in the eyes of the corporation, and picking up a few useful skills in the process.

**Prerequisites:** Capitol, Criminal Record\*Difficulty: 1

**Mandatory Skills:** Athletics, Resistance, Thievery.

**Elective Skills:** Mechanics, Observation, Survival.

**Signature Skill:** Observation, Resistance, Survival, Thievery.

**Talents:** One talent from Observation, Resistance, Survival, Thievery.

**Equipment:** None

**Earnings Rating:** 1

**Special:** The character's Criminal Record\* is expunged.



## SEA LION



Set apart from the rank-and-file of Capitol's armed forces, the Sea Lions have a long and illustrious history, dating back to the First Corporate Wars. Founded to spearhead assaults across Venus, in environments that Capitol forces were spectacularly unsuited for, the Sea Lions are experts of guerrilla warfare, amphibious assaults, and long-range scouting operations across hostile terrain. Every Sea Lion is covered in elaborate tattoos, which can normally be used to identify members of the organisation even when they are out of uniform.

**Prerequisites:** Capitol, Athletics Expertise 1, Ranged Weapons Expertise 2, Resistance Expertise 1, ten or more years in Military careers.

**Difficulty:** 2

**Mandatory Skills:** Ranged Weapons, Stealth, Survival.

**Elective Skills:** Athletics, Close Combat, Resistance.

**Signature Skill:** Athletics, Ranged Weapons, Stealth, Survival.

**Talents:** Two talents from Athletics, Close Combat, Ranged Weapons, Survival.

**Equipment:** M50 assault rifle\*, Panther armour, Harbinger survival sword.

**Earnings Rating:** 3

**Special:** Equipment marked \* is only gained if the character does not already own it.





## SPECIAL AGENT



The character has earned a position of authority and power in the intelligence services, running networks of lesser agents and handling the highest priority cases. Agents are given free rein to take whatever actions they deem necessary to get the job done, and rely on anonymity to employ the most ruthless and brutal of methods as effectively as possible.

**Prerequisites:** Capitol, Observation Expertise 2, Stealth Expertise 1  
**Difficulty:** 2

**Mandatory Skills:** Observation, Persuade, Stealth.

**Elective Skills:** Education, Insight, Linguistics.

**Signature Skill:** Education, Insight, Observation, Stealth.

**Talents:** Two talents from Education, Insight, Observation, or Stealth.

**Equipment:** Ballistic nylon formal suit, M8 Slingshot, cell phone, three assets.

**Earnings Rating:** 4

**Special:** The character's Fame is reduced by one, to a minimum of zero.



## STAR ATHLETE



The very finest athletes command extraordinary salaries, dozens of sponsorship deals, and the attention of millions. Their skills are subject to the scrutiny of sports fans across the solar system, and every fan will have his favourite athletes and franchises.

**Prerequisites:** Capitol, Acrobatics Expertise 1, Athletics Expertise 2  
**Difficulty:** 3

**Mandatory Skills:** Athletics, Acrobatics, Resistance.

**Elective Skills:** Close Combat, Persuade, Willpower.

**Signature Skill:** Athletics, Acrobatics, Close Combat, Resistance.

**Talents:** One talent from Athletics, one from Acrobatics, Athletics, Resistance, or Willpower.

**Equipment:** Ten assets

**Earnings Rating:** 6

**Special:** The character's Fame increases by two.





## SUNSET STRIKER



The Sunset Strikers began as a security detail for Capitol's holdings on Mishima-controlled Mercury, and the unit has grown from there. Surrounded by a culture of self-sacrifice and hierarchical respect, it adapted to its environment and learned the ways of Mishima. Drawing on the traditions of their hosts, its members studied the gruelling martial arts regimens of the samurai and adopted codes of honour and conduct loosely based on *bushido*. Sunset Strikers, owing to this training and their experiences in the Mercurian caverns, have extraordinary prowess in close quarters, and are steadfast to a fault.

**Prerequisites:** Capitol, from Mercury, Close Combat Expertise 1, Willpower Expertise 1

**Difficulty:** 2

**Mandatory Skills:** Acrobatics, Close Combat, Willpower.

**Elective Skills:** Athletics, Ranged Weapons, Unarmed Combat.

**Signature Skill:** Acrobatics, Close Combat, Unarmed Combat, Willpower.

**Talents:** One talent from Close Combat, one from Acrobatics, Close Combat, Unarmed Combat, or Willpower.

**Equipment:** Mk. 1 Tortoise armour\*, M50 assault rifle\*, daisho.

**Earnings Rating:** 3

**Special:** Equipment marked \* is only gained if the character does not already own it.



## TOP GUN



The finest pilots in the finest air force anywhere in the solar system. The Capitol Advanced Strike Fighter Tactics programme, located at McCraig Air Command outside Burroughs, provides specialised training to the finest pilots in Capitol's Air Force. Pilots wearing the patch of the 'Top Gun' programme, as it is colloquially known, are highly-regarded and revered for their skills and devotion. Many Top Guns go on to command or teaching roles within the CAF, passing on their skill and expertise.

**Prerequisites:** Capitol, Pilot Expertise 2, Ranged Weapons Expertise 2

**Difficulty:** 3

**Mandatory Skills:** Heavy Weapons, Ranged Weapons, Pilot.

**Elective Skills:** Command, Persuade, Mechanics.

**Signature Skill:** Command, Heavy Weapons, Ranged Weapons, Pilot.

**Talents:** One talent from Pilot, one from Heavy Weapons, Ranged Weapons, or Pilot.

**Equipment:** Vac suit, AZH-15 Raptor strike fighter.

**Earnings Rating:** 4

**Special:** Increase the character's Fame by one.





# THE PRIDE AND PREJUDICE

## SOCIETY IS ALL ABOUT PERSPECTIVE

There is no such thing as an 'average' Capitolian – they value their individuality far too much as they all come from varying cultures, builds, backgrounds, and beliefs. Diversity is the spice of existence for Capitol, which is why it accepts almost everyone with open arms – except for Heretics, of course. Capitol respects that everyone can contribute to society as a whole, and believes greatness is capable of being found within anyone. It is a noble ideal, to be sure, thinking everyone deserves equal rights and an equal say in how things run. Does it work, though? Most Capitolians will chorus a mighty “Yes!” in praise of their state of affairs.

However, combine the concept of freedom-at-all-costs with Capitol's obsession with prosperity and fame, and things can become chaotic as its citizens scramble over one another to reach the top. In fact, despite the corporate propaganda, Capitol is one of the most – if not the most – crime-ridden, violent, and corrupt corporations in existence. Those Capitolians who admit to this claim the dark side of their society weeds out the weak among them, and gives the strong a chance to step up to their full potential. Others just see it as rife with opportunities for abuse and flailing near to anarchy at all times.

Those who live in more restrictive corporations, such as Bauhaus, tend to see Capitol as a rabid mongrel to be chained. Those lower on the strata of those same corporations, however, are known to yearn for the freedom Capitol offers.

### “THE CASE AGAINST CAPITOL”

“It does not matter how tall the tree stands. If its heart has become rotten, it will fall in the slightest wind.” These are the famous opening lines of the Corporate Longevity Report, a treatise written by Mishima research scientist, Dr. Hawasaki. According to her findings, Capitol's worship of excess and superficiality is anathema to its long-term survival. These findings have, of course, been discarded as obviously biased by most other corporations – especially since it concluded Mishima demonstrated the prime example of corporate structure.

## LIVING THE LIFE

Being a Capitolian does not just mean soaking in every good thing the corporation doles out. A true citizen gives back. They make a stand for the virtues and values that set Capitol apart from the other corporations. Capitolians do not do it because they have to, like the poor, oppressed slobs in Mishima. They do it because they want to! Because they recognise that freedom is worth the fight and the sacrifice! Otherwise, a citizen is just a parasite. Who else make good parasites? Heretics. Give that a hard think over.

For Capitol, providing for its people is the name of the game. Meals may not be a seven-course affair, but food is at least plentiful. Products may not be held to such rigorous standards as Bauhaus, but at least everyone can afford the necessities. Transportation is cheap and fast. People get what they need, when they need it.

## WHAT MATTERS MOST

These glorious cities do not just build themselves. It takes dedication, hard work, and courage. Other corporations might try to make their people conform to certain standards, or even try to spawn them in horrid breeding programs, but not Capitol. Every Capitolian knows these inherent values from birth, and it is just a question of whether they are given the opportunity to let those virtues shine that sets them apart from the common dreck and drone.

## THE BEST & THE BRIGHTEST?

Capitol boasts that its citizens are the finest minds in the system, and positions itself as an indomitable leader that all others should follow. In some ways, this may be true – though the other corporations are quick to compare and contrast Capitolians against their own distinguished legacies. Admittedly, Mishima is renowned for its samurai warriors; Bauhaus has laid claim to premier industrial dominance with the finest (and most expensive) manufactured goods available and Cybertronic has leapt ahead in the fusing of the biological with the technological, having research and development labs years beyond what Capitol has managed.

Yet Capitol distinguishes itself in the inextinguishable fighting spirit of its citizens. For Capitol it is the individual that matters most, for it is the individual who contributes the brains, brawn, and brilliance that has helped Capitol grow and endure. While Capitol certainly promotes unity, it refuses to try to subvert personal accomplishment like other corporations. The citizen is Capitol, and Capitol is its citizens.



## THE GOLDEN CITIZEN

"The citizen is the embodiment of seized opportunity. The citizen is adaptable to any situation. The citizen can overcome any obstacle. The citizen never stops following his dream, no matter the cost. The citizen never lets anyone forbid her freedom, except through death. The citizen fights for those who cannot fight for themselves. The citizen believes in the potential for a single person to change the course of history."

## CORNERSTONES OF CULTURE

### SOCIETY AT A GLANCE

Capitol's culture is imbued with the original spirit of the Pioneers, meaning everyone is searching for the opportunity to leave their mark. Of course, the size, shape, and lasting value of that mark varies from citizen to citizen. To this end, Capitol has created a society in which opportunity abounds. In fact, 'abundance' makes for a motto of Capitolian living at large. There is rarely a true lack of necessities, and often a glut of adequate goods in all markets.

### TECHNOLOGY

Capitolian technology gets the job done. Function is weighed to be far more important than form or fashion. Can it look pretty? Certainly, for those who are willing to spend the extra dollars on a little buff and shine; but so long as a machine can perform the job it was built to do, that is what really matters in the end. Capitol's tech combines energy sources from the holy trinity of power: gas, steam, and electricity. Because of the centuries of warfare, lost history, and a sad tendency for artificial intelligences to go insane at the most inconvenient times, Capitol recognises that it suffers from retrograde technology performance. It possesses a strange amalgamation of the gritty with the glorious, as diesel-fuelled trucks smoke down city highways while its spacebound naval forces engage in interplanetary dogfights and transport troops to face down the enemy on distant battlefronts. While Capitol is certainly for technological advancement, many Capitolians are leery of technology they do not fully understand or control, and this makes them hesitant to fully embrace more advanced tech, such as that being developed by Cybertronic.

### CLOTHING

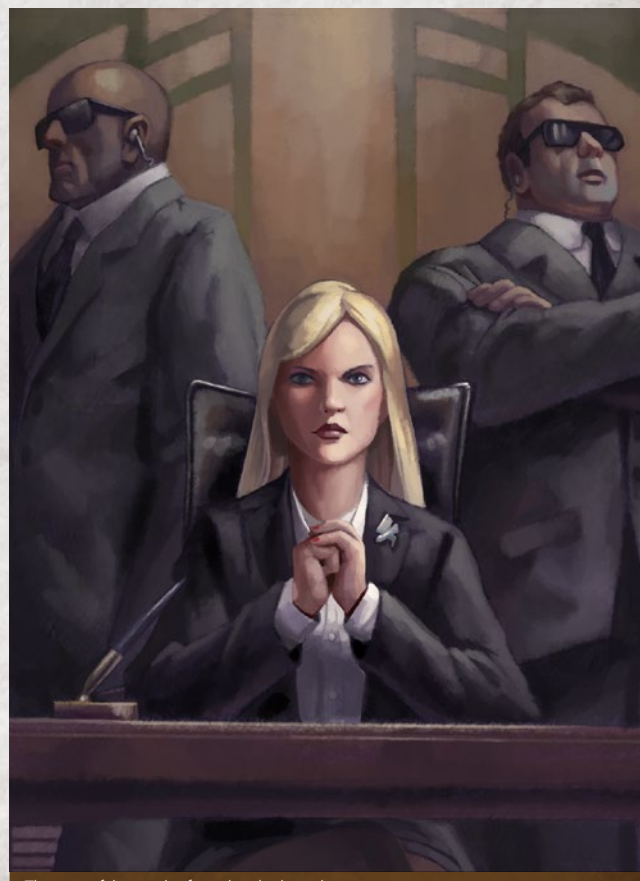
In other corporations, entire families and castes can be distinguished by the cut of their sleeves or the length of their hem. Not so in Capitol. Here, fashion is fluid and shifts from one day to the next. Walk down the streets and one will see a thousand different matchups of personal styles. It is not a matter of mere flamboyance – the purpose of clothing is to help a citizen stand

out and forge a memorable identity for themselves. If there is any commonality in citizen clothing, it is found in durability. Since fights can break out at any time, even in city centres, Capitolians tend to gravitate towards clothes that can take a few bloodstains and bullet holes and still keep them looking fabulous. Leather, denim, and nylon tend to make up much of the textile composites on the market. This season's preferred colour is rust-red.

Currently, top fashion designers include **Harold Rydzinskell**, of **Zinsk and Zoonsk** label fame; and the designer known only as Lisp, whose obvious inspirations draw upon heretical symbolism and grim stylisations that have called his loyalties into question (though the controversy has done nothing to hurt his planet wide popularity).

### FOOD

Few go hungry in Capitol since food is plentiful, greasy, and cheap. It may not be the fare for a seven-course dinner, and some of the fast food joints might leave an oily film on the tongue for hours afterward, but at least it is flavourful. The sheer amount of variety is boggling as well. Capitol cooks love to copy menus from across the solar system, even if their recipes tend to come across as muddled knock-offs. Street vendors are pervasive, selling everything from large pretzels to kabobs.



The powerful are to be feared and admired.

## THE PRIDE AND PREJUDICE



**The Mighty Gorge** is a popular pit stop for those who do not want anything but meat in their meals. Other chains include Smash-n-Mash BBQ, Lulu's Lunchery, and the Sugar Shack, which specializes in desserts. Capitolians tend to prefer their food heavily seasoned with salt, sugar, or various heavy spices, and find other corporations' dietary offerings a tad bland. As far as accompanying drinks are concerned, liquor stores are so competitive that several larger street wars are believed to have been started by rival store owners attempting to hedge in each other's territories. Do not get between a Capitolian and their whiskey or cold beer.

Surprisingly, Capitol exports more foodstuffs than any other corporation; so even though Imperial or Bauhaus might claim finer tastes, people will still find Capitolian brands such as **Wombat Soups**, **Hardman Tobaccos**, and **Buffalo Meat Products** doing brisk business in their cities.

## THE MIGHTY GORGE

"Are you brave enough to feast on a lion's share of pure protein? Do you have the guts to match your gullet against the Mighty Gorge? Your mission, if you dare to accept it, is to consume 15 lbs of beef in a single sitting! Those who accomplish this fantastic feat will have the cost of their meal waived and receive 50% off all Mighty Gorge merchandise. Those who suffer defeat will be forced to wallow in their own shame and meat-sweat."

## TRANSPORTATION

Since Capitol's major cities, such as San Dorado, Overton, and Luna, tend to be sprawling megalopolises, finding the most economic and efficient method of getting around is of paramount importance to citizens. After all, the great media and commerce machine requires the coordination of a hefty schedule, with politicians, investigators, military personnel, and labourers forever zipping to and fro. Air travel is frequent through such nodes as **Kittyhawk Skyport**, which transfers thousands of people on and offworld every day with its fleet of airships. Trains provide steady routes from cities into more rural colonies and settlements – though there is consistent concern about the effects train smoke has on the sensitive terraformed atmosphere. More personal transportation is available through cars, especially the ubiquitous grey-and-green **Fleet Street Cabs**, which offer a bargain-bin here-to-there service for a flat 50 dollars (plus tip).

Most Capitolians own a car, and Capitol itself is a major vehicle manufacturer, with its assembly lines committed to the quality values of 'sturdy' and 'cheap.' While not on the level of Bauhaus production, Capitol's **Universal Motors** makes sure there's at least

one car in every garage. Other transportation manufacturers include **Militek**, **General Aerospace**, and **General Trucks**.

The constant foot and motor traffic does make for a hazardous environment, and it is not uncommon to be the witness of a nasty accident at least once or twice a month. All Capitolian transportation companies have a built-in legal framework stipulating that any lives lost during vehicle operations are unfortunate events they cannot be held liable for. Merely stepping foot in a public transportation vehicle of any sort is a citizen's way of waiving their rights to any personal safety during the ride.

## ARCHITECTURE

Much of Capitol is devoted to spectacle, and its architecture is no exception. What better way for Capitol to show off its wealth and solidarity than in the rearing monuments composing its vast cities? When in the midst of a Capitolian city, visitors should expect to get easily lost while wandering past skyscrapers that blot out the sun. Even so, Capitol prefers the simple size of the buildings to speak for themselves, and does not tend to clutter them with extraneous trappings, such as flags, murals, or other adornments. Instead, buildings tend to be constructed in neat straight lines, giving a city a sense of orderliness and polish despite the ever-present grime and smog. The Capitolian eagle is a common logo on more prominent surfaces.

Beyond the impressive appearances, Capitol's cities are actually gritty, filthy affairs. Graffiti is ubiquitous, marking gang territories or quoting heretical propaganda. Advertising is just as pervasive, with spotlighted billboards and neon ads turning nights into garish landscapes. Two general contractors who have been forever competing for street-cleaning contracts throughout Capitol's settlements include **Spray Away** and **Cleaning Crew**. It is quite the lucrative job, as the constant piling of garbage requires equally constant upkeep so that people can actually walk without stepping in trash.

## SHOPPING

Capitol offers everything anyone could ever need, and then some. Weapons, clothes, vehicles, entire home self-defence systems... it is all there, lined up in large window displays to be ogled over and bought in bulk and at discount. Capitolians love gargantuan department stores, many of which are at least a city block or two long, where they can spend all day perusing the aisles for every possible deal in existence. The goods may be cheap imitations and fall apart the next week, but so long as they think they are getting a good deal, the citizens are happy.

Maximart is one of the more popular goods depots, with the slogan, "If you can't find it here, it doesn't exist." Their previous slogan, "If you don't shop here, you're a Heretic," was not as well received by focus groups. Occasionally, limited supplies of a particular product will trigger a rush on last-minute purchases, which can devolve into



shoot-outs between customers attempting to grapple over the last available item.

More bulk-produced goods can be found in outlets such as **Electroworld**, **Dress Up!**, and **Everyman**. Certain brands, such as **Eternity**, a well-known line of jewellers, do try to evoke a sense of luxury and privilege among its clientele. This goes against the Capitol creed of freedom and equality for all, but pleases those who have seized the opportunity to establish themselves on a higher echelon of wealth.

### MEDIA & ENTERTAINMENT

Capitol reigns supreme in all media arenas, be it film, television, radio, or any other medium. While news channels abound and politicians are quick to hold press conferences, Capitolians prefer to digest their information in more captivating fashions. Citizens also attempt to keep the reality of the war at bay by indulging in nightly outings to dance clubs, concert halls, jazz dives, and theatres. It can be quite overwhelming – a constant bombardment of sight and sound, leading to sensory overload. All of this massive media production goes towards one primary goal: keeping the spirits of Capitol's citizens uplifted. It is a source of joy, hope, and inspiration unmatched by any other rah-rah chorus a corporation could conjure. Base amusement is the heartbeat of the corporation, and whether they know it or not, the vast majority of its citizens march to its rhythm.

### RELIGION

Capitol enjoys making a big deal of how quickly and devoutly it has adopted the faith of the Brotherhood. After all, for a corporation

so staunchly set against the Dark Legion, what else would make sense than to intertwine its every effort with the Light as much as possible? Capitol's culture is rife with Brotherhood influences, seeking to protect the minds of the innocent and pure from the twisted powers of darkness. Cathedrals and monasteries are available in every settlement, no matter how small, and at least 90% of citizens attend services on a weekly basis. Brotherhood agents are a common sight everywhere in Capitol, forever expounding on the virtues of walking in the Light while warning against the deadly pitfalls of heretical thinking. The media conglomerates are proud to extol such faith through two 24-hour Brotherhood channels: the **Holy News Network** (HNN) and the **Cardinal Entertainment Channel** (CEC), where all content is pre-approved by Brotherhood officials. Brotherhood missionaries head up much of the social work, running homeless shelters, food distribution centres, soup kitchens, and even providing free healing services.

The only area where the Brotherhood and Capitol do not see directly eye to eye involves the Inquisition, the Heretic-hunting arm of the faith. Inquisitors must often pry into people's personal lives, seeking twisted beliefs and activities that would otherwise go unnoticed until too late. Because of Capitol's foundation on individual freedom, its citizens do not tend to enjoy Inquisitors probing their business – innocent or not – as they feel that their rights are being trampled. One of the ways Capitol has tried to work around this, especially on Mars, is to automatically deputise any Inquisitor under the badge of the Bureau (CBI). This gives them full legal authority to make whatever searches and arrests are necessary to ensure the populace remains protected and heretical cells are eliminated with full prejudice.

# GRAND OPENING!

## HUBERT'S HOME DEFENCE HUB

Danger doesn't just lurk around the corner – it could be right there in your own home! How can you defend your family and loved ones against the insidious threat of heretical plots? By investing in the finest self-defence weapons and gear money can buy, available now at Hubert's Home Defence Hub.

- ★ Fully automated home defence systems!
- ★ Armour-piercing ammunition!
- ★ Tykes-and-Targets starter kits for the kids!
- ★ Operations and upkeep training available!
- ★ Fastest license processing in the city!

We are a registered Bertram's & Sons reseller, the manufacturer preferred by eight out of ten Sea Lions. Protect your property and person with the same gear our brave soldiers use to dominate the battlefield!

*Free Baker's Dozen grenade bandolier included with the first 500 purchases!*



# CAPITOL COMMERCE

## BUSINESS AS USUAL

Capitol thrives on the exchange of goods and services with other corporations, even those it is currently engaged in warfare or espionage with. Its citizens put in the effort and reap the rewards, as it should be. In the immortal words of Chairman Darrelmeyer, "Capitol is business. Business is Capitol." As it is a free market, the opportunity for innovation and profits runs rampant, and Capitolians are marvels at providing the perfect product at the perfect price, meeting customer demand wherever it exists. At this time Capitol is proud to note its production of goods is at least 20% more than Mishima, its closest competitor, and its materials and products are employed in almost every imaginable industry. Capitolians measure their success in three primary ways: Riches, Fame, and Connections.

### RICHES

Capitol believes in the utmost sanctity of profitability. Some call Capitol decadent or shallow, but Capitolians think the naysayers are simply jealous. If a citizen possess real riches and only ever stashes it away or hands it over to some idiot with nothing more than swagger and a sword, what is the point? Wealth calls to wealth, and only by applying it will anyone ever further their efforts. The Capitol war machine is not run by wishful thinking; neither is anyone going to feed themselves or climb the corporate ranks by wishing on a falling star. All the greatest ideals and plans can be laid out but, at the end of the day, if one lacks the dollars to back them up, they are worthless.

### FAME

What is wealth without glory? Why would anyone ever wish to hide behind a curtain of anonymity, or trudge through the streets wearing the same faces and clothes as everyone else? Every true Capitolian strives to distinguish themselves – be it through skill, action, or brilliance. Renown translates into influence, which is just another form of power to secure a place in Capitol's echelons. This has given rise to the pre-eminence of media-driven role models who represent the best of what Capitol has to offer. Their gifts, wielded well, can ensure nothing undermines the Capitolian spirit.



## CAPITOL DOLLAR

The Capitolian monetary unit is minted in \$100, \$50, \$20, \$10, \$5, and \$1. It has the engraving of an eagle in flight on one side, with the value denoted on the other, plus a mark of authenticity. Used throughout Mars and the asteroid belt, it sees less circulation on Luna. 1 Capitol Dollar = 7 Cardinal's Crowns.

## CONNECTIONS

Making connections can make the difference between being nothing and being known by everyone who matters. Just because Capitol reveres the idea of the lone wolf or self-made man does not meant concepts such as teamwork or camaraderie are lost on its citizens. Forming networks, making strong connections, and forging fearsome allies is all part of the effort. These people have information. They have resources. They have influence. All of these are useful things when one wants to climb to the top.

## SHADY BUSINESS

Beneath every deal is a bucketload of dirt swept away from the public eye. It is an open secret that Capitol's system is rife with questionable or downright corrupt practises, and that the business laws put in place by its legislators are considered more 'suggestions' than actual hard rules. So, how do Capitolians approach the business model on an individual basis, and how does Capitol at large respond to more private ventures? Most citizens approach their plans for success with the philosophy that is is better to ask for forgiveness than permission. Whatever they can do to get away with a boost of profit, power, or personal fame, they will attempt. At the same time, Capitol does everything in its power to bring successful establishments and entrepreneurs into the fold.

## PRIVATELY OWNED BUSINESS

Capitolians are free to establish whatever sort of business they wish, so long as it complies with the large ream of regulations published by the General Departments. Because every citizen has at least one stock share in the overall Capitolian market, this makes any company they found legally owned by Capitol from the outset – adding to its already massive corporation holdings. This, in fact, is why Capitol



can claim to be the largest corporation in existence. The thousands upon thousands of seemingly independent businesses are all, in the end, tied to the corporate interest. How closely Capitol monitors these private businesses is dependent on their ongoing success, growth, or rumours of possible Heretic activity going on behind an otherwise innocuous shop front.

### FREELANCERS

Capitol keeps a constant and close eye on independent operators who hold no connection to any particular corporation. This not only includes up-and-comers who have developed a new idea or product, but also field agents – those freelancers who often work for scrap and change, taking odd jobs across the planet and solar system and scrounging to survive. Occasionally, though, certain freelancers or teams will rise to the surface, presenting a respectable track record, a profitable product, or a penchant for actually getting the job done, no matter how difficult the task set before them. Rather

than bother setting up an opposing and redundant effort, Capitol prefers to simply buy out freelancers, and will only move into direct competition if the owner refuses to sell out. Should freelancers of any sort allow themselves to be bought, they are automatically granted Capitolian citizenship, with all the perks and privileges this status offers. Some freelancers base their entire business model on the hope of being bought by Capitol for a premium.

### BRUTE FORCE

Want to put a competitor out of business? Few things are more direct and effective than burning their business to the ground. In a society where everyone supposedly holds equal rights, the philosophy of 'might equals right' rears its battered head more often than Capitolians might wish to admit. However, this is slightly countered by the fact that nearly every Capitol citizen holds an array of weaponry on their person at any hour of the day; meaning that anyone who wishes to try and push over a shop should be ready and willing to engage in all-out urban warfare. The **Minimart Massacre of 1285 YC** began this way, with over a hundred lives and millions of dollars in commercial property lost by the end.

Capitol will let its citizens duke out personal grudges, and will even turn a blind eye to corporate assassinations so long as things are kept tidy enough to avoid disturbing the status quo. If the skullduggery gets too out of hand, threatening to disrupt the commercial flow, law enforcement stands by, ready to restore order and sanity with a well-placed whack of the baton or bullet to the skull. *Caveat emptor.*

### CORRUPTION

Who has not taken a bribe or two in their day? Sometimes it can be the easiest way to get ahead. After all, who needs ethics when they have bills to be paid and a family to feed? The reality is that corruption is pervasive throughout Capitol, from the lowest scrounger to the Board of Directors itself. Even the President has plenty of scandal hiding in the long shadow he casts. Ultimately, if one citizen is not up for working the system, another will take his place and continue the cycle of corruption. It is as prevalent in the commercial arena as it is the political – and these two are intertwined to the point that few people see any difference between them. Votes are bought. Citizens are framed. Innocents are roughed up in dark alleys to keep them quiet. Louder voices are silenced. The factions that want to see their agendas pushed forward have to decide what price they are willing to pay to remain competitive and popular. Remember, every citizen has the freedom to act however they wish, and might only pay the consequences of their mishandlings if they are unfortunate enough to get caught.



Business doesn't only happen in the boardrooms.





# MEDIA FOR THE MASSES

## A BEACON... NOT BRAINWASHING

Plenty of people point at the mega-empire of Capitol's media powerhouses and decry it as polluted propaganda. Such a sad smear attempt does nothing but fool those who are already blind to the truth. What corporation does not tailor its news and sing its own favourite tune? Capitol may dress up the truth a bit and stick it in the proper lighting, but this is not propaganda. It is a clarion call to glory! It is a point-blank barrage inspiration that drives men, women, and children to happiness and hope, helping them dream of making a better life for themselves.

## THE GOLDEN SCREEN

No other corporation comes close to matching Capitol's film-making industry. It is nearly, if not entirely, as massive as the corporation's whole battlefield effort – and just as essential. It represents the heart and soul of Capitol, giving people a reminder of why they are so fortunate to be part of a millennia-spanning legacy. From heart-stopping thrillers to weep-in-your-seat romances to the most enthralling epics ever seen, Capitol's movies embody the virtues that make this corporation so great.

While many Capitol citizens enjoy luxury and comfort not found in any other corporation, there is an even higher echelon of people who all look to for guidance. The military leaders? The Board? The President? All movers and shakers in their own way; but the real power is found among the stars. Not the twinkling motes of light above the atmosphere, but the stars of stage, screen, and script. Those who lend their faces, voices, bodies, and souls to bring hope to the masses while drawing undying devotion from their fans. When it comes down to it, studios such as Union Motion Pictures and Independent are going to be as vital to winning this war as the soldiers on the front line.

## THE STUDIOS

Much like the incessant churning of San Dorado's oil fields, or the thunderous booms of the industry districts, Capitol's media production studios are forever in motion. They are, after all, attempting to satisfy the endless appetites of millions of citizens who are quick to snatch up and gulp down any scrap of a show tossed their way. Capitolians are, frankly, addicted to their entertainment system and cannot fathom the thought of going a day without easy access to music, books, movies, and televisions. Blockbuster films and popular television shows are one of the primary providers of this

## FEATHERLIGHT BLUE

A movie star famed for playing political roles, Featherlight went on to become an actual politician, using her enormous fan base to win in a landslide. Now overseeing a variety of inter-corporation diplomatic affairs, she still finds the time to occasionally return to films. With sweeping brown hair, dark skin, and darker eyes, she dresses in a style that makes one think of a bird of prey, and her beauty is backed up by a fierce intelligence that quickly makes any opponent feel like a mouse about to be gobbled up.

craving, and many citizens attend the movie theatre as often as they do the Cathedral. This is not to say Capitolians are not particular about the entertainment they receive; they have particular tastes, and woe to the producer who dares to colour outside the lines. Good must triumph over evil, freedom must win over oppression, values must be cast in black-and-white, and the ending must always be a happy one. It is in this manner that studios reinforce the Capitolian ideals. Four main studios have established themselves as rulers over this media empire, with each being responsible for a particular style of film or show. Any smaller studios that start to see a level of success are inevitably bought out.

- ◆ **UNION MOTION PICTURES:** Presided over by CEO Laurence Sprockle, this studio specialises in mysteries, thrillers, and dramas (including the ever-popular romance). Recent releases include *Dying to Know You*, *Catch a Falling Star*, and *The Trouble with Twins*. **Sapphire Suzi** and **Torrence Plochette** remain two of its most well-known actors. UMP boasts the most glamorous moviedromes in the system, though their ticket prices tend to consistently edge upwards. It also owns the famed **Capitol Entertainment Network**, whose roster includes immensely popular shows such as *...And Then Came an Inquisitor*, *Sam, Torenaga*, and *Stephen*; *The Tony Dorado Show*; and, of course, *Live from Luna*.
- ◆ **INDEPENDENT:** This studio was originally formed by a conglomerate of freelance studios that banded together over a passion for producing comedies. Since then, it has been the maestro of gut-busting, side-splitting movies. Alongside films, this studio also presides over the 24-hour **Capitol Comedy**



## BEN DAVE STEVENS FILM STAR



Ben Stevens is a rising star in the fast moving world of Capitol Entertainment. Though perhaps not the tallest movie star ever, his sheer determination and impressive screen charisma have seen his acting career go from strength to strength. His recent breakthrough was as the dashing lead in the Union Pictures action movie '20 Seconds to Deimos', which saw him locked in mortal combat with the fearsome Nepharite Saladin. Since then he landed a role in the hit musical 'The Patchwork Man', playing to packed houses in Colding Hall on the famous Theatre Row in Luna City. Despite the dark nature of the play, which is based on the brutal killings, Stevens' portrayal of the tormented but charismatic detective Duncan Murdoch has received strong reviews.

### WOUNDS:

- ◀▶ **Head 3**                      ▶▶ **Torso 7**
- ◀▶ **Arms 4**                      ▶▶ **Legs 5**
- ◀▶ **Serious 6**                    ▶▶ **Critical 3**
- ◀▶ **Mental 9**

**SOAK: Bespoke, high-fashion Hardback Armour:** (Head 2, Torso 2, Arms 1, Legs 1)

**Network** and most talk show hosts and satirical news anchors. Its long-running *The Gleamsters* series broadcasts the exploits of an undercover team of pranksters who keeps citizens on their toes – though this has come under scrutiny of late when the team attempted to imitate a heretic cult to frighten citizens and received death threats from an authentic heretic faction.

- ◀▶ **CAPITOL CLIPS:** Capitol takes great pride in its citizens, and is always searching for the next inspirational figure to present to the public. Capitol Clips is forever developing documentaries, slice-of-life reports, interviews, and behind-the-scenes exposés for general consumption. It focuses on rags-to-riches stories, and everyone from the lowliest military grunt to the President himself has sat in front of its cameras. Its supposed mission is to uncover the truth at all costs, but critics of its content point out how rarely it reports with actual substance, and presents Capitolian culture through rose-tinted lenses. It is responsible for the popular *Heroes of History!* television series and accompanying radio broadcasts.
- ◀▶ **MOGUL:** Directly funded by the Board of Directors, Mogul develops sweeping epics that put the past, present, and future glories of Capitol on magnificent display. Many of these are

### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	8	9	9
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	7	9	11

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	-	1	1	2	1	1	1	3	3	2	-

### ATTACKS:

- ◀▶ **M13 Bolter Pistol (ranged):** Close, 1+ $\uparrow$ 5, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters
- ◀▶ **Unarmed Strike (melee):** 1+ $\uparrow$ 3

### SPECIAL ABILITIES

- ◀▶ **Leading Man:** Stevens is a classic example of an action movie star – square jaw, sleek muscles, and winning smile – and he knows it. He has a Fame score of 5, and gains two bonus Momentum on all Persuade tests.
- ◀▶ **All My Own Stunts:** Steven's prowess in the movies, while enhanced by the magic of the silver screen, is not entirely exaggerated. He may re-roll one d20 when making an Acrobatics or Athletics test, but must accept the new result.

dramatic presentations of old wars and bloody battlefields, with Capitolian heroes such as **Thomas Grammerson** or **Llewellyn Belle** standing triumphant in the face of overwhelming odds. The history presented in these films is understandably embellished, but no less inspiring for that fact.

### THE STAR SYSTEM

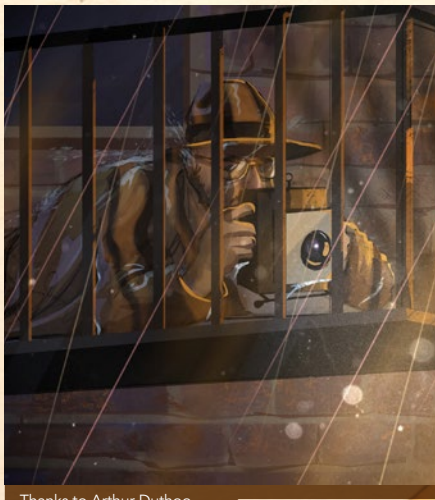
Just as assembly lines require a steady supply of workers to keep the products on the shelves, so the media studios require a constant influx of new and upcoming actors to fill countless film roles. Now, these actors cannot be random people just picked off the street. They have to be honed and refined until they can convey the essence of the Capitolian spirit no matter if they are starring in a wartime romp or playing a bit part in the latest romantic comedy. To this end, hundreds of talent agencies are forever on the prowl for potential stars, taking prospects in, nurturing them, and finally funnelling them out into the public spotlight.

- ◀▶ **GILDED FEATHERS AGENCY:** "The Perfect Film Fit" is this agency's motto, and it seems to have a prescient talent for positioning just the right actor for just the right role in just the right film to ensure its blockbuster success. As such, it charges a premium for its placement services, but every studio knows they



*This story was going to make his career at the Daily Chronicles newspaper. Arthur Duthoo had been following his target for weeks. He had spent countless hours taking photographs, rifling through the man's waste, and interviewing friends and colleagues under the cover story that the executive was going to get a special commendation for outstanding achievements. Everything painted a picture of an evil man who was driven by extreme ambition, willing to do whatever it took to win, no matter who got hurt along the way. And people were going to get hurt. He had removed all the environmental protections – weak as they were – from his manufacturing facilities and risked poisoning the drinking water of Luna with toxins known to cause hallucinations and neural damage. So Arthur found himself lying on a fire escape viewing his target through a long lens, waiting in the pouring rain for... someone. He started snapping pictures when he saw the manhole cover lift up, but almost dropped the camera when a pallid, overly-muscled creature climbed out. The inhuman creature shocked Arthur for a moment, but he started snapping more pictures when he realised the truth.*

*His target was working for the Dark Legion! Despite the cold and rain, Arthur smiled to himself. He was definitely going to get the President's Prize for Journalism for this one!*



Thanks to Arthur Duthoo.

are well worth the price. It is currently overseen by ex-actor and current political star Featherlight Blue.

- ◀ **THE HORATIO AGENCY:** Agents here are extreme opportunists, scouting new talent primarily from Capitol's youths. It holds numerous talent shows throughout the colonies, often in preschool and elementary institutions, and there are rumours that it has even approached pregnant mothers with pre-birth contracts that indebted the unborn to lifelong affiliation with this agency (including a rather severe non-compete clause).
- ◀ **BLACK & BLACK AGENCY:** This agency handles many of the 'legacy' actors currently at work within Capitol; the established stars whose names are known in every household, and whose faces are instantly recognized no matter where they go. Jack Slade, Eva Kane, Carlos Manolito, and Rudi Steiner are all among these ranks. While an aging demographic, to be sure, they are no less influential and every up-and-coming actor dreams of reaching the heights of fame these elite possess. Black & Black also has a large roster of ex-military persons who turned to acting in retirement and have lent their wartime expertise to the battlefield epics that are so popular these days.

Rumours exist that many actors actually play dual purposes within society. Thanks to their intensive training, ability to become someone else entirely, and access to extensive makeup and costuming staff, citizens claim certain actors also perform as secret agents, infiltrating everything from high society functions to deadly heretic cults. Investigators are constantly looking for firm links between the primary acting agencies and government intelligence – but these potential 'backstage ops' have yet to be confirmed.

#### PRINT MEDIA

Capitol entertainment extends far beyond film, as citizens demand ongoing variety to their content consumption. Print media, for instance, is in constant supply thanks to the supervision of Martian Magazines and Universal News. Daily, weekly, and monthly magazines and newspapers are on stands at every street corner, with the latest issue of the **San Dorado Herald** giving citizens their dose of local updates or battlefield reports. Each Capitol city has its own unique newspaper adding its investigators to the ranks of those shining the light of truth into every dim and dusty corner. The AFC produces **The Daily Chronicle**, which is essential for anyone who wants to remain up-to-date with Capitol's military exploits and advancements.





# THE PRICE PAID

As even the youngest child in Capitol knows, freedom is not free. Every push eventually gets a shove in return. If someone wants everything Capitol has to offer, they are going to have to be ready to push hard and take even harder shoves back. Capitol flaunts its shiny exterior and high-living citizens, but a sprawling, seedy underbelly is forever squatting beneath it – a cesspit waiting to suck down anyone unfortunate enough to step into it unawares.

## AN UNFORTUNATE VIOLENCE

When a society exists where so many have their needs fulfilled, it is understandable that the unfortunates who have to do without – be

it because of poverty, unemployment, or their own sad mistakes in life – would get the misguided idea that they are entitled to simply take what they have not earned. This is the vilest perversion of the rights Capitol bestows on all its citizens, yet it is a depth many fall to in their most desperate moments.

The only thing others can do is be prepared to defend themselves against their fellow humans. Just do not buy into the idea that “the best defence is a good offense” in this situation. It would not look good to start mowing down the poor or clingers-on just on the off-chance they were possibly considering a mugging. Let them at least reach for their weapons before unleashing.



Inter-personal conflict resolution, Capitol style.



## EVERYONE IS PACKING

Of course, the proliferation of violence is not helped by the equal proliferation of weapons possession in Capitol. Practically anyone on the streets likely has at least one, if not half-a-dozen, blades and burners strapped to their hide. The woman taking her two kids grocery shopping? Unfolding machete tucked under her skirt. The businessman heading to a luncheon? Machine gun in the briefcase. While it is not like picking grenades off arsenal-trees, Capitol does have a much more streamlined method of bringing firepower to the masses. After all, if every citizen is expected to defend his right to freedom, he needs the strength to do so. This, though, does leave room for the schmoes who make poor choices in life, and whose perception of freedom clashes harshly with those around them.

Pack that much weaponry into a single crowded city and killing sprees are just waiting to happen, sad as the truth may be. Everyone

has an itchy trigger finger and is looking for an excuse to flex it before someone else beats them to it. More than one argument in a designer clothing boutique has devolved into a block-long shootout with every citizen for themselves!

## THE LOWLIFES

Capitol tries to gloss over this fact, but it has the most massive slums and ghettos of all the other corporations combined. The number of poor and destitute in its population is staggering for those who care to take the time to count. Addictions run rampant through the cities since alcohol and drugs are available in copious amounts, jobs are lost in moments, and desperation can fuel rather despicable acts that can leave others lying in the gutter, unwanted and uncared for. While there are systems in place to provide shelter, food, and clothing for the needy, none of these programs are in any way perfect. Many go unintended and unnoticed in a society that values fame and fortune – and they can then begin to resent Capitol's ignorance and decide they will either force people to recognise

### CAPTAIN OWEN C. HENDERSON, MIC SPECIAL AGENT



Captain Owen C. Henderson served with distinction in the Airborne Rangers of the AFC before being headhunted by the Capitol Military Intelligence Corps. Capable of transforming an inferior force into a superior one through a combination of personal charisma, tactical cunning, courage, and a keen insight into the enemy mind, Captain Henderson was an ideal recruit for the MIC. He has embraced his role of defending Capitol from threats that society cannot even know exist, and unlike many of his colleagues, he has so far managed to avoid becoming twisted by what he has to face every day. He has quickly become the go-to agent for successfully resolving the toughest situations, and many have speculated that he would make an excellent commander for the MIC.

#### WOUNDS:

- ◀▶ **Head 3**                      ▶▶ **Torso 8**
- ◀▶ **Arms 4**                      ▶▶ **Legs 6**
- ◀▶ **Serious 6**                 ▶▶ **Critical 4**
- ◀▶ **Mental 10**

**SOAK:** Mk. 1 **Tortoise Armour:** (Head 3, Torso 3, Arms 2, Legs 2)

#### ATTACKS:

- ◀▶ **M13 Bolter Handgun (ranged):** Close, 1+**T**4, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters
- ◀▶ **M50 Assault Rifle (ranged):** Medium, 1+**T**5, Burst, 2H

#### ATTRIBUTES

STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	8	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	10	10	9

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	1	-	2	1	3	2	2	1	2	-

- ◀▶ **M509 Grenade Launcher with Anti-Personnel Grenades (ranged):** Medium, 2+**T**4, Munition, Blast (Close)
- ◀▶ **Combat Knife (melee):** 1+**T**4, 1H, Armour Piercing 1, Hidden 1

#### SPECIAL ABILITIES

- ◀▶ **Against The Darkness:** Henderson is skilled at facing unnatural and unusual threats, and knows that the surface appearance of a situation is not always the truth. Henderson has a Corruption Soak of 4, and he may attempt an Average D1 Insight test when in the presence of the supernatural to recognise that there are mystical forces nearby.
- ◀▶ **Leader of Men:** Henderson's men reduce the difficulty of Willpower tests by two steps, which may eliminate the need for a test. Further, when he contributes to a teamwork test – even if he is not leading the test – all characters involved may re-roll any die that does not generate a success, though they must abide by the new result.



them in acts of violence, or seek to subvert the culture with acts of heresy or terrorism. The Sprawl in San Dorado is a prime example of the squalor and misery these outcasts can find themselves in.

### ORGANISED CRIME

Just as boundless opportunity exists in Capitol for those who wish to build a legacy of heroism, virtue, and hope, so it is also offered to less-upstanding citizens. Greed is as powerful an incentive as grandeur, and many wonder why they should toil within an already-corrupt system when they can simply profit by taking advantage of its inherent shortcuts, loopholes, and deception. Organised crime manifests in everything from roving street gangs, such as the San Dorado Talons, to the Mudflats, a respectable gentleman's club that is actually the front for an expansive mob operation. While many legitimate businesses are set throughout Capitol's colonies, many also act as fronts for counterfeiting and smuggling rings, sex slavery operations, drug dens, and even heretic hideouts. Those citizens wishing to acquire a personal arsenal, without Inquisitors or CSS poking around and asking uncomfortable questions, may visit such operations to purchase unregistered weaponry. Certain lounges and clubs, such as The Misty Barge in Overton, are run by mob bosses and have been outfitted with surveillance devices for the sole purpose of catching government and military officials in compromising situations, providing material for future blackmail.

### THE TALONS

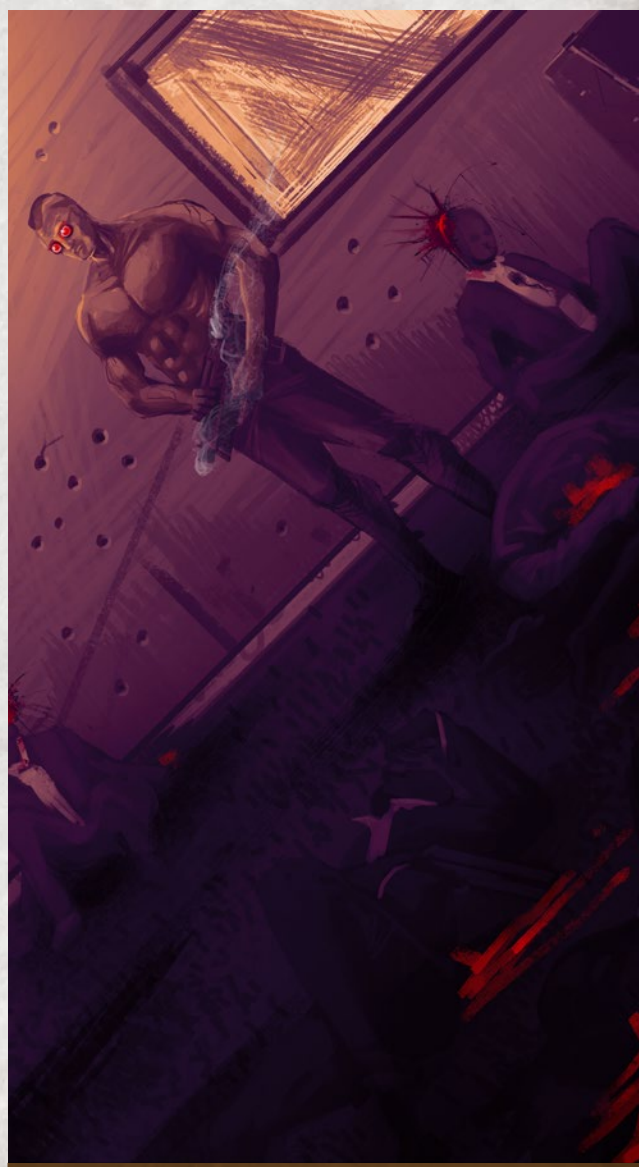
Founded in 1302 YC, this Overton-based gang controls a third of the city and commands fierce loyalty from its members. It has grown rapidly during the past decade, partially because its creed involves the vigilante hunting down of heretics and the weeding out of the soft and undeserving in society. Its members are marked by V-shape scars (meant to represent eagle wings) on their faces, arms, or torsos. They prefer curved blades as their instruments of 'justice'.

### HERETICS

Among those simply out for personal gain are those trying to subvert and destroy Capitol from within for a more horrific purpose – the ultimate annihilation of humanity itself. These are the heretics, those whose minds and souls have been corrupted and who now dedicate their lives to the Dark Legion. When most Capitolians think of dark powers being wielded against them, they tend to gravitate towards the Citadels, the undead, and other monstrous forces. Yet heretics can be far more subtle, preferring to use deception, subversion, and other hidden forms of manipulation to guide corporate developments to their desired ends. Heretics are known to be able to influence certain minds and souls when citizens are

not constantly guarding against such influence, and because of the twisted nature of their power, it is often difficult to detect whether it is being employed unless one is skilled in the Art.

Over the years, heretics have been uncovered in all echelons of Capitolian power, and it is even suspected past Presidents have been among their ranks. Even more worrisome are the persistent rumours of many Directors having been swayed to heretical ideologies: putting their entire electoral district at risk for infiltration and eventual destruction. Lastly, heretic cells have been increasingly connected to drug networks, especially where *thionite* and *anaihiline* are trafficked. It is believed by some top researchers that these specific drugs have an unexplainable affinity with the Dark Legion, and make users more vulnerable than ever to being manipulated.



The deadlier side of Freedom.

### THE PRICE PAID



# THE GOVERNMENT

## WHO IS IN CHARGE?

A body is nothing without its head, and so Capitol has established a democratic institution to serve its citizens' best interests. Democracy is the cornerstone of Capitol's culture, for when people possess the ability to choose for themselves, it opens the doors wide for superior creativity and innovation – and for lasting peace. Capitol is a true manifestation of its citizens' dreams, desires, and destinies. If someone does not like the way the votes are swaying, then they must shout louder and clearer, and rally those of like mind and spirit to their side until their agenda cannot be denied.

## THE PRESIDENT

The President is considered to hold the greatest amount of power within Capitol. As Chairman of the Board of Directors, the President oversees and has final say on all matters concerning corporate function, security, and financing. The President also manages appointing the various Directors to their Departments, including a Cartel representative.

The current President is **Charles William Colding**, of **Colding Arms, Inc.** His impressive charisma more than makes up for his unfortunately frail physical presence, and he has proven effective in boosting Capitol net production by 2.6 percent during his latest term. Each presidential term lasts six years, though much of the sixth year is devoted to re-election efforts rather than overseeing the Board. A citizen can hold up to three consecutive terms as President before legally being ineligible for another term. However, after one term of political inactivity, they can once more run for office. The

## PRESIDENT THOMAS DRAYLE III



Thomas Drayle III served as President during the First Dark Legion War, and had the unfortunate fate of being in the spotlight during one of Capitol's darkest hours. Despite his success in rallying morale and mobilising troops to repel the invaders, rumours abound to this day of his being complicit with the enemy. As such, none of his descendants have had any success in running for political office, no matter how minor the position, and they are constantly monitored for heretical actions or associates.

## WAR OF SHAME

In 653 YC, President 'Raving' John Garcia became convinced that certain Capitol factions had turned against him, and were plotting to use specific bases and colonies to launch a coup. Without evidence, he ordered a series of pre-emptive strikes against those suspected properties. The fallout triggered the Citizens' Revolt, where the people rose up and removed the unstable government, killing Garcia in the process. To this day, the War of Shame is blamed on heretics, as Capitolians are loathe to admit they might have elected a lunatic to the presidential office of their own free will.

great inspiration of Capitolian government is that any citizen can run for election, and therefore anyone could become President.

## THE BOARD OF DIRECTORS

The Board of Directors is responsible for electing the President in the first place and, like any public officials, they take this duty extremely seriously. Every member of the Board comes from a distinct electoral district, and the weight their vote carries in any legislative affair is representative of the size of that district. It is then the President's task to set various Directors to oversee General Departments. Primary ones include the General Department of Defence and Expansion (DEDE) and the General Department of Education, Law Enforcement, and Justice (DELEJ).

## CORPORATE CONTROL

Considering how widespread the corporation has become, it takes a massive administrative presence to keep everything running smoothly. Capitol has 690 electorate districts, resulting in 690 Directors elected for four-year terms. Once a Director is in place, the President determines which Department they will preside over. There are 679 Departments, each responsible for a specific corporate facet. These include everything from the Department of Urban Planning, which manages building and construction in Capitol's settlements, to the Department of Maintenance, responsible for all manner of repairs and upkeep. Atop the 679 Departments are eleven General Departments that oversee all other Department operations, making them the most powerful and coveted positions beyond the presidency itself. Of these eleven, four are deemed the



most important and wind up managing 90% of all Capitol business and operations.

◆ **DEDE:** The General Department of Defence and Expansion is responsible for maintaining, establishing, and protecting all Capitol settlements throughout the entire solar system. Also known as the Defence Department by most citizens, DEDE manages the acquiring and deployment of all military resources. The Supreme Commanders of the AFC are under DEDE jurisdiction, and DEDE also plots Capitol's far-reaching military goals, ensuring they are adhered to by the AFC.

◆ **DELEJ:** The General Department of Education, Law Enforcement, and Justice (aka the '*Justice Department*') presides over the Capitol schooling system as well as all law enforcement policies, staffing, and legal processes. Why does it oversee education alongside these social enforcement systems? Because Capitol believes its citizens must be imbued with Capitolian virtues from the earliest possible age – and these are inextricably linked to the ideals of justice and the pursuit of freedom. Within DELEJ are the Central Bureau of Investigation (CBI) and Capitol Security Service (CSS), both of which enforce the law on a local and corporate scale and bring criminal factions to justice.

◆ **DEFEI:** The General Department of Finance, Economy, and Industry ensures that Capitol remains at the forefront of commercial dominance and deals with matters of trade both within itself and across other corporate entities. This Department is also known as 'The Trust,' which is an official registry of all Capitol-owned properties and businesses. It is also intended to oversee inter-corporate subsidiaries and make sure they follow all economic regulations and guidelines. However, since there are millions of these subsidiaries operating across the system, direct supervision is actually impossible, and DEFEI will pursue cases only if corruption or malpractice is specifically brought to its attention.

## THE STOCKHOLDERS

The Capitol Board of Directors holds some of the most illustrious stockholders in the corporation, including:

- |                  |                              |
|------------------|------------------------------|
| ◆ Abrams – 5.2%  | ◆ Berenger – 4.7%            |
| ◆ Gibbs – 5.2%   | ◆ Darrelmeyer – 3.6%         |
| ◆ Colding – 5.2% | ◆ Irving-Jorgenson – 3.6%    |
| ◆ Hendryx – 5.2% | ◆ Kell – 3.6%                |
| ◆ Ewing – 5.1%   | ◆ Wood – 3.6%                |
| ◆ Lavache – 5.0% | ◆ Others (679 Total) – 50.0% |

◆ **DEPICOR:** The General Department of Political Intelligence and Cooperation handles the vast majority of Capitol's dealings with other corporations, including the Brotherhood and the Cartel. Any trade disputes, ambassadorial outreach, or other diplomatic manoeuvres are handled through this office – including covert operations and espionage. The External Intelligence Agency falls under this department's domain and is one of its better-known aspects. That is why the whole department is often referred to as simply 'the Agency'.

## SHAREHOLDERS

From birth, every Capitol citizen possesses at least one personal share in Capitol stock. These shares can be bought or sold as desired, but it is this share that allows everyone to participate in the voting process – electing a Director from their district to the Board in order to determine the ultimate fate of the presidency itself. It is possible for a Capitol citizen to sell off their entire set of shares. However, this then voids their citizenship and ability to be employed by any Capitolian subsidiary.

The fact that such shares can be bought and sold does create an interesting dynamic within Capitol's democratic processes. It is possible for an individual or specific group to amass huge shareholdings and, as such, maintain an unbreakable power base within their electoral district. Therefore, it is entirely possible for a wealthy citizen to buy up enough shares to vote themselves onto the Board of Directors with little-to-no chance of competition. This is a prime example of how financial sway leads directly to corporate power within the Capitolian system.

## CIVILIAN JUSTICE

If anyone wants to claim Capitol is teetering on the edge of anarchy and absolute lawlessness, there are a number of uniformed people who would gladly adjust this opinion in a darkened alley. The law is alive and well, and any criminal elements are prosecuted to the full extent when caught. That extent all depends on who does the catching.

There are penalties to be paid if a citizen makes poor choices. Remember, they always have the freedom to make those choices, but deep down they know there is always a price attached. Even Heretics have the right to align themselves with dark powers, knowing the instant their foul dealings are brought to light they will be eradicated with all due speed and brutality. When a citizen comes before the Capitol justice system, the consequences they could face range from fines to enforced military service to imprisonment and hard labour to death. The justice system is divided into two main spheres and anything that does not fall under the umbrella of civilian justice, comes under military jurisdiction.



When any citizen is incarcerated for a supposed crime, the default is to assume innocence unless proven guilty. Every citizen is allowed a trial, with lawyers being hired or provided through public funding and juries culled from citizen lottery drawings. Since criminal activity is so despised by Capitolians, many citizens feel it is near to a sacred duty to serve on a jury and few shirk the responsibility when called upon. A judge is also appointed to enforce any final verdict – though many judges are accused of being corrupt and amenable to bribery. As with many elements of Capitolian society, the courts and general justice system are often brought under investigation for being rotten to the core.

Because Capitol culture is so fascinated with media sensationalism, lawyers who successfully prosecute or defend bigger clients have been known to reach heights of fame rivalling movie stars. “The courtroom is a theatre” is the mantra of those who know that playing to the jury and trial audience is often as important, if not more so, than providing any concrete evidence for the case.

The highest level of civilian justice is found in the Supreme Court of Appeals, which is based in San Dorado. Here, eleven Supreme Court judges have ultimate say over any cases that reach their benches. Supreme Court judges are appointed for life by the President and approved by the Board, and cannot be removed from their bench except through death, impeachment, or loss of Capitolian citizenship.



The Statue of Justice, San Dorado.

## MEDIA CIRCUS

Samuel Kewitt III made his fame and fortune when he acted as both the defendant and prosecutor in the despicable murder case of Wyatt v Bennels. This case gained corporate-wide attention when Kewitt tricked both parties into publicly revealing their heretic affiliations and exposed their deep cover in Capitolian society (which they were mutually ignorant of and which led to dozens of subsequent arrests). Kewitt then went on to forge an astounding legal career even while landing an acting contract that gave him substantial side-income and further public acclaim. His most famous role? Playing himself in a seven-season legal drama.

## JUSTICE DEPARTMENTS & AGENCIES

Before a civilian criminal case is able to be brought before judge and jury, the criminals in question must be tracked down and apprehended. This falls under the jurisdiction of several General Departments and their enforcement agencies.

### THE BUREAU

The foremost intelligence and enforcement agency is CBI, known to many as the Bureau. The Bureau's headquarters are located in San Dorado's **Eleven Towers**, while its agents are primarily trained in **Hope**, up in the Freedom Lands. The Bureau's Chief reports to the DELEJ General Director. The Bureau deals with everything from breaking up drug rings to tracking down serial killers to cleansing corruption of all sorts. Its Special Crimes division is also rumored to spearhead the effort in discovering and eliminating those heretical agents who threaten Capitol from within. Its jurisdiction spans all Capitol territory, and so it often tackles cases where crimes are committed across multiple districts.

Bureau officers have gained an admirable reputation for being incorruptible. The Bureau's symbol is the Capitolian eagle holding scales of justice in its talons. Multiple divisions exist within the Bureau, overseeing all manner of criminal activity. These include:

- ◆ **Tax Collecting:** The Capitol Tax Collection Brigade takes its job seriously, as the corporate funds provided by civilian taxes are essential to all Capitolian operations and well-being. Surprisingly, Tax Collectors are considered one of the more feared forms of Bureau agents. If a citizen shirks his taxes or attempts to withhold his dues, he had better cover his tracks well. There are no second chances when one has been proven to be evading taxation. If the amount owed comes to \$10,000 or less, a citizen is fortunate to just be conscripted to the Freedom



Brigades. Any higher, and Tax Collectors will go out of their way to make that citizen wish he had been sent to the frontlines.

- ◆ **Organized Crimes:** All criminal networks come under the focus of the Organized Crimes division, which handles everything from kidnapping to blackmail to counterfeiting rings and more. They are also known to tackle foreign crime networks working within Capitolian territory, which has brought them into conflict with the External Intelligence Agency.
- ◆ **Narcotics:** This division separated from Organized Crimes because narcotics trafficking and abuse had grown to be an enormous problem on its own. These agents infiltrate drug rings and attempt to bring down smugglers.
- ◆ **Serial Killers:** Unlike localised murders, serial killers tend to span larger territories and, therefore, require more extensive investigation and resources to bring to justice. This division tracks murder patterns for signs of serial killers at work, and has also been known to coordinate with the Special Crimes division when it appears killings might be linked to heretics.
- ◆ **Special Crimes:** This dark ops division concerns itself with tracking and eliminating heretical activity within Capitol. It has a close working relationship with the Brotherhood and often partners with Inquisitors to sniff out followers of the Dark.
- ◆ **Internal Security & Affairs:** Sadly, no agency or division is entirely above suspicion. That is why the Bureau created this division to police itself, all other agencies, and any corporate entity. Internal agents are said to be hidden within all government, military, and civilian ranks. While understanding the necessity of this effort, other agencies do not look kindly upon Internal agents when they are uncovered.
- ◆ **Bureau Central:** This is the administrative headquarters of the Bureau, which oversees and coordinates all other division activities and resource allocation. If the Bureau has to operate alongside another agency, all communication is funnelled through Central to facilitate this.
- ◆ **Car Theft:** Capitol has the highest number of cars per capita. Therefore, it is only natural it also demonstrates the highest level of car thievery among all the corporations. Seeing as Capitolians can be no less than obsessed with their vehicles, the Bureau has responded to public demand with a division committed solely to restoring stolen automobiles.

### CAPITOL SECURITY SERVICE

Capitol Security Service (CSS) provides the main patrol on the pavement, doing what they can to apprehend the more common criminal plaguing Capitol's law-abiding citizens. If a Capitolian

feels safe enough to leave his home and take a stroll through a park, or to not worry about coming home after a late night shift, it is a sure bet CSS is responsible. Is it as glamorous as dealing death on the frontlines? Maybe not, but it is just as vital – because if Capitolians cannot thrive in their own cities, how will they fare when facing the darkness on the borderlands or in the uncaring reaches of space?

CSS is divided into regional jurisdictions, and agents are only able to pursue and prosecute criminal elements within their district. Each district also has its own precinct substation out of which agents operate. Like voting districts, CSS districts are established by population density. For instance, San Dorado possesses the same number of precincts as the whole of the Western Freedom lands – despite those lands being a thousand times larger than San Dorado's city limits. This has forced officers within San Dorado to rely more on foot and car patrols, while in the Freedom Lands, CSS officers travel more often in air vehicles to cover greater ground.

Within their district, CSS officers are justified in using lethal force to stop criminals or to protect their own lives and those of other citizens. Unfortunately, because most Capitolians go about their daily business heavily armed, this lethal force is usually required whenever a violent outbreak occurs.

Alongside its individual districts, CSS has several other divisions. The two primary ones are the **Railroad Police**, who monitor and protect the Trans-Martian railroad, and the **Prisons Division** which, as the name suggests, guards prisons and other correctional facilities.

CSS officers wear blue trousers and tunics, often covered with light body armour. Most wield handguns and truncheons for street-style combat, though they have caches of heavier weaponry to handle more expansive engagements, such as gang warfare. Their badge is a golden shield with their district number stamped on it.

### APES

There are times when more drastic measures are called for. When any Capitol territory is threatened by riots or other internal uprisings, those involved are not going to listen to reason any time soon. Their blood is boiling too hot – and so the solution is to spill that blood until it cools off. That is where the Armed Interdiction Police Squads (aka 'Apes') join the *fracas*. The name brings to mind a bunch of bare-knuckled brutes who have little regard for preserving human dignity or life, and that is pretty close to the mark. Heavily armoured and heavily armed, they are often first identified by the demonic screeching of their RAT bikes. Their ranks are filled by soldiers who proved too brutal and unable to obey their commanders to fulfil any vital function on the warfront; so they are unleashed to ply their unique brand of mindless violence when the rabble tries to make a nuisance of itself.



APES are based out of district precincts, though squads and SWAT teams can be sent elsewhere should the violence need quelling in a district outside of their official one. They are sometimes mobilised to the frontlines if a city or settlement is threatened by war.

## CRIME & PUNISHMENT

There are three different levels of criminal activity defined under Capitol's justice system. Each of these involves a range of punishments depending on the severity of the judge's ruling.

- ◆ **Misdemeanours:** These are little more than crimes of public nuisance. They may not have been maliciously committed, but they disrupted the order and safety of other citizens' lives. This may range from speeding to jaywalking to drunken public conduct or minor acts of vandalism. The two main punishments for a convicted misdemeanour are fines ranging from \$100 to \$1,000, or one to twenty days in jail. So long as a citizen does not become a repeat offender, their job and social standing is usually safe.
- ◆ **Felonies:** Felonies run the gamut of crimes that stop just short of treason or the taking of another citizen's life. This can mean anything from drug trafficking to blackmail to general fraud or property destruction. Felonies see a higher level of punishment with the criminal having their citizenship revoked. This means they can no longer be employed, run for political office, possess weapons, or vote. Such a conviction can also mean a jail sentence of one to twenty years. The only alternative to any of that is for the criminal party to volunteer for the **Freedom Brigades**, with survival of the tour permitting them to re-join Capitolian society with a clean slate. Judges may also enforce conscription with the Freedom Brigades if they believe the crimes deserving enough.
- ◆ **Capital Offense:** When treason or murder is involved in any crime, it reaches the heights of capital offense. Such activities include heretical operations, spying for foreign corporations, or killing innocent citizens. The minimum punishment is ten years in jail. The maximum penalty is death. All citizenship privileges are voided, though unless the criminal is sentenced to death, they retain the option to join the Freedom Brigades. Other consequences may include being handed over to Brotherhood Inquisitors, though this sentence is usually only reserved for treasonous heretics.

If a citizen is sentenced to jail and is unable to make amends for his crime in any other way, his sentence will never be an easy one. Since Capitol is in a near-perpetual state of war, rebuilding, and expansion, it requires even the criminals under its care to serve in some way during their incarceration. Most often this comes in the form of hard unending labour in mines or railroads. The conditions in jails are brutal, to say the least. Capitol sees to this because it

believes its prisoners must be taught the hardest-possible lesson about where they went wrong. Those who survive imprisonment for any length of time are expected to return to society grateful for the rights they took for granted, and eager to give back to the corporation that has given them a second chance.

Maximum security prisons are reserved for those convicted of a capital offense. These are often positioned near Mars' ice caps or within asteroids that have been converted into criminal containment facilities. There, prisoners are subjected to beatings from psychotic guards, have to deal with other criminals who may be even more insane than they are, and are often subjected to medical experiments by scientists seeking human lab rats.

## CITIZEN RIGHTS

Capitol provides its citizens with the right to a fair trial, but this does not automatically extend to any foreign agents or civilians caught performing criminal activities on Capitol territory. Instead, they are subject to the whims of the officers or agents responsible for their apprehension. This might include anything from a savage beating to several years in jail without recourse. Of course, high-ranking officials or notables from other corporations may be treated with greater respect to avoid diplomatic incidents.

## A CLEAN SLATE

Gaining a criminal record is one of the worst fears of a Capitolian because it voids their citizenship. Without that citizenship, a person cannot vote or be employed and, for all intents and purposes, becomes a non-entity within Capitol territory. However, this does not mean all hope is lost for this unfortunate soul. Obviously, the most straightforward way is to pay the fine or serve the jail sentence that has been levied. As discussed, it is also possible for anyone who has lost their citizenship thanks to crime to sign up for the Freedom Brigades.

Another method for getting a criminal record wiped is to be either wealthy enough or connected enough to convince the powers that be to manipulate the system. This does tend to leave a person in their benefactor's debt, however, and they may want to gauge whether such a secret might be used against them in the future.

Once a criminal record is expunged from the system, it is gone for good and the citizen can return to his former life without repercussions. Of course, the time it took to get free might have resulted in the loss of his job, friends, and family; but for all intents and purposes, their crime never occurred.



# THE FIGHT FOR FREEDOM

Capitol believes in the inherent goodness and strength of its citizens. Therefore, as everyone plays a vital role in supporting the society and does not want to see the corporation weaken and crumble, it is not surprising that most make choices for overall growth and prosperity. Even as the people are working towards their own ends they are also working for the common good. Even as Capitolians are formed of all creeds and kinds, they are united in their diversity. For those who choose otherwise, well... this is balanced out by those who choose to defend the common good by force.

## THE ARMED FORCES OF CAPITOL (AFC)

The AFC is overseen by the Supreme Commanders, those generals and other high-ranking officers who have been appointed by the President and the Board to handle all military matters. The AFC exists to protect Capitol and its citizens from all external threats, and its military operations are as massive as its commercial ones. Capitol prides itself on being the most expansive and powerful corporation in existence, and it certainly wants its armies to reflect this attitude.

Considering the almost constant warfare Capitol is engaged in, both with the Dark Legion and other corporations, serving in any of the AFC branches is a hazardous pursuit. Nevertheless, Capitol has made such service entirely voluntary – except in times of dire need, when the Board can enact a draft to fill the ranks. AFC service provides many poorer citizens with a chance to build up a tidy nest egg for retirement, or at least provide for their families back home if they do not live to return and care for them personally. Citizens who also do not have as many opportunities for schooling or training find the AFC is the perfect place to attain valuable skills and gain a level of self-respect and pride in their cause.

Just like Capitol itself, the AFC rewards excellence and commitment. Any soldier can be promoted through the ranks to become one of the Supreme Commanders one day. A rank and medal from AFC service can often garner more awe and respect than any university degree, and secure a citizen's position in high levels of business or government.

Since the AFC is in many ways the anchor of Capitolian culture, Capitol's media empire is forever working to establish military service as an honourable and noble pursuit in life. The constant epic war films being produced portray soldiers as the epitome of the Capitolian spirit, sacrificing their lives for the sake of others.

## MILITARY STRATEGIES

When it comes to engaging in warfare, Capitol has developed a two-pronged approach: deterrence and retaliation. Since so much of Capitol is built upon the appearance of substance and strength, the Supreme Commanders do everything in their power to convince their enemies that Capitol is ready and able to take on all foes. Displays of troop size are constant on the battlefield, and military commanders are not shy about showing off just how much firepower they have at their disposal. After all, if the enemy is too intimidated to even try and attack, that means no lives or territory lost while also providing an immense morale boost.

However, when Capitol is attacked, the corporation is bent on making its enemies regret the attempt for decades to come. If territory is lost, it is regained with all haste, no matter the cost. For every pound of flesh gouged out of its side, the AFC demands two in return from the enemy.



Armed Forces of Capitol: at the front of the war against the darkness.



## LOST TERRITORY

It is rare for Capitol to ever suffer permanent territory loss. Two main events have stood out, remaining a blotch on its stellar military performance. The first is the Imperial Mandate, when Imperial forces staked their claim on Mars. The second is the Dark Legion incursion in 1291 YC, when dark forces poured out of the Citadels and established a foothold on Mars, causing the creation of the Doughpits and the McCraig Line defences.

So far, Capitol has proven itself capable of great success in battle, despite overwhelming odds. Capitol's military stratagem developed on Mars, across vast deserts of red sand. With a general lack of cover and foot manoeuvrability, Capitol began to rely more on air strikes to decimate enemy forces. Even when railroads were established to transport troops quickly across larger distances, they remained exposed to enemy air strikes. That is why Capitol continues to rely on air superiority to this day, and employs a highly mobile troop force.

Most forces, both on the ground and in the air, are equipped with basic armour and weaponry that is mass-produced gear. The standard gear is plain but functional, and soldiers often delight in adjusting their armour to reflect their personalities or squad image. Capitol is far more eager to outfit its elite soldiers and special forces squads with cutting-edge weapons and defences, believing they hold the key to truly turning the tide of battle.

Capitol's air forces are highly coordinated with both its ground and naval forces, allowing the enemy to be softened and dispersed by air strikes before foot-bound or sea-bound troops get into attacking range. Capitol does not use as many tanks or mechs as other corporations; instead it equips its planes with tank-busting bombs and is grunts with armour-piercing rocket launchers. The various branches of the AFC recognize their dependence on one another for survival and success, and so promote greater unity between soldiers, no matter their role or specialty.

## AIR FORCES (CAF)

Capitol believes in manoeuvrability on the battlefield. What better way to manoeuvre than overhead, out of reach of much of the enemy's armaments? Fighter pilots are revered within Capitolian society, and to become one is many a youth's dream. This also tends to lead to Capitolian pilots being quite cocky and vain. They simply know how valued their skills, are and how much the enemy fears them.

The AFC spares no expense in outfitting its squadrons with the best aircraft they can manufacture (or buy), and equipping them with weapons of mass destruction. Most Capitol engagements begin with aircraft decimating enemy lines ahead of incoming ground troops, destroying tanks and battlements. There are three main commands within the CAF.

### FIGHTER COMMAND

CAF is all about air superiority, and Fighter Command exists to ensure Capitol always possesses such. The pilots of the supersonic jets take on all comers. They are required to be in absolutely prime mental and physical shape in order to handle the stress of flying at these speeds and maintain the reflexes necessary to knock enemy fighters out of the sky. Most Fighter Command pilots fly in pairs, with the leader killing opposing pilots while the wingman protects the leader. Members of Fighter Command are identified by a Capitol eagle within a crimson circle.

### STRIKE COMMAND

When the AFC's ground troops need to coordinate attacks with air support, Strike Command is who they turn to. These pilots engage enemy ground troops, tanks, and camps, trying to sow chaos for their own soldiers to take advantage of. Their planes include slower, heavier bombers such as the Condor, or the air-to-surface Puma attacker. They rarely engage in dogfights, but are invaluable in helping win the war on the ground. Their insignia is the Capitol eagle within a golden circle, holding thunderbolts in its talons.

### TRANSPORT COMMAND

While not having the prestige of Fighter Command, Transport Command pilots fulfil one of the most essential jobs in the CAF – getting troops where they need to go as quickly as possible. They also transport supplies or officers to and from the battlefield to make sure soldiers have the gear and orders they need to win. Transport Command also is responsible for piloting attack helicopters that serve double-duty as troop transports and assault vehicles. Their insignia is a Capitol eagle within a green circle set atop a gold box.

## THE AH/UH-19 'GRAPESHOT/GUARDIAN'

Developed by Second United, Inc., this massive gunship can serve as both an assault and utility chopper as the situation calls for. It's either used for long-range backup firepower or for transporting of ammo, troops, and supplies as well as evacuation efforts.





## MILITARY SERVICES RANKS

### AIR FORCE RANKS

#### ENLISTED SOLDIERS & NCOS

- ◆ Airman
- ◆ Airman 2nd Class
- ◆ Airman 3rd Class
- ◆ Sergeant
- ◆ Staff Sergeant
- ◆ Flight Sergeant
- ◆ Master Sergeant
- ◆ Cadets
- ◆ Junior Cadet
- ◆ Senior Cadet
- ◆ Ensign

#### FLIGHT COMMANDERS

- ◆ Flight Commander
- ◆ Wing Commander
- ◆ Captain
- ◆ Major
- ◆ Lieutenant Colonel
- ◆ Colonel

#### GENERALS

- ◆ Brigadier General
- ◆ Major General
- ◆ Lieutenant General
- ◆ General
- ◆ Air Marshal

### ARMY RANKS

#### ENLISTED SOLDIERS & NCOS

- ◆ Private
- ◆ Lance Corporal
- ◆ Corporal
- ◆ Sergeant
- ◆ Staff Sergeant
- ◆ Gunnery Sergeant
- ◆ Sergeant Major
- ◆ Cadet Officers
- ◆ Junior Cadet
- ◆ Senior Cadet
- ◆ Ensign

#### COMPANY OFFICERS

- ◆ 2nd Lieutenant
- ◆ 1st Lieutenant
- ◆ Captain
- ◆ Regimental Officers
- ◆ Major
- ◆ Lieutenant Colonel
- ◆ Colonel

#### GENERALS

- ◆ Brigadier General
- ◆ Major General
- ◆ Lieutenant General
- ◆ General
- ◆ Field Marshal

### NAVAL RANKS

#### ENLISTED SEAMEN & PETTY OFFICERS

- ◆ Seaman
- ◆ Seaman 1st Class
- ◆ 2nd Class Petty Officer
- ◆ 1st Class Petty Officer
- ◆ Chief Petty Officer
- ◆ Senior Chief Petty Officer
- ◆ Master Chief Petty Officer
- ◆ Midshipmen
- ◆ Junior Midshipman
- ◆ Senior Midshipman
- ◆ Ensign

#### COMMANDERS

- ◆ Sub-Lieutenant
- ◆ 1st Lieutenant
- ◆ Junior Captain
- ◆ Captain
- ◆ Commander
- ◆ Commodore

#### ADMIRALS

- ◆ Fleet Admiral
- ◆ Rear Admiral
- ◆ Vice Admiral
- ◆ Admiral
- ◆ Chief Admiral

### UNIFORMS

All CAF pilots wear leather flight suits decorated with their specific command insignia, medals won, and rank badges. When not in the field, the CAF daily duty uniform consists of dark blue trousers, a white shirt, and black tie. A navy blue leather jacket is worn over this, showing division and rank badges on the shoulders. Their parade uniform is a sleek black-and-blue affair used for social engagements, holidays, and award ceremonies.

### GROUND FORCES (CGF)

The AFC's ground troops are primarily devoted to assaulting a position after a target has been softened up by air strikes. It is a difficult task, tromping through the mud and blood, and the death toll is high. The reality of this results in constantly low recruitment numbers, and ground efforts must often be backed up by the

Freedom Brigades or Free Marines, populated by criminals or those seeking Capitol citizenship. Troops up to 10,000 strong are stationed at every Capitol settlement or city, forever on high alert due to the constant threat of the Dark Legion or other corporations.

Despite the struggle to gain recruits for CGF, the Supreme Commanders are quick to acknowledge the incredible sacrifice their soldiers are making for the whole of Capitol. Because of this, main CGF troops are given the best possible training in order to keep them fighting for as long as possible. They are also provided with heavy armour and helmets, as such gear costs far less than training a new soldier – and a dead soldier cannot make more of a difference than they already have.

While the individual soldier is valued, all CGF troops are drilled with the importance of teamwork, self-preservation, and strategy.



Capitol's troops are expected to show initiative, integrity, and self-reliance even in the heat of battle. Infantry units are forged into teams with strong bonds of trust, and equipped to carry out their orders in the most efficient and effective way possible.

### SQUAD STRUCTURE

Depending on the battle situation and landscape, CGF troops are most often set into squads of four to ten soldiers each. Three to six squads can then be combined into a platoon, and three to six platoons compose a company. Obviously, troop availability, casualties, or transport capabilities will always affect how many soldiers a commander has to work with at any given time. Alongside structural organisation, soldiers are further defined as either line or veteran troops. Line troops form the basic rank and file of Capitol's armies with standard skills and equipment. Depending on how fresh they are from the academy, and where they have been deployed, some line troops may not have even seen combat yet.

Veterans, on the other hand, have lived through the chaos of battle – often multiple times. They have the skills and elite gear,

are often given pay raises and promotions, and are valued for their ability to take down high-priority targets or perform more difficult manoeuvres.

### AIR CAVALRY

Most CGF troops are Air Cavalry. They sweep in to the front lines in helicopters and other air carriers, at which point they are deployed and dig in to face the enemy. After serving as transport, the aircraft can often convert into assault mode, providing cannon fire, rockets, and bombs to keep any foes from attacking the ground troops before they are in position.

Once in place, soldiers employ audio receivers and mics within their helmets to communicate with one another and their superiors as the battle progresses. Their electronic dog tags monitor their vital signs, which are then fed back to heads-down displays within their commander's helmet visors for real-time troop status feeds. If a soldier is severely wounded or killed, it is up to their officer to determine if they can be retrieved from the frontlines. Usually abandonment only occurs if the soldier's position is entirely overrun by enemy forces.

## WING COMMANDER JAMES STEWART

### DELTA WING, CAPITOL AIR FORCE



A highly decorated Delta Wing air combat ace, Wing Cdr. James Stewart has fought in aerial engagements against Bauhaus, Mishima, and Imperial over the skies of both Mars and Venus. He is quick and intuitively understands aerial combat, but is not afraid to get his hands dirty on the ground either. Until recently, his record was without blemish, having successfully flown in over thirty engagements, but everything changed during a routine patrol over the Southern Freedom Lands on Mars. Out of nowhere, his squadron was engaged by unknown aircraft. The fight was intense and he was shot down, although he managed to eject safely. When he made it back to base he discovered, to his horror, that he was the only survivor. Even worse, the MIC had classified the entire engagement and he was ordered to stand down. Since then Stewart has done everything in his power to find out who the enemy fighters were. They looked like modified Capitol fighters, and now he suspects some kind of cover up within Capitol.

#### WOUNDS:

- ◀▶ Head 3
- ◀▶ Arms 4
- ◀▶ Serious 6
- ◀▶ Mental 10
- ◀▶ Torso 8
- ◀▶ Legs 6
- ◀▶ Critical 4

#### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
9		7		8		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
11		9		7		9	

#### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	2	1	-	3	2	1	-	2	1	2	1

**SOAK: Ballistic Nylon Flight Suit, Combat Helmet, Light Military Shoulder Pads:** (Head 3, Torso 2, Arms 1, Legs 1)

#### ATTACKS:

- ◀▶ **M13 Bolter Handgun (ranged):** Close, 1+ $\uparrow$ 5, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters
- ◀▶ **Combat Knife (melee):** 1+ $\uparrow$ 4, 1H, Armour Piercing 1, Hidden 1

#### SPECIAL ABILITIES

- ◀▶ **Up There, With the Best of the Best:** Stewart is an exceptional pilot, with years of distinguished service. He may re-roll one d20 when making a Pilot test. Further, he reduces the difficulty of Pilot tests made to operate aircraft by one step, to a minimum of one.
- ◀▶ **Fighter Pilot:** Stewart is typically found in the cockpit of an F-51 Puma Fighter, as the vehicle's Commander.



## ARMoured DIVISIONS

Tank divisions are rare within Capitol forces due to its heavy reliance on air support versus ground. Most tank troopers within the ranks are used more in urban warfare, or holding a more entrenched defensive position. For the most part, they serve to protect infantry and provide backup fire rather than assault enemy troops. The exception to this is the **Desert Fox** battle tank division stationed at Burroughs; this is used along the **McCraig Line** to beat back Dark Legion excursions and makes the occasional advance into the Doughpits.

## UNIFORMS

Most Capitolian ground units are given Tortoise armour upon their initial deployment. Unit and rank stripes are displayed on the shoulders and most medals are just painted on. The CGF daily duty uniform is grey-green trousers and jacket with a white shirt. Many soldiers wear a grey-green baseball cap as well. Parade uniforms are steel grey trousers and jackets with shining cufflinks.



## NAVAL COMMAND (CNC)

While receiving lesser focus and financial investment, the traditional Capitol navy still rises to the challenge of warfare on the open seas. Smaller than most other corporations' water-bound forces, the CNC makes up for it by being extremely flexible, mobile, and high-impact when an engagement occurs. As such, it can often outmanoeuvre superior numbers and make single devastating strikes while minimising losses. At the same time, Naval Command is bound together with the Space Fleet, and so monitors military engagements across the solar system. The general Navy insignia is a Capitolian eagle soaring over an anchor and floating mine.

## SPACE FLEETS & DEFENCE (SFD)

The SFD combines both the **Interplanetary Forces** (IPF) and the **Interplanetary Surface-Based Defence** (IPSBD). The IPF is the command central for the spaceships in constant orbit around Mars and Venus, protecting the planets as well as Capitol territories on the surface. The IPF consists of three fleets, the largest of which is the Martian Defence Fleet. Second to this is the Venusian Fleet, which remains limited by the Bauhaus-enforced Treaty of Heimburg.

*The sun beat down relentlessly on the tarmac of the forward airbase at the edge of the Southern Freedom Lands. A young Wing Commander walked across to his fighter, the Delta Wing flash proudly displayed on his shoulder. His name tag read 'Stewart, J.'. The young technician servicing his F-51 Puma Fighter ran over and handed the clipboard to the pilot. Wing Commander James Stewart quickly and methodically worked his way through the servicing checklist, ensuring his fighter was ready for flight.*

*"It's darn hot out there today Wing Commander. The weather report says there will be a high level dust storm approaching out of the South this afternoon. Recommended minimum altitude is eighteen hundred metres, sir."*

*"Thanks, Jack. How are the rest of my birds?" The weather was good, but James could not shake the strange feeling he had in his stomach. Something felt off.*

*"All checked off and ready to roll, sir. No problems or issues to report. All are loaded for a standard patrol, sir." The Wing Commander rubbed his chin. Everything was ready, and despite his apprehension there was nothing else for it, the patrol needed to take off. He signed off on the checklist and handed it back to Jack. James pulled off the Velcro-fastened patch on his shoulder and his name tag and handed them*

*to the techy – standard procedure in case he should be shot down – and climbed into the cockpit of his Puma and began pre-flight procedures.*



Thanks Ailin Fergan.



This fleet maintains orbit above the Graveton Archipelago. Lastly, the Third Fleet is a mobile force that travels to wherever it is needed throughout the system. The IPF insignia is a Capitolian eagle over a red planet with an anchor in the middle.

On the other hand, the IPSBD exists to protect Capitol territories from the surface. This includes having control over dozens of spaceborne bases that surround Mars. It also controls an array of missile silos on Mars and Venus, all of which can deploy massive missiles and targeted lasers to strike enemies from the sky. The IPSBD is noted by the Capitolian eagle above a crossed anchor and missile.

### VENUSIAN NAVY

The Venusian Navy (VENAV) is based out of **Port MacArthur** on Venus and helps Capitol maintain control of the Graveton Archipelago. Its battleships and aircraft carriers patrol the surrounding seas, ferrying troops, gear, and aircraft wherever battle requires. The Undersea Fleet is also maintained by VENAV, with submarines forever patrolling offshore and in deeper ocean trenches. These submarines have been known to battle with numerous sea monsters that prowl Venus' seas, and have also warded off attacks from Bauhaus' underwater Dome Cities. VENAV is identified by a Capitolian eagle holding an anchor in its talons.

### NAVAL MARINE CORPS

The Naval Marine Corps falls under the command of VENAV. They are stationed on the bases and bunkers across **Graveton Archipelago**, protecting this vital region from Dark Legion forays. Marines are renowned for their superior fighting and survivability, whether on land or under the sea. Marines are marked by numerous unit tattoos on their foreheads and arms as well as their crew cut hairstyles. They wear Panther body armour, often in jungle greens. Within the Marine Corps is the Subaquatic Division, which specialises in deep sea combat and incursions. As Bauhaus has established numerous underwater colonies in the region, these Subaquatic soldiers have been instrumental in liberating a number of these settlements and adding their resources and territory to the Capitolian registry.

### UNIFORMS

Soldiers in the Space Fleet wear lighter body armour than ground troops, relying mainly on the hull of their spacecraft for protection. Marines either wear lightly padded armour for better mobility and quiet hunting through jungle conditions, or scuba-equipped underwater armour camouflaged to blend in with the murky stew of Venus' oceans. Navy daily duty uniforms a marine-blue with sweaters or jackets to ward off the chilly, salty sea breeze. The parade uniform is a hip-length white jacket over a blue outfit with rank and unit signs sewn into the forearms.



The CNS Freedom fends off a force of Bauhauser torpedo-bombers.



## SPECIAL FORCES

Unique circumstances call for unique solutions, and so Capitol has honed its most elite soldiers into a variety of specialised ranks to be dispatched when most necessary. From the Airborne Rangers to the anti-terrorist Alpha Force to the aquatic Sea Lions to the long-distance warfare experts in the Dog Soldiers, Capitol always has an ace in its pocket to pull out at just the right time. These special forces are deployed throughout the solar system, having received extensive training and top-quality gear to handle the specific situations they are assigned.

### THE SUNSET STRIKERS

The Sunset Strikers operate on Mercury, ostensibly as mere bodyguards for any high-ranking Capitolian officials there. However, their true purpose is to keep Mishiman forces from threatening what little territory Capitol has managed to establish on the planet. Like Venus, Mercury offers a unique array of environmental conditions, the most drastic being that its surface is uninhabitable, and any colonies are therefore either found underground or in huge shielded biospheres. This makes combat often occur in tight, close-up quarters with little chance for retreat and escape once the enemy is engaged.

The Sunset Strikers are trained along two primary lines. The first is their close combat techniques, with hand-to-hand fighting and melee weapons often being the approach of choice. They excel at martial arts and are one of the few military units to have gained the respect of Mishiman warriors. At the same time, the Sunset Strikers are thoroughly familiar with Mishiman warfare, diplomacy, and codes of conduct, allowing them to engage Mishiman warriors with honour and valour expected of them. Their unit armour is overtly Mishiman in style. They wear headbands to denote rank, carry ceremonial samurai swords, and their unit symbol is half a red sun with crimson lines radiating from it. The rest of their gear is often a mix of red and white, unless they are in camouflage for covert operations.

### MARTIAN BANSHEES

To join the Martian Banshees, Capitolian soldiers must have lost family members to attacks conducted either by Mishima or the Dark Legion. They are driven by a desperate vengeance, which leads to an unmatched ferocity in battle. Their entire existence focuses on engaging Mishiman warriors or the Dark Legion in Mars-based battles, though they can also be used alongside AFC air forces to lead a strike against enemy entrenchments.

To enter battle, the Banshees use rocket packs to drop in to the fray, often targeting hotspots that must be held until the main troops arrive. Banshees are known to never retreat, even against overwhelming odds. While this unflagging devotion has gained them respect by the Mishimans they go up against, it is also seen

as a suicidal bent that the rest of the AFC tends to try to distance itself from.

Banshees are marked by two primary pieces of equipment. Foremost are their sleek rocket packs, which emit a horrible screeching as they soar into battle. The second is their helms and face masks. These are always painted with hideous, even demonic, female faces intended to strike fear into an enemy's heart. Their armour is always painted red and black, and the effect of it all is disturbing to say the least, even for allied troops.

### AIRBORNE RANGERS

Combining the speed of air deployment with the deadliness of ground engagement, the Airborne Rangers are a rapid deployment unit designed to hit any target hard and fast through accurate airdrops. Usually deployed from helicopters or other transport airships, the Rangers work within the auspices of the CAF, even though their fighting takes place with feet firmly planted on the battlefield. They are used in any number of strategic positions, from direct surprise attacks to providing last-second reinforcements to keep a position from being overwhelmed, to covert missions behind enemy lines. They are the largest special forces unit within the AFC.

Rangers often wear Tortoise Mk 2 armour that is painted light blue, and have a generally more polished look to them than most scruffy grunts. Their unit insignia is a winged dagger.

### DOG SOLDIERS

This unit is unique in regards to where it gets its members from. As the Dark Legion warred throughout the Great Rust Desert near the McCraig Line, many old Capitolian settlements were destroyed or uprooted. Those who have either been displaced or descend from a displaced family now bear a strong hatred of the Dark Legion. As such, they commit themselves to a life of constantly battling the Dark Legion in the hopes of revenge, as well as attempting to stop the Dark forces from displacing even more Capitolians from their rightful homes.

Dog Soldiers specialize in long-distance warfare techniques and spend most of their time in the Doughpits or along the McCraig Line. Constant exposure to the Dark Legion has twisted this unit into a superstitious lot. They have many rituals or traditions to supposedly protect themselves from Dark powers, including painting Brotherhood symbols on their armour or carrying bone fetishes crated from their fallen foes. While their effectiveness against the Dark Legion is unquestioned, they tend to be distanced from regular troops due to their foreboding appearances and grim natures.

The unit gets its name from the fact that many of its members are partnered with cybernetically enhanced battlehounds. These enormous dogs are used to hunt down Dark Legion troops of all



types and are even rumoured to be able to track heretics by scent alone. While often employing long-distance weaponry (such as sniper rifles) to pick off the Dark Legion, Dog Soldiers are also quite proficient at desert survival and infiltration behind enemy lines. When in the field, they wear well-worn Survivor armour painted for whatever camouflage situation is currently required. The unit is distinguished by the symbol of a black wolf howling against a light brown field.

### ALPHA FORCE

When heretics or other terrorist groups threaten citizens or Capitolian resources, the Alpha Force is called into action. These situations might include everything from rescuing hostages to stopping a railroad track from being blown up. Because of the wide range of combat environments and enemy forces they might be called to go up against – as well as the top sensitivity of their targets – Alpha Force is a supremely elite unit, receiving the best in gear and training to facilitate its success. Their soldiers' loyalty is without question,

however their identities and backgrounds are generally unknown in order to protect the unit's ability to work in secrecy. They are normally formed into small teams of four to six, and yet are known to take out enemies at more than ten times that number without losses.

Their armour is top-of-the-line Tortoise, black and sleek. They possess a full array of weaponry, from blades to Punisher handguns, to utility belts with grappler guns and grenades. They also wear full face masks with shining black goggles, concealing their identities and giving them an almost alien appearance. Alpha Force members are distinguished by the Greek Alpha symbol, painted black on a white background.

### DELTA WING

Founded within the AFC, Delta Wing is composed of the best and brightest pilots Capitol has to offer. In fact, the only other pilots in all of the solar system who come close to their level of deadly performance are the Brotherhood's Archangels. Fighter pilots to a

## MEDALS

Aside from daily duty uniforms and parade dress, soldiers can also be distinguished by any medals they have been awarded. Some of these are physical tokens, while others are simply painted onto body armour, noting everything from battles survived to enemies vanquished. As with most Capitolian affectations, medals are usually bestowed on soldiers who have performed an act of outrageous bravery, demonstrated civic virtues in the midst of battle, or any other act of valour. Most can be awarded posthumously to next of kin.

Medals come in three categories: without bar, with bar, with two bars. A medal given with no bar indicates the recipient(s) acted at the minimum performance standard to be worthy of notice. This might be given to an entire squad at once if they were, for example, responsible for storming a key bunker and turning the tide of battle. One bar notes actions above and beyond the call of duty, such as

a soldier who ran back into the fray multiple times, alone, to drag the wounded or dying to safety. Two bars means the recipient has performed a heroic act that has never before been seen in AFC annals or battle history – a rare occurrence indeed.

◀ **Capitol Sword of Honour:** This is the highest honour that can ever be bestowed upon a Capitolian soldier. No civilian can ever possess one. Awarded for bravery and heroic deeds, it establishes that the warrior in question will have his or her name forever etched in the Chairman's Legion of Honour, will receive an annual \$10,000 pension, and will be the guest of honour at a televised ceremony at the Presidential Palace, where he will be given the sword by the President himself.

◀ **The Freedom Eagle:** Specific to the CAF, this is the highest award for bravery within the military arm. It is bestowed on those who demonstrate unparalleled heights

of bravery in the face of monstrous odds, or risked their lives to save their fellow soldiers. One side bears the Capitol crest while the other displays the Air Force insignia and the quote, "Glory is its Own Reward."

◀ **The Shooting Star:** This award was originally intended to honour those pilots forced to eject and parachute into enemy territory, who then distinguished themselves by fighting their way back into allied territory. However, since this highlights the fact that the pilot was shot down or otherwise failed in a mission, it has become something of a mark of shame in many of their eyes. One side displays the CAF crest and the other is emblazoned with a falling star.

◀ **The Military Gallantry Medal:** For the CGF, this medal is second only to the Sword of Honour itself. It distinguishes soldiers who have risked their lives to save wounded comrades, those who have shown



one, these are the men and woman who are called on when air superiority must occur without question. Each one goes through rigorous, sometimes deadly, training at Capitol's top flight school, based out of Hope Field. They are masters at dogfights and are teamed as the usual leader/wingman pairs.

Delta Wing pilots wear bright blue flight suits and their in-flight helmets give them heads-up battlefield displays without interfering with their normal vision. They are distinguished by the Greek Delta symbol painted on their shoulders as well as their jets.

### STRIKE FORCE

Alongside Delta Wing, Strike Force is another unparalleled unit within CAF. However, unlike Delta Wing, which focuses on air-to-air assault, Strike Force's mission is to take out ground targets with all due prejudice. Pilots chosen for this unit must demonstrate mastery of flying manoeuvres as well as unerring accuracy when deploying rockets, bombs, or other missile weapons. They fly everything from

Puma fighter-bombers to the massive Aerofortress Bombers, as well as assault helicopters.

Their uniforms are exactly the same as Delta Wing's, except for the insignia, which is a pair of crossed thunderbolts against a red field.

### THE SEA LIONS

The Sea Lions are primarily deployed throughout the Graveton Archipelago on Venus. They specialise in sea-based rapid deployment operations, attacking island targets as well as destroying or capturing enemy ships. Possessing incredible manoeuvrability and lightning speed, the Sea Lions have been known to leave enemy jungle bases burning within minutes of landing on the nearest beach. Many of their members are culled from the Naval Subaquatic division and are able to fight equally well on land and in the water. They are outfitted with scuba-equipped armour, with oxygen tanks able to be shed at a moment's notice to allow for jungle warfare.

demonstrable bravery during battle, or to those who have died in service to their corporation. One side shows the CGF crest and the other displays the profile of the current President.

- ◆ **The Freedom Star:** Also known as the Red Heart, this is awarded to soldiers in any AFC branch, specifically to those wounded in battle. It is a common enough award that those who end their military career without having one might be criticized for never being courageous enough to expose themselves to real danger. On the flipside, those who never receive one argue they were simply too skilled to ever be harmed by the enemy. It shows the Capitol crest on one side and a heart on the other.
- ◆ **The Silver Anchor:** This is the Navy's unique award for bravery within its ranks. Because of the Marines and their singular levels of commitment, courage, and

heroism, Naval members must push themselves harder and further than most other armed forces to distinguish themselves enough to receive this medal. Only a few more Silver Anchors have been awarded in the history of AFC than the Sword of Honour. One side is engraved with the Naval crest and the other side is blank.

- ◆ **The Silver Mermaid:** This is one of the more tragic medals, as it is only awarded to Navy captains who have gone down with their ships. No physical medal is actual awarded, but a log is made on their record in the Naval annals. While it is considered an honourable distinction, like the Shooting Star, some think of it as a mark of failure or shame.
- ◆ **The Broken Chain:** This medal is given to soldiers serving in the Freedom Brigades alone. When such a soldier performs an act of bravery above and beyond even the Freedom Brigade's reputation

for heroism, they may be submitted for an early pardon. This medal signifies the end of their required service, and being awarded this is the only way of ever getting out of service before one's official tour with the Freedom Brigade is complete. On one side is the Capitol crest and on the other is a pair of handcuffed hands with the chain between them smashed.

- ◆ **The Light's Beacon:** This is a unique medal bestowed upon soldiers who act in the interests of the Brotherhood. It is never given for acts performed against a rival corporation, but only in encounters against the Dark Legion; and only then for extreme bravery, such as leading the charge in the face of monstrous enemies, or singlehandedly defeating one of the Dark's champions on the field of battle. One side shows the Brotherhood's crest and the other bears a stylized sun.



When on land, Sea Lions wear Panther armour with jungle camouflage. They carry blades as well as water-proofed handguns and rifles, and their unit insignia is a shark's head on a lion's body. Like many Naval and Marine units, they often have their insignia tattooed on their foreheads and forearms as well.

### THE POLARIS TRIDENT

The Polaris Trident combines aquatic and subaquatic warfare with the hazards of arctic survival in order to carry out their missions. Drawn from the NMC's Subaquatic division, these soldiers are primarily set against the Dark Legion Citadels based on Venus' polar ice caps. Because of the harsh blizzard conditions often sweeping across the ice caps, attacking the Citadels either by air or on foot is usually a no-win situation. To reach the enemy, the Polaris Tridents are brought in under the ice caps by silenced submarines with reinforced hulls. Troop deployment is handled one of two ways: either the submarines smash through the ice and release the Tridents on the surface for hasty engagement, or the Tridents swim up and drill their way through thinner portions of the ice.

Polaris Tridents wear white diving uniforms that are insulated against sub-zero temperatures, and a reinforced diving mask for combat in deeper waters. They carry the usual knife and a waterproofed assault rifle for most situations. The unit is distinguished by a black trident insignia, which is often painted over a soldier's heart as well as on their right shoulder.

### ADMIRAL COLBY'S GUARD

This unit was founded by Admiral Colby himself, who was famed for personally leading missions until he went missing in action. Based on Venus, the purpose of Admiral Colby's Guard is to enact recon and sabotage missions deep behind enemy lines. As such, they demonstrate a near preternatural ability to move covertly through the Venusian jungles, as well as high proficiency in demolitions and killing unaware enemies.

Their training is among some of the most brutal and treacherous of any Capitolian special forces. Recruits are elected from the Naval Marine Corps, which is already known for its special code of savage honour. They are then transferred to Colby's Island, a now Capitol-owned territory that used to be a Bauhaus prison colony. There, recruits undergo rigorous training in a compound overgrown by jungle and swamp. Not only do they have to fend against near-murderous officer trainers but also against natural hazards and predators, such as man-eating *treespiders* or manta bats that can fly off with a fully grown man.

Training culminates with the Guards being taken fifty kilometres deep into the jungle and dropped off with nothing but a knife. They then must make their way back to the training compound. It is assumed many would-be Guards fail at this final test, but no numbers are ever revealed about the success or death rate. When

## RIPPER THE JACK

Career soldier of fame and fortune, Ripper has made a name for himself by having served in the widest variety of military units of any known grunt, gaining an enormous array of fighting and technical skills that make him invaluable in almost any fighting situation. He is one of the few public war figures who goes back into battle time and again, rather than resting on past victories. He is a favourite of frontline journalists, always ready with a quip even when bullets are flying and blood is spattering. His armour is a hodgepodge cobbled together from different squads and units, and he can turn practically any item at hand into a deadly weapon.

a Guard succeeds, they are assigned to a four-person team for all future operations.

Admiral Colby's Guards tend to wear light jungle fatigues and a sleeveless, armoured jerkin, but have also been known to engage in combat fully stripped to the waist. Their insignia is a simple anchor, which is tattooed on their forearms and foreheads, as well as painted on any armour they choose to wear. Guards often wear bandanas as well to avoid sweat ruining their vision in the humid jungles.

### MILITARY INTELLIGENCE CORPS

The Military Intelligence Corps (MIC) does much of the covert dirty work. As a branch of the AFC, its mission ranges from rival corporation espionage to undermining the Dark Legion at its core. Its members tend to veer towards the psychotic, which may make it a good thing that they often work deep within enemy territory, where they must show no mercy if discovered. Many widespread terrorist activities have been blamed on the MIC, though there is rarely any evidence to support the claims.

MIC is also responsible for safeguarding the military's secrets, and works tirelessly to close any breaches in AFC intelligence. A highly paranoid mentality and ruthless efficiency makes MIC agents a danger to almost everyone around them; the only reason they are given so much leeway is because of the undeniable quality of their work.

MIC is headquartered in **The Pyramid** with its main training facility being the **Special Intelligence School in Camp Burroughs**. Most MIC agents do not hold to any particular uniform, using their casual clothes and appearances to blend in with the crowd, where they can get their vital data-gathering and death-delivering done with prejudice. However, they always carry badges to identify themselves if the situation demands. The MIC symbol is the AFC crest with two torches crossed behind it.



### EXTERNAL INTELLIGENCE AGENCY

The External Intelligence Agency (EIA) is MIC's main rival, also dealing with undercover work, sniffing out data from across the worlds to empower its blackmail efforts, double-agent agendas, and assassinations. Unfortunately, it has a reputation for its agents getting a bit too heady on all the secret power they wield and using it for their personal profit rather than for the good of Capitol. The EIA is headquartered in **The Pinnacle** on Luna, while its agents are primarily trained in **Stoneford**, an academy found in Kirkwood Mountains close to San Dorado.

EIA's roster of well-trained assassins has come under inspection multiple times due to entire agency networks going rogue and becoming for-hire to the highest bidder, Capitol or not. Like MIC, EIA agents do not distinguish themselves through any particular uniform. Their agency badge is denoted by the Capitol eagle flared over two clasped hands.

### A CHANCE FOR REDEMPTION

Many want the opportunity to earn citizenship in Capitol and enjoy the freedoms it offers. At the same time, those Capitolians who have voided their rights by criminal activity may crave the chance to get their past wrongs erased and begin anew. For both the surest, yet hardly safest, method is through military service in some of the most brutal squads ever assembled.

### FREEDOM BRIGADES

The Freedom Brigades are a famed fighting force known throughout the system. Never has Capitol's promise of freedom for all been more evident than in these squads. Their ranks are formed either of non-Capitolian volunteers or criminals looking to wipe their record clean. These soldiers are bound by a common drive to reforge their legacies, and only Capitol is willing to give them the chance to do so. It is a hard path, with harsh controlling measures, but most within the Brigades are zealous in their efforts to prove worthy of a brighter future.

The Freedom Brigades are rather unique in their stations and service. They are given the most hellish posts. Their casualties are horrendous. Their garrison conditions are nearly as bad as the battlefields themselves. Because the Brigades are primarily composed of criminals or non-Capitolians, they are not deserving of trust until they prove themselves. To this end, their officers are a cruel and vicious lot, not giving Brigadeers any chance of faltering in their service before their time is up. Live ammunition is only doled out by officer discretion during times of crisis, and Brigadeers are under constant surveillance.

When sent on a mission or into a fight, Brigadeers are injected with a slow-acting nerve toxin that will kill them if they do not return in time. The adrenaline and other spiked biological processes a soldier

experiences in battle speeds up the toxin. Countless Brigadeers have actually succeeded in battle but expired because they missed transport *rendezvous* or were too slow in making it back to their barracks to receive the antidote – a formula known to a precious few and distributed to Brigadeer officers alone. Even then, the antidote is temporary and must be administered at least once a month. Once a soldier has completed five terms in the Brigades, they are considered redeemed and given the permanent antidote.

The Freedom Brigades see almost constant action, most often against the Dark Legion. Their largest stations are situated along the McCraig Line, along the railroad lines of Mars, or in the isolated islands of the Graveton Archipelago. Those stationed further from supply lines fight to keep those routes intact and under Capitol control, otherwise they might not receive their next antidote shipment on time.

It surprises most people to discover that, even in the face of all this, morale in the Freedom Brigades is quite high. These are people either being given a chance to start over in life thanks to criminal pasts, or non-Capitolians being given a chance to join what they see as the most glorious corporation in existence. Because of their similar backgrounds and similar goals, Brigadeers often band



Few things solve problems like a bullet to the head.

## THE FIGHT FOR FREEDOM



together with fierce loyalty and ferocity, and continue fighting in the face of overwhelming odds on the slim hope of reaching the end of their terms.

### FREE MARINES

Even those who have served faithfully in the AFC have the occasional slip-up. A valorous soldier may be court-martialled for an unfortunate breach in regulations, or might let the stress of war cause them to state a discourtesy to his officer, or even the President and Board Directors he fights for. His record is blemished and he might even be facing charges of treason, whether he meant such disrespect or not.

His only way out of dishonour is to join the Free Marines. These elite soldiers often have years of battle experience behind them already. Joining the Free Marines means serving for at least five terms or being awarded early discharge for exceptional gallantry. However, most Free Marines rarely survive that long. Because of their superior skills, they are often charged with suicide missions behind enemy lines, and they are desperate enough to regain their honour to charge in, heedless of the danger. If they do not survive, at least they went out in a blaze of glory.

Free Marines are viewed as a prize commodity within the AFC. Therefore they receive constant special training to enhance their

## JARL SMOOT

A reformed smuggler who headed up a massive drug-running ring on Mars, Jarl was captured when one of his operatives was exposed as a Heretic and betrayed the whole network. Jarl went through several bouts of service in the Freedom Brigades and came out the other side with a love of Capitol and a hatred of the Dark Legion. Now an investigative agent, he is constantly on the hunt for Heretics, and has been in contact with both the Cartel and the Brotherhood, freely giving them information he has dug up in order to wipe out whole heretical cells. Bald and with massive, scarred fists, he wears a long leather trench coat and heavy boots for kicking down doors. He favours fighting hand-to-hand with a long blade.

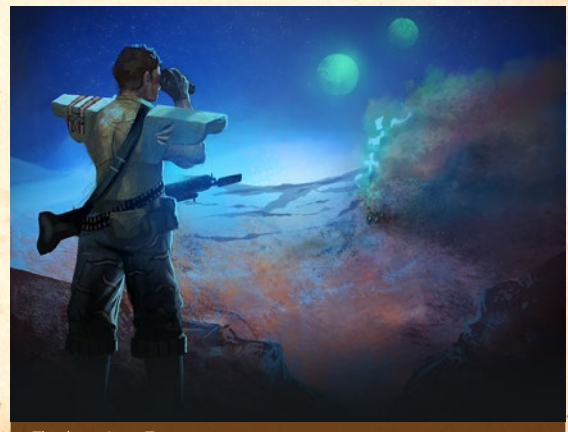
abilities even further, especially in the areas of covert ops and infiltration. If a Free Marine does survive through his final term, he may be so scarred and psychologically damaged he chooses not to leave. Those who do have a difficult time reintegrating with normal society and often end up working violent gigs as private security, or in other careers where they can ply their deadly skills.

*Captain James Taggart looked out over the Southern Freedom Lands through his binoculars. There, just below the horizon, was the dust trail. Something was definitely moving out there and that was a problem for Captain Taggart. That whole area had been marked as off limits by high command, though Taggart had no idea why. If it was just a bunch of farm boys out racing around on quad bikes, that was one thing, but if it was a Dark Legion incursion then that was a whole different grenade of trouble. The dust cloud should have passed his unit's forward observation posts.*

*Taggart turned to his radioman. "Corporal, any word from FOP1?" The radioman replied a negative. That was not good. Not good at all. Glancing through the binoculars he thought he could make out... No! He tried to deny it, but it was true – he could see his men from the Forward Operating Post impaled on strange spikes on the lead vehicle. There was no doubt about it: the Dark Legion was coming his way. In force. "Corporal, get HQ on the horn. Tell them we have a large Dark Legion force – of at least battalion strength – heading our way, and are preparing to*

*hold the line. Tell them that we need some close air support right now." Taggart dropped his binoculars turned to his senior Lieutenant. "Issue the alert and get the men ready for combat."*

*Time to earn my pay, thought Captain Taggart as he checked the ammunition in his assault rifle.*



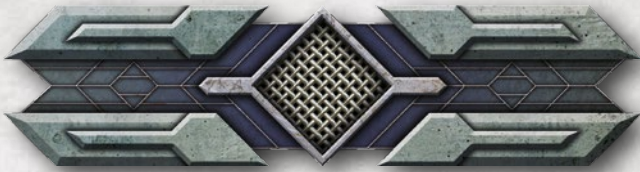
Thanks to Jame Taggart.



# THE GEARS OF WAR

## MAN AND MACHINE

However indomitable the Capitolian spirit may be, a war is not won by fervour alone. Victory requires a magnificent array of weapons, gear, and vehicles to give soldiers a deadly edge over the enemy. Being on the front lines of the war with the Dark Legion, Capitol knows the importance of firepower that will put its monstrous foes down hard, fast, and forever. There is no room for mercy here. There is no room for hesitation. There is only the unrelenting application of undeniable force if the Capitolian military wishes to protect its civilians at all costs.



## ACQUISITIONS IN CAPITOLIAN TERRITORIES

Capitol produces vast amounts of goods, and sells them freely. Even in more internalised markets, like Longshore, you are more likely to find a Capitolian product than those of the next foreign competitor. For most outsiders, Capitol's products are the obvious second choice after those of their own corporation.

For Capitolians, Capitol is the natural first choice – buying from Capitol businesses helps Capitol thrive, and as every citizen is a shareholder, there is a strong degree of self-interest. There are no particular restrictions on non-Capitolian imports in cities like San Dorado, but it is just easier to get a Capitolian product there than the nearest Bauhauser, Imperial, or Mishiman competitor. Items manufactured by Capitol reduce their Restriction and Cost ratings by one within Capitolian territories, due to simple abundance and the routine cycle of sales and special offers.

As much as Capitol would like it to be so, Luna City does not count as a Capitolian territory – it is a free city, neutral ground for all the corporations. Still, even when surrounded by competitors, Capitolian goods sell in large quantities.

## ARMOUR

### ADMPS-4 SURVIVOR ARMOUR

Survivor armour is used by units operating in the Rust Deserts and the Doughpits of Mars. It is designed to be self-sealing and proof against every form of bacteriological and chemical warfare. It incorporates a complex system of filters and recyclers that allow the wearer to exist on recycled bodily waste for ten days. Its integral respirator reclaims the moisture in the wearer's breath, as well as scrubbing and cleaning exhaled air to support long-term use. It is unpleasant to wear, but very effective.

#### ADMPS-4 SURVIVOR ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
<b>Capitol</b>	<b>3</b>	<b>3</b>	<b>2</b>	<b>2</b>
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
<b>10</b>	<b>3</b>	<b>4</b>	<b>25</b>	

Survivor armour is considered to include an armour-compatible vac suit with four Oxygen Loads. It also allows the wearer to subsist without food or water for ten days without suffering any penalties.

### AJHMPS-12 PANTHER ARMOUR

Panther armour is an advanced lightweight body armour designed for use in the jungles of Venusian warzones and the Graveton Archipelago. Conventional armour is as much hindrance as help in such environments because of the risk of heat exhaustion and dehydration. Conventional armour in such humid climes also encourages a lot of foul, fungal growths in areas where sweat pools, which can in turn lead to deadly parasitic infestations.

Panther armour is designed to be as open and cool as possible, and to allow maximum freedom of mobility. It does not provide as much protection as Tortoise armour, but this is a necessary trade-off for jungle warfare.

#### AJHMPS-12 PANTHER ARMOUR

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
<b>Capitol</b>	<b>1</b>	<b>2</b>	<b>2</b>	<b>1</b>
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
<b>4</b>	<b>2</b>	<b>3</b>	<b>14</b>	



The lighter construction of Panther armour grants the wearer one bonus Momentum on all Resistance tests made to resist the effects of hot environments.

## BRMPS-14 PREDATOR ARMOUR MK. 1

Developed as a heavier alternative to the standard Tortoise armour, Predator Mk. 1 offsets the added weight and bulk of the armour with a jump pack and boot-mounted manoeuvring jets. These allow the wearer to move quickly over obstacles and through rough terrain, as befits an elite vanguard assault unit like the Martian Banshees – the main users of this armour.

### BRMPS-14 PREDATOR ARMOUR MK. 1

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Capitol	3	4	3	2
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
3	1	5	28	

A suit of Predator Mk. 1 armour contains all the same systems as Mk. 1 Tortoise armour, as well as a rocket pack. It also mounts a set of jet boots, which grant the wearer one bonus Momentum on all Acrobatics tests made to jump, leap, or avoid falling damage.

## EAGLE EYE HELMET

**RESTRICTION: 3      COST: 20**

These helmets – often ornately-sculpted in the image of an eagle’s head – are the product of extensive R&D work to produce a sophisticated tactical helm able to passively analyse and display a significant proportion of the electromagnetic spectrum. Few people can reliably interpret the data these helms display, and even then it takes considerable training to sift through the torrential flood of data. The helm has an extensive range of optical overlays and filters, microscopic and macroscopic zoom, and is fitted with sanctified circuitry in order to harden it against the corruption that such advanced technology would otherwise be vulnerable to.

An Eagle Eye helmet can replace the helmet of any military-grade Capitol combat armour. While worn, the Eagle Eye system grants the wearer an additional d20 on any Observation test that scores at least one success. Further, the character can perceive things not normally visible to the human eye, and may attempt a Sciences test (difficulty determined by the GM) to spot such phenomena.

An Eagle Eye helmet provides the same armour Soak and has the same encumbrance as the helmet it replaces. It has a Reliability of 1.

## HFMP5-94 TORTOISE ARMOUR MK. 2

This armour is issued only to Capitol’s elite heavy infantry units. Each suit is a powered exoskeleton, layered with proprietary alloys

that are extraordinarily lightweight and durable, as well as virtually impervious to incendiary attacks. Each suit is fitted with a set of auto-injectors that provide medical support to the wearer, and can be completely sealed against hostile environments. Most crucially, however, this armour is capable of supporting much more potent weaponry than conventional infantry can effectively use.

### HFMP5-94 TORTOISE ARMOUR MK. 2

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Capitol	4	5	4	4
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
20	2	4	30	

**POWER ASSISTED:** A character wearing a Mk. 2 Tortoise armour benefits from heightened physical strength and mobility as a result of the armour’s systems. The character gains one additional Momentum on all strength-based tests, and ignores the armour’s encumbrance while the suit remains active. Further, the character increases his melee damage bonus by  $\uparrow 2$  while wearing the armour. However, the awkward weight and bulk of the armour increases the difficulty of all Acrobatics and Stealth tests the character attempts by one.

**STABLE PLATFORM:** Mk. 2 Tortoise armour is sturdy and provides considerable support for soldiers operating powerful weaponry. A character wearing a powersuit always counts as Braced when wielding Unwieldy weapons, and may use Two-Handed or Unbalanced weapons one-handed without any penalty.

**FLAME RETARDANT:** A character wearing Mk. 2 Tortoise armour gains  $\uparrow 3$  additional Soak against attacks with the Incendiary quality, and may still apply his armour Soak to damage inflicted by the Burning status effect.

**MEDICAL EQUIPMENT:** Mk. 2 Tortoise armour contains an automated medical system, which functions as an automed that can tend to injuries the wearer – and only the wearer – sustains.

**SEALED:** While the helmet is fitted, Mk. 2 Tortoise armour is completely sealed against all environmental conditions, gas attacks, and similar problems, and functions in all ways as an armour-compatible vac suit containing three Oxygen Loads.

## HFMP5-ZR (THE HARE MK. 1)

A modified version of the standard military issue Tortoise line of armour, this design offers limited protection while also enhancing a soldier’s speed on the battlefield. With thinner Impervium layers, the chest, shoulders, and leg plating have been constructed with dozens of micro-joints to allow for greater flexibility for the wearer. At the same time, the major joints have been reinforced with



miniature hydraulic pistons and shock absorbers. These allow the wearer to propel himself further and faster than normal infantry, catching enemies off-guard, or evading capture with ease.

#### HFMP5-ZR (THE HARE MK. 1)

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Capitol	3	2	1	1
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
5	2	3	14	

A character wearing Hare Mk. 1 armour may re-roll a single unsuccessful d20 in any Athletics or Acrobatics test he attempts. Otherwise, it contains all the same systems as Mk. 1 Tortoise armour.

#### SLMPS FIREBUG

This heat and flame-resistant armour is most often seen used either by Capitol's flamethrower troops or by demolitionist teams who sometimes do not have enough time to escape the area before needing to trigger their planted charges. Formed of a proprietary mix of hardened foam and ceramic plating, this armour can withstand temperatures up to 1,500 degrees Celsius before being threatened by structural failure.

#### SLMPS FIREBUG

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Capitol	3	3	2	2
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
7	2	4	17	

A character wearing Firebug armour gains  $\uparrow$ 3 additional Soak against attacks with the Incendiary quality, and may still apply his armour Soak to damage inflicted by the Burning status effect. Otherwise, it contains all the same systems as Mk. 1 Tortoise armour.

#### USMBS-73 SEA DEVIL

Sea Devil armour is issued to the sub-aquatic units of the Venusian Naval Rangers. It resembles Tortoise Mk. 1 armour, except that it is fully sealed and fitted with SCUBA gear. The boots are fitted with collapsible flippers, and the undersuit functions as a wetsuit. The armour contains a small tank sufficient for short-term use, and can be fitted to a larger oxygen supply for longer dives.

#### USMBS-73 SEA DEVIL

FACTION	SOAK			
	HEAD	TORSO	ARMS	LEGS
Capitol	3	3	2	2
ENCUMBRANCE	RELIABILITY	RESTRICTION	COST	
7	2	4	26	

Sea Devil armour is fitted to function as diving gear (see *Mutant Chronicles* core book, page 254), and contains one Oxygen Load. It can be fitted with an external air tank, for three Oxygen Loads, by increasing the Encumbrance by three.

## WEAPONS

### 'HARBINGER' SURVIVAL SWORD – BOWIE INDUSTRIES

**RESTRICTION: 2**      **COST: 5**

A popular Bowie Industries design, the Harbinger sword is a long-bladed single-handed melee weapon designed for soldiers operating in dense jungle. The most famous wielders of these blades are the Sea Lions, who use them as machetes and saws when hacking through the Venusian jungles, and as swords when they are gutting their enemies. There is a small hollow compartment in the pommel, which serves as a compass, that normally contains small items useful for survival.

#### 'HARBINGER' SURVIVAL SWORD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ $\uparrow$ 4	-	2	1H	3
QUALITIES	Parry 1				

### CALIX CARBINE

**RESTRICTION: 2**      **COST: 4**

Due in part to political wrangling, the Calix carbine was presented as a candidate to replace the long-suffering M50 rifle as the AFC's standard infantry firearm. While the AFC's acquisitions committee favoured a licensed version of the Bauforce MG-88, the Calix had the advantages of low cost, Capitolian manufacture, and the backing of a major corporate shareholder. It never gained popularity, due to its high recoil and poor balance, which made it inaccurate in the wrong hands.

#### CALIX CARBINE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ $\uparrow$ 5	Burst	5	2H	2
QUALITIES	Unstable				

**UNSTABLE:** If the Calix carbine is wielded by a character with Strength 8 or less, increase the difficulty of Ranged Weapons tests by one step.

### CAPITOL SWORD OF HONOUR

**RESTRICTION: 4**      **COST: 7**

These swords are issued in limited numbers to officers who are awarded the Chairman's Legion of Honour for their battlefield valour and dedicated services to Capitol. The blades are relatively unremarkable, but they are valued more for what they represent



than for what they can do. Any spectacular feats of swordsmanship achieved with a Capitol Sword of Honour are more likely due to the welder's skill than any property of the blade.

#### CAPITOL SWORD OF HONOUR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ <b>↑</b> 5	-	3	Unbalanced	3
QUALITIES <b>Parry 2</b>					

**HONOURED:** A character who has been granted a Capitol Sword of Honour increases his Fame by one.

#### ATLAS MEGACANNON – CARTEL ARMS

**RESTRICTION: 5**      **COST: 13**

Manufactured by Cartel Arms under licence from Colding, the ATLAS is an experimental Doomtrooper weapon made famous by Sergeant Robert 'Big Bob' Watts, who has carried one as both a Free Marine and a Doomtrooper. The ATLAS is normally fitted with a support rig to absorb the weight and recoil, but even then only the strongest warriors can manage this weapon system. The effects of a concentrated volley from an ATLAS rig are terrifying to behold.

An ATLAS megacannon comes with a Support Rig as standard. Its benefits are not included below. The ATLAS megacannon uses the Heavy Weapons skill.

#### ATLAS MEGACANNON

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+ <b>↑</b> 7	Automatic	40	Unwieldy	2
QUALITIES <b>Armour Piercing 1, Spread 3, Vicious 1</b>					

#### CHARGE NET

**RESTRICTION: 3**      **COST: 12**

Fired by a modified rocket launcher, this projectile expands into a metal mesh designed to wrap around the target and weigh them down. This mesh is connected to a miniaturised battery that emits upwards of 50,000 volts on physical contact, incapacitating the victim and giving soldiers a chance to either capture or finish them off.

#### CHARGE NET

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	1+ <b>↑</b> 3	Muniton	5	Unwieldy	2
QUALITIES <b>Armour Piercing 1, Knockdown, Spread 2, Stun</b>					

#### M520 AUTO-SHOTGUN – COLDING ARMS

**RESTRICTION: 4**      **COST: 8**

The bigger brother of the M516, the M520 is a belt-fed automatic shotgun, and one of the most vicious close assault weapons in Colding Arms' catalogues. Its high rate of fire and weight of

buckshot allows the M520 to saturate an area with hot lead. Because of its recoil and ammunition consumption it cannot easily be used by normal soldiers, meaning that it is normally mounted on a vehicle or carried by heavy infantry.

#### M520 AUTO-SHOTGUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ <b>↑</b> 6	Automatic	6	Unwieldy	2
QUALITIES <b>Ammo (Torrent), Knockback, Spread 1</b>					

#### M66 LIGHT AUTOCANNON – COLDING ARMS

**RESTRICTION: 4**      **COST: 8**

The standard armament of the heavy infantry, the M66 is a light cannon loaded with explosive ammunition. Its rate of fire and range is significantly less than most personal autocannons, but this is more than compensated for by the weapon's hitting power.

The M66 Light autocannon uses the Heavy Weapons skill.

#### M66 LIGHT AUTOCANNON

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+ <b>↑</b> 4	Burst	10	Unwieldy	2
QUALITIES <b>Armour Piercing 1, Spread 1, Vicious 1</b>					

#### P20 'AEGIS' RIOT SHIELD – COLDING ARMS

**RESTRICTION: 2**      **COST: 5**

Originally designed to help protect armed interdiction squads in riots, the Aegis has been adopted across Capitolian security forces, and even by the AFC's K-9 units for training and battlefield defence purposes. Made of layers of proprietary alloys, and the same ballistic padding and impact foam used in Tortoise Mk. 1 armour, an Aegis is a lightweight defensive tool that many combatants regard as invaluable.

#### P20 'AEGIS' RIOT SHIELD

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+ <b>↑</b> 2	-	3	1H	4
QUALITIES <b>Full Defence 1</b>					

#### DEATH'S HEAD GRENADE/BOMB

**RESTRICTION: 5**      **COST: 9**

Whether delivered by hand, launcher, or bomb, this device contains a liquid compound that doesn't affect flesh or bone. However, it reacts violently to inanimate substances such as metal, glass, or concrete, making it perfect for eating away at barricades, fortress walls, or vehicle plating. This has forced the military to use fragile containers made of bone in order to deliver the contents. When the morbid missile strikes a target it shatters, spilling the compound across a surface where it begins to dissolve the structural integrity.



### DEATH'S HEAD GRENADE/BOMB

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑6	Munition	1	1H	2
QUALITIES	Armour-Piercing 3, Blast (Close), Corrosive 5, Vicious 3				

**CORROSIVE:** This weapon's effects only work on inorganic materials, such as steel, glass, or stone. It inflicts no damage or status effects on organic targets. Further, against inorganic targets, if one or more Dark Symmetry Icons are generated, the target suffers the Burning status effect, dealing ↑X damage, where X is the rating of the Corrosive trait.

### EXPLOSIVE HARPOON

**RESTRICTION: 3**    **COST: 6**

Also known as the 'Tiny Torpedo,' this aquatic weapon is used primarily by Capitolian Naval special forces. It fires a harpoon up to 200 metres away, at which point accuracy and velocity drop off sharply. On contact, the harpoon detonates with enough force to kill anyone in the immediate blast zone and can cause concussions to most living creatures within ten metres.

### EXPLOSIVE HARPOON

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	2+↑4	Munition	3	2H	2
QUALITIES	Aquatic, Blast (Close), Vicious 2				

**AQUATIC:** An Explosive Harpoon suffers no penalties or hindrances for being used underwater.

### DPAT-II ROCKET LAUNCHER — FEDERATED ARMS & MUNITIONS

**RESTRICTION: 4**    **COST: 12**

The vehicle mounted cousin of the DPAT-9, this larger model can fire salvoes of rockets simultaneously. It is a favourite of armoured cavalry units, as its versatility allows it to be rapidly adapted to a range of situations.

The DPAT-11 uses the Gunnery skill.

### DPAT-11 ROCKET LAUNCHER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	As Grenade+↑4	Munition	0	Mounted	2
QUALITIES	As Grenade, plus Spread +1				

**MOUNTED:** The weapon is always mounted on a weapon platform or vehicle, and cannot be operated without one.

**MULTIPLE ROCKET LAUNCHER:** When firing a DPAT-11, the user may spend one or two Reloads in order to gain +1d20 on the attack

roll and an additional ↑ of damage for each Reload spent. This is in addition to the Reload that must be spent to fire the weapon.

### M40 GRENADE LAUNCHER — FEDERATED ARMS & MUNITIONS

**RESTRICTION: 2**    **COST: 9**

The M40 is a breech-loading grenade launcher with a rifled barrel and a sturdy shoulder stock. Capable of launching standard rifle grenades at medium ranges, it can easily be used to arc shots over obstacles. However, the weapon takes additional training to use and maintain effectively. Federated Arms & Munitions provides vendor representatives to the AFC to ensure that soldiers are properly trained in its use.

### M40 GRENADE LAUNCHER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
M	As Grenade	Munition	7	2H	2
QUALITIES	As Grenade, plus Arc Shot				

**ARC SHOT:** This weapon can bounce grenades off walls and lob them over obstacles, allowing him to circumvent cover. When attacking with this weapon, the user may choose to ignore any Cover Soak the target receives. If this option is chosen, then the attack's difficulty increases by one step.

### M75 MORTAR — FEDERATED ARMS & MUNITIONS

**RESTRICTION: 3**    **COST: 12**

The M75 is a basic mortar, which is little more than a hollow tube with a firing plate at the bottom. Each shell has a percussion cap on its base that is triggered by dropping it onto the firing plate, launching it towards the target.

An M75 Mortar uses the Heavy Weapons skill.

### M75 MORTAR

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	As Grenade+↑2	Munition	16	Unweildy	3
QUALITIES	As Grenade, plus indirect Fire				

**INDIRECT FIRE:** This weapon is designed to lob shells over intervening terrain. So long as there are no obstacles that would interfere with the shell's arc (roofs and ceilings, etc) attacks from the weapon can be targeted at enemies who are not in direct line of sight. These attacks have a basic difficulty of Daunting D3, which is reduced to Challenging D2 if an ally has line of sight to the user's target and some way of signalling him (such as a radio).





## FRAGMENT CANNON

**RESTRICTION: 3**      **COST: 10**

Used as a fixed armament along the Doughpits, this missile launcher has been retrofitted to fire a wide array of projectiles. Because of the large amount of scrap metal and junk left on the battlefield after decades of constant warfare, Capitolian armed forces have adapted the cannon so it can be packed with any type of debris as ammunition. When fired, the 'scrapshot' shreds any enemies in its path.

### FRAGMENT CANNON

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
<b>M</b>	<b>1+↑4</b>	<b>Muniton</b>	<b>10</b>	<b>Unweildy</b>	<b>4</b>
<b>QUALITIES</b> <b>Blast (Close)</b>					

**IMPROVISED MUNITIONS:** The Fragment Cannon is loaded with debris rather than conventional ammunition. It takes an Average D1 Mechanics or Heavy Weapons test to gather and collect suitable shrapnel and scrap to create one Reload, plus an additional Reload per Momentum spent.



## GRENADES

**BOKE – RESTRICTION: 2**      **COST: 2**

**SLIME – RESTRICTION: 4**      **COST: 10**

Capitolian engineers have developed a number of unusual munitions for use by military and law-enforcement personnel. These devices are employed as grenades, rockets, mortar shells, and missiles.

Boke grenades, properly known as the M33 Emetic Nonlethal Incapacitation Device, expel a noxious mist that, when inhaled, causes intense nausea and vomiting. Those with a strong constitution can endure this mist's effect, but most are overcome in a particularly messy way.

Slime grenades are the colloquial name for the M404 Delivery System loaded with Agent Red defoliant. This toxic chemical was developed during the First Corporate War for clearing jungles prior

to assaults on Bauhauser bases, but was later shown to have a peculiar effect on the necrotic flesh of certain Dark Legion creatures, which dissolves when exposed to it.

The profile below is for a grenade thrown by hand, and will be modified if used in a rocket launcher, as described on page 230 of the **Mutant Chronicles** core book. Each acquisition purchases three grenades or missiles, rather than one.

### BOKE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
<b>C</b>	<b>–</b>	<b>Muniton</b>	<b>1</b>	<b>Unweildy</b>	<b>2</b>
<b>QUALITIES</b> <b>Blast (Close)</b>					

### SLIME

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
<b>C</b>	<b>1+↑6</b>	<b>Muniton</b>	<b>1</b>	<b>Unweildy</b>	<b>2</b>
<b>QUALITIES</b> <b>Blast (Close), Toxic 4, Vicious 3</b>					

**BOKE GAS:** A creature hit by a Boke grenade must pass a Difficult D2 Resistance test at the start of each of its turns. If this test is failed, then the creature may not act that turn due to nausea and vomiting. Three successful Resistance tests will end the effect. This effect is a poison, and thus creatures with an immunity to poison are unaffected.

**SLIME:** Slime grenades only inflict damage or status effects on creatures of the Dark Legion. The Toxic quality of these weapons can still affect creatures that are otherwise immune to poisons, so long as those creatures are of the Darkness.

## .45 REVOLVER – SAMSON & WILLIAMS

**RESTRICTION: 2**      **COST: 5**

Produced by Samson & Williams Industries, this archaic-looking handgun is a killer, pure and simple. It fires high-density .45 calibre rounds that have tremendous stopping power at close range. While not as accurate as the Bolter, the S&W .45 is popular amongst those who need to make every shot count.

### S&W .45 REVOLVER

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
<b>C</b>	<b>1+↑4</b>	<b>Semi-Automatic</b>	<b>3</b>	<b>Unbalanced</b>	<b>4</b>
<b>QUALITIES</b> <b>Close Quarters, Knockdown</b>					

## M100A1 AUTOCANNON – SHERMAN

**RESTRICTION: 5**      **COST: 12**

The M100A1 fires 100mm high explosive shells, and is highly effective against both infantry and mobile armour. The M100A1 is a support weapon, used against armoured vehicles and fortifications at longer ranges, and is commonly mounted on Orca Battlesuits and other light vehicles.



The M100A1 uses the Gunnery skill.

#### M100A1 AUTOCANNON

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	3+↑5	Burst	50	Mounted	3
QUALITIES <b>Armour Piercing 2, Spread 1, Vicious 3</b>					

**MOUNTED:** The weapon is always mounted on a weapon platform or vehicle, and cannot be operated without one.

#### M450 'GOD'S WRATH' SNIPER RIFLE – SHERMAN

**RESTRICTION: 3**     **COST: 10**

A recent design, the M450 was developed to give the Sea Lions limited anti-armour support, while maintaining the regiment's *modus operandi*. Sherman, Inc. wanted an accurate anti-materiel rifle that chambered the .50 calibre rounds used by its heaviest machine guns. The weapon is almost two metres long from stock to muzzle, and it must be disassembled to transport. However, in its collapsed state, it is light enough for a single soldier to carry it.

#### M450 'GOD'S WRATH' SNIPER RIFLE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+↑7	Munition	10	Unweildy	4
QUALITIES <b>Emplaced, Knockback, Unforgiving 3</b>					

**EMPLACED:** This weapon cannot be moved once braced without being disassembled. It takes two Standard Actions to disassemble and pack the weapon for storage.

#### M8 'SLINGSHOT' HANDGUN – SHERMAN

**RESTRICTION: 2**     **COST: 4**

The smallest handgun produced by Sherman, Inc., the Slingshot is a compact and lightweight design favoured by those who do not wish to be seen to be carrying a weapon, but still need to carry one. Its lighter construction means that it is used by non-combatants, who may not want the military-grade firepower of a Bolter or Ironfist. The Slingshot contains an integral silencer (page 263, *Mutant Chronicles* rulebook).

#### M8 'SLINGSHOT' HANDGUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+↑3	Semi-Automatic	2	1H	2
QUALITIES <b>Close Quarters, Hidden 1</b>					

#### M99 MOUNTED MACHINE GUN – SHERMAN

**RESTRICTION: 5**     **COST: 12**

The 'big brother' of the M89, the M99 is a brutal machine gun that chambers the huge .50 calibre round. Its rate of fire is lower than most comparable weapons, but the sheer stopping power of each round means that a short burst is more than enough to perforate

armour plate and turn infantry into chunky salsa. The gun's weight and recoil make it impossible for even power-armoured infantry to carry, meaning that the weapon is only found mounted on vehicles and fortified emplacements.

The M99 uses the Heavy Weapons skill.

#### M99 MOUNTED MACHINE GUN

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
L	2+↑7	Automatic	30	Mounted	3
QUALITIES <b>Ammo (Armour Piercing 2, Vicious 2), Spread 1</b>					

**MOUNTED:** The weapon is always mounted on a weapon platform or vehicle, and cannot be operated without one.

#### TALONS OF FURY

**RESTRICTION: 3**     **COST: 10**

These specialised gauntlets are tipped with ten-inch razor-sharp blades, and are designed for dedicated melee combatants. The gauntlets are sturdy enough to allow the wielder to tear through flesh and bone with ease. An integral energy cell superheats the blades to several hundred degrees, while the gauntlets are insulated to protect the wearer from the heat. Wounds inflicted are seared by the blades, and the pungent scent of scorched flesh accompanies their use.

Talons of Fury use the Unarmed Combat skill. The profile below is for a single gauntlet, though they are most commonly used as a pair.

#### TALON OF FURY

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
-	1+↑3	-	2	1H	2
QUALITIES <b>Incendiary 2, Vicious 3</b>					

#### THE BEACON

**RESTRICTION: 3**     **COST: 8**

This missile serves two purposes. First, when fired either from a personal or stationary rocket launcher, it devastates any enemies within a hundred yards of the strike zone. Second, its interior containment unit has been uniquely designed to deploy a Capitol flag in the crater, letting it wave proudly in the midst of the destruction. It is effective in both eliminating the Dark Legion and raising soldier morale.

These missiles function exactly as a normal anti-personnel missile in terms of damage and effects upon the enemy. However, after the weapon has been fired, a flag is deposited in the middle of the blast area. Any Capitol character who enters the same zone as the flag may immediately attempt an Average D1 Willpower test to regain one point of Dread, plus an additional point of Dread per Momentum spent.



## CLARION CALL

**RESTRICTION: 3**      **COST: 6**

Developed by Capitolian scientists, this experimental device emits a noise beyond the normal range of human hearing – but which causes intense agony to any Dark Legionnaires within fifty metres. Small versions can be thrown like hand grenades, while larger variations can be dropped from aircraft like bombs, targeting enemy installations in an attempt to incapacitate foes before a ground assault.

### CLARION

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ <b>↑</b> 6	Munition	1	1H	2
QUALITIES	Anathema, Blast (Close), Stun				

**ANATHEMA:** Anathema weapons cannot inflict damage or status effects to anything that is not a Heretic or a creation of the Dark Legion.

## UNIVERSAL BALLISTICS M74 ASSAULT CARBINE

**RESTRICTION: 2**      **COST: 6**

The M74 is a close-quarters specialist weapon, favoured over the M50 in urban and jungle environments where lines of sight are short and weapon manoeuvrability is vital. It has a lower rate of fire than the M50, and its shorter barrel makes it ineffective at longer ranges, but the compact size and heavy ammunition give it potent stopping power at close range.

### M74 ASSAULT CARBINE

RANGE	DAMAGE	MODE	ENC	SIZE	RELIABILITY
C	1+ <b>↑</b> 6	Burst	5	2H	2
QUALITIES	-				



## GEAR

### GECKO GLOVES

**RESTRICTION: 1**      **COST: 4**

These thick gloves have palms coated by an extremely sticky substance that allows the wearer to climb even vertical surfaces without external support. The adhesive does wear down after prolonged use and must be reapplied, otherwise the gloves lose their effectiveness. Wet or oiled surfaces negate their use.

A pair of gecko gloves grants the wearer one bonus Momentum on Athletics tests to climb sheer surfaces. The adhesive wears off after an hour's continual use. A new pair of gecko gloves comes with a bottle

of adhesive that can completely replace the adhesive three times. Additional adhesive bottles have a Restriction of 1 and a Cost of 1

## KAMIKAZE KIT

**RESTRICTION: 4**      **COST: 15**

Named in mockery of the Mishiman suicide soldier tactic, this is a medkit variation used by Capitolian soldiers who believe (or know) they are going into a no-win situation and want to take out as many enemies as possible before they are killed. The drug cocktail contained in this kit's syringe is not intended to heal. Instead, it temporarily ramps up adrenaline levels, strength, and mental focus while dampening pain and any sense of self-preservation. This concoction is so harsh on human biology that even if a soldier survives the encounter, they often drop dead of a heart attack after the effects wear off.

A dose of Kamikaze Kit lasts for six hours. During that time, the dosed character may ignore any status effects and conditions caused by injury or dread (including death) – both those he already possesses, and those he may suffer while the kit remains in effect. The injuries still remain, and he can still suffer damage as normal, but the penalties and hindrances caused by those injuries are suppressed while the kit is in use.

Once the effects of the Kamikaze Kit wear off, the character suffers the effects of any injuries sustained during the last six hours, as well as an additional 1+**↑**6 damage to the chest due to the stress on the user's heart.

## RP-187 ROCKET PACK

**RESTRICTION: 4**      **COST: 15**

These dangerous and potent devices used by Capitolian Special Forces units, most famously the Martian Banshees, are essentially backpack-mounted rockets that enables the user to fly for short periods of time (An Average D1 Pilot test). The pack discharges through a pair of directional nozzles that enable the user to guide his flight. These nozzles are controlled from a series of palm-mounted switches on the wearer's gloves. Using these controls, and angling the body correctly to create or reduce drag, a skilled wearer can cross terrain quickly and evade enemy defences. Some airborne units use these packs instead of parachutes, firing them at the last moment to change a fall into flight.

A character wearing a rocket pack is able to fly, moving through the air freely. While airborne, the character uses the Pilot skill, instead of the Acrobatics skill, to perform the Dodge Response Action and to avoid obstacles. He may move through empty zones above the battlefield that normal characters cannot reach. In combat, the character moves at normal speed (using controlled bursts of power), but out of combat he can manage a top speed of 320 kilometers per hour for fifteen minutes.

## CHAPTER 09



## AIRCRAFT

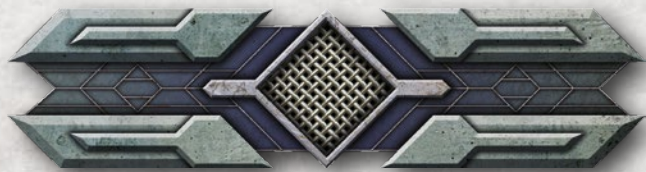
### AH/UH-19 'GRAPESHOT/GUARDIAN'

**RESTRICTION: 5**    **COST: 48**

**MAINTENANCE: 6**    **RELIABILITY: 3**

Developed by Second United, Inc., this massive gunship can serve as both an assault and utility chopper as the situation calls for. When converted for assault, it is known as "Grapeshot," as it can riddle targets full of holes from up to 1,000 meters away, even behind cover. In utility mode, the "Guardian" can transport ammo and supplies, drop-off reinforcements, evacuate wounded, or even act as a mobile command centre.

QUALITIES	<b>Agile, Aircraft (VTOL), Enclosed</b>			
CRUISING SPEED	<b>150 kph</b>	COMBAT MANOEUVRABILITY	<b>2</b>	
CREW	<b>1 commander, 1 gunner</b>	CARRYING CAPACITY	<b>12 passengers, 240 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>5</b>	<b>7</b>	<b>4</b>	<b>3</b>
MOTIVE SYSTEM	<b>3</b>	<b>5</b>	<b>3</b>	<b>2</b>
WEAPON	<b>3</b>	<b>4</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>2+↑5</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>4x M90 Autocannon Turrets: Long, 2+↑7, Automatic, Armour Piercing 1, Spread 2.</b></li> <li>• <b>Weapon Pylons: Stats as weapon.</b></li> <li>• <b>(Grapeshot only) M99 Machine Gun: Long, 2+↑7, Automatic, Ammo (Armour Piercing 2, Vicious 2), Spread 1.</b></li> </ul>			
NOTES	<p>May be fitted with jet turbines, increasing Cruising Speed to 157 mph but reducing Combat Manoeuvrability to 1. Six Reloads for each Autocannon Turret. No more than two Autocannon turrets can attack a single target. Eight Reloads for Weapon Pylons. Six Reloads for M99 Machine Gun.</p>			



### AHZ-15 RAPTOR

**RESTRICTION: 5**    **COST: 39**

**MAINTENANCE: 4**    **RELIABILITY: 3**

Identified by the high-pitched shrieking of its engines, this fast assault fighter bristles with machine guns and autocannons. In the course of even the briefest military engagement, it can rake a battlefield over a dozen times with pinpoint precision. It has even been known to take out enemy forces that are in hand-to-hand combat with Capitolian soldiers without any friendly fire damage.

## AIRCRAFT MUNITIONS

Numerous aircraft in this section are listed with 'Weapon Pylons'. These multi-role mounting points are used by aircraft crews to adapt their payloads to different targets and different circumstances. All weapons mounted on Weapon Pylons are Munitions, and each Pylon mounts a single Reload – a single use of that weapon, in the form of a single bomb or missile.

**BOMBS:** Bombs come in a variety of forms, and use the same basic rules as grenades. Due to their larger size, bombs increase the grenade's damage by 1+↑2, and add +1 to the rating of any traits with a numerical rating (such as Armour Piercing, Vicious, Incendiary, or Toxic). Bombs all have a range of Long, but they can only be used against targets that are in zones below the aircraft and on a solid surface, (the ground, floors, roofs, etc). All Weapon Pylons use the Gunnery skill instead of the Ranged Weapons skill.

**MISSILES:** Similarly, missiles come in a variety of forms, and use the same basic rules as grenades. Due to their larger size, missiles increase the grenade's damage by +↑3, and gain the Unforgiving 3 quality.

QUALITIES	<b>Agile, Aircraft, Enclosed</b>			
CRUISING SPEED	<b>1510 kph</b>	COMBAT MANOEUVRABILITY	<b>3</b>	
CREW	<b>1 commander</b>	CARRYING CAPACITY	<b>0</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>5</b>	<b>6</b>	<b>4</b>	<b>3</b>
MOTIVE SYSTEM	<b>3</b>	<b>5</b>	<b>3</b>	<b>1</b>
WEAPON	<b>2</b>	<b>3</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>2+↑6</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>Twin M90 Autocannon: Long, 2+↑7, Automatic, Armour Piercing 1, Spread 2.</b></li> <li>• <b>Quad M606 Machine Guns: Medium, 1+↑6, Automatic, Spread 3.</b></li> </ul>			
NOTES	<p>Six Reloads for Autocannons. Twelve Reloads for Machine Guns.</p>			

### AHZ-24 BLACKHAWK

**RESTRICTION: 5**    **COST: 48**

**MAINTENANCE: 7**    **RELIABILITY: 2**

Aerodyne Systems' Blackhawk is a state-of-the-art helicopter gunship. It uses Cybertronic-sourced ECM systems to prevent detection by electronic and thermographic systems, and its streamlined fuselage is designed to be radar-invisible. It employs



modified Universal Dynamics HZ 5400 turbines that are almost silent, and its non-reflective vantablack coating – a substance that reflects almost no light of any kind – makes it essentially invisible at night and highly disconcerting to look at during the day. It is primarily used by long-range advance forces that operate behind enemy lines. Its design makes it extremely difficult to fight back against – automated systems struggle to lock on to it, and human eyes cannot discern its details properly. If that fails, its armaments emerge from retractable pods.

QUALITIES	<b>Agile, Aircraft (VTOL), Enclosed</b>			
CRUISING SPEED	<b>190 kph</b>	COMBAT MANOEUVRABILITY	<b>2</b>	
CREW	<b>1 commander, 1 gunner</b>	CARRYING CAPACITY	<b>20 passengers, 600 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>5</b>	<b>7</b>	<b>4</b>	<b>3</b>
MOTIVE SYSTEM	<b>4</b>	<b>5</b>	<b>3</b>	<b>2</b>
WEAPON	<b>3</b>	<b>4</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>2+↑5</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>Twin M66 Light Autocannon Turret: Long, 2+↑4, Burst, Armour Piercing 1, Spread 2, Vicious 1</b></li> <li>• <b>Weapon Pylons: Stats as weapon</b></li> </ul>			
NOTES	<p>Eight Reloads for Autocannon Turret. Four Reloads for Weapon Pylons. <b>Stealth Aircraft: A commander operating a Blackhawk gains one bonus Momentum on all Stealth tests attempted to avoid being detected, which increases to three bonus Momentum at night. The commander may use his Stealth skill instead of his Pilot skill when making an Evasive Action Response Action.</b></p>			

## B-57 AEROFORTRESS

**RESTRICTION: 5**    **COST: 60**

**MAINTENANCE: 8**    **RELIABILITY: 3**

This is Capitol's standard long-range bomber, made to operate at high atmosphere, well beyond the reach of anti-aircraft artillery. Primarily used for bombing missions within the Doughpits, this craft is able to saturate an area with devastating explosions, softening enemy forces before a ground assault.

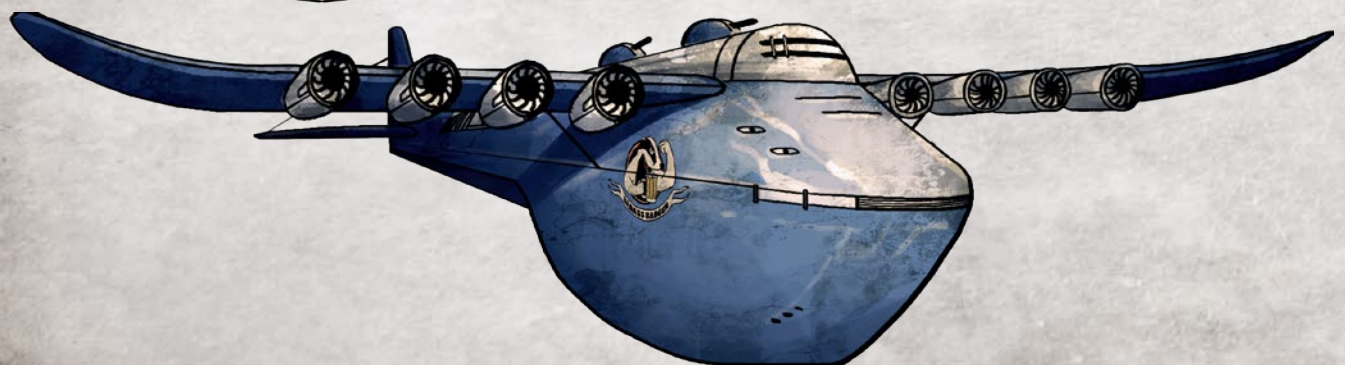
QUALITIES	<b>Aircraft, Enclosed</b>			
CRUISING SPEED	<b>870 kph</b>	COMBAT MANOEUVRABILITY	<b>0</b>	
CREW	<b>1 commander, 1 pilot, 7 gunners</b>	CARRYING CAPACITY	<b>0</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>7</b>	<b>13</b>	<b>9</b>	<b>5</b>
MOTIVE SYSTEM	<b>6</b>	<b>8</b>	<b>6</b>	<b>4</b>
WEAPON	<b>5</b>	<b>5</b>	<b>3</b>	<b>2</b>
IMPACT DAMAGE	<b>2+↑6</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>6x M90 Autocannon Turrets: Long, 2+↑7, Automatic, Armour Piercing 1, Spread 2.</b></li> <li>• <b>Bomb Bay: Long, 3+↑8, Munition, Blast (Medium), Knockback, Stun</b></li> <li>• <b>Weapon Pylons: Stats as weapon.</b></li> </ul>			
NOTES	<p><b>Six Reloads for each Autocannon Turret. No more than one Autocannon Turrets can attack a single target. Twelve Reloads for Weapon Pylons. Five Reloads for Bomb Bay.</b></p>			

## F-5I PUMA

**RESTRICTION: 5**    **COST: 48**

**MAINTENANCE: 6**    **RELIABILITY: 3**

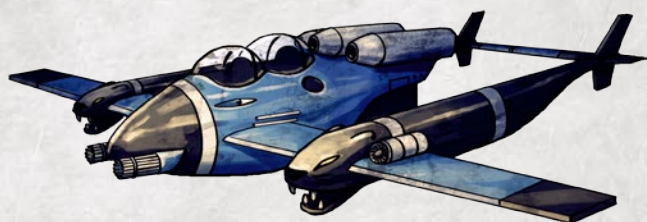
A multi-purpose fighter, this aircraft combines surgical bombing strike abilities with enough manoeuvrability, speed, and firepower for effective air superiority as well. Unlike lighter fighters, the Puma is armoured enough to withstand at least one air-to-air missile hit without being downed.



*B-57 Aero Fortress*



QUALITIES	<b>Agile, Aircraft, Enclosed</b>			
CRUISING SPEED	<b>1220 kph</b>	COMBAT MANOEUVRABILITY	<b>2</b>	
CREW	<b>1 commander, 1 gunner</b>	CARRYING CAPACITY	<b>0</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>5</b>	<b>7</b>	<b>4</b>	<b>3</b>
MOTIVE SYSTEM	<b>4</b>	<b>6</b>	<b>4</b>	<b>2</b>
WEAPON	<b>3</b>	<b>4</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>2+↑5</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• Twin M90 Autocannon: Long, 2+↑7, Automatic, Armour Piercing 1, Spread 2.</li> <li>• Weapon Pylons: Stats as weapon.</li> </ul>			
NOTES	<b>Six Reloads for Autocannons. Two Reloads for Weapon Pylons.</b>			



## H-12 CONDOR

**RESTRICTION: 5**      **COST: 40**  
**MAINTENANCE: 6**    **RELIABILITY: 3**

An attack helicopter used primarily in support of Capitol ground forces to deploy troops on the battlefield, the Condor is capable of carrying up to twenty fully-laden soldiers. After deploying them, it hovers around the battlefield to provide supporting fire, using any available terrain as cover and then rising above it to attack.

QUALITIES	<b>Agile, Aircraft (VTOL), Enclosed</b>			
CRUISING SPEED	<b>190 kph</b>	COMBAT MANOEUVRABILITY	<b>2</b>	
CREW	<b>1 commander, 1 gunner</b>	CARRYING CAPACITY	<b>20 passengers, 600 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>5</b>	<b>7</b>	<b>4</b>	<b>3</b>
MOTIVE SYSTEM	<b>4</b>	<b>5</b>	<b>3</b>	<b>2</b>
WEAPON	<b>3</b>	<b>4</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>2+↑5</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• Twin M66 Light Autocannon Turret: Long, 2+↑4, Burst, Armour Piercing 1, Spread 2, Vicious 1.</li> <li>• Weapon Pylons: Stats as weapon.</li> </ul>			
NOTES	<b>Eight Reloads for Autocannon Turret. Four Reloads for Weapon Pylons.</b>			

## H-37 CARRION

**RESTRICTION: 5**      **COST: 56**  
**MAINTENANCE: 7**    **RELIABILITY: 3**

This is one of the more lightweight bombers in Capitol's arsenal, allowing for faster travel into and out of enemy territory. When not on bombing runs, it is employed for supply and troop drops. Certain squads have also used it as a morale booster, piling the hold high with frozen enemy corpses that are then rained down on the heads of still-living foes.

QUALITIES	<b>Aircraft, Enclosed</b>			
CRUISING SPEED	<b>1030 kph</b>	COMBAT MANOEUVRABILITY	<b>1</b>	
CREW	<b>1 commander, 3 gunner</b>	CARRYING CAPACITY	<b>0</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>5</b>	<b>9</b>	<b>5</b>	<b>3</b>
MOTIVE SYSTEM	<b>4</b>	<b>6</b>	<b>4</b>	<b>2</b>
WEAPON	<b>3</b>	<b>4</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>2+↑6</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• 2x M90 Autocannon Turrets: Long, 2+↑7, Automatic, Armour Piercing 1, Spread 2.</li> <li>• Bomb Bay: Long, 3+↑8, Munition, Blast (Medium), Knockback, Stun.</li> </ul>			
NOTES	<b>Nine Reloads for each Autocannon Turret. No more than one Autocannon turrets can attack a single target. Three Reloads for Bomb Bay. Bomb Bay can only attack targets on the ground.</b>			

## LAND VEHICLES

### AFB 97 RAT

**RESTRICTION: 3**      **COST: 15**  
**MAINTENANCE: 3**    **RELIABILITY: 2**

Employed primarily by the AIPS, this riot bike is a two-seater motorcycle with an armoured chassis resembling a small tank. It is an all-terrain vehicle, heavy enough to crush most obstacles (including people) in its path.





QUALITIES	<b>Bike, Rugged, Wheeled</b>			
CRUISING SPEED	<b>80 kph</b>	COMBAT MANOEUVRABILITY	<b>2</b>	
CREW	<b>1 pilot, 1 gunner</b>	CARRYING CAPACITY	<b>None</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>4</b>	<b>6</b>	<b>4</b>	<b>2</b>
MOTIVE SYSTEM	<b>3</b>	<b>4</b>	<b>3</b>	<b>2</b>
WEAPON	<b>2</b>	<b>3</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>1+↑5</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>M606 Machine Guns: Medium, 1+↑6, Automatic, Spread 2.</b></li> </ul>			
NOTES	<b>Six Reloads for Machine Gun. Crew has ↑4 cover from Riot Shield.</b>			

## AFT 210 LEVIATHAN

**RESTRICTION: 5**      **COST: 48**

**MAINTENANCE: 6**      **RELIABILITY: 3**

Capitol's heaviest main battle tank, the Leviathan is primarily a tank-hunter, designed to combat armoured vehicles like Bauhauser Grizzlies and Imperial Bullies. Its massive 210mm ultracannons unleash fearsome bursts of high-calibre ammunition that tear through armour plate like paper.

The Leviathan is not without anti-personnel defences, however. A trio of LMGs provides close-in firepower to ward off enemy troops. Further, the forward cockpit is made with the proprietary Fessilite Alloy, which is as tough as depleted uranium, but is transparent from within, like a one-way mirror, giving the crew an extremely broad field of vision.

QUALITIES	<b>Enclosed, Ponderous, Rugged, Tracked</b>			
CRUISING SPEED	<b>70 kph</b>	COMBAT MANOEUVRABILITY	<b>1</b>	
CREW	<b>1 commander; 3 gunners</b>	CARRYING CAPACITY	<b>65 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>9</b>	<b>14</b>	<b>9</b>	<b>6</b>
MOTIVE SYSTEM	<b>8</b>	<b>10</b>	<b>7</b>	<b>4</b>
WEAPON	<b>6</b>	<b>8</b>	<b>6</b>	<b>4</b>
IMPACT DAMAGE	<b>3+↑4</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>1x Twin Mk. XLVIII 'General' Ultracannon: Long, 3+↑8, Burst, Armour Piercing 3, Vicious 3.</b></li> <li>• <b>3x M606 Machine Guns: Medium, 1+↑6, Automatic, Spread 1.</b></li> </ul>			
NOTES	<p>Ten Reloads for Ultracannon. Six Reloads each for Machine Guns. The Mk. XLVIII Ultracannon uses the Gunnery skill.</p> <p><b>Adaptable Shells:</b> The Mk. XLVIII Ultracannon can fire a range of different shells that let it adapt to different circumstances. The Ultracannon can, each time it is fired, gain one of the following qualities: <b>Ammo (Armour Piercing +2), Ammo (Spread 2), or Ammo (Incendiary 2, Vicious +2).</b></p> <p><b>Fessilite Cockpit:</b> The crew of a Leviathan does not increase the difficulty of Observation tests due to the vehicle being Enclosed.</p>			



AFV 110 Desert Fox



## AFV 110 DESERT FOX

**RESTRICTION: 4**    **COST: 42**  
**MAINTENANCE: 6**    **RELIABILITY: 3**

While Capitol does not employ many tanks, this is the most common battle tank found in its ranks and armouries. Produced by Vulkan Military Technologies, its wide track is optimised for desert operations, and deployable scoops allow the crew to plough through sandy ridges and dunes (or dispose of mines).

QUALITIES	<b>Enclosed, Ponderous, Rugged, Tracked</b>			
CRUISING SPEED	<b>75 kph</b>	COMBAT MANOEUVRABILITY	<b>1</b>	
CREW	<b>1 commander, 1 driver, 3 gunners</b>	CARRYING CAPACITY	<b>65 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>9</b>	<b>13</b>	<b>9</b>	<b>5</b>
MOTIVE SYSTEM	<b>8</b>	<b>8</b>	<b>6</b>	<b>4</b>
WEAPON	<b>6</b>	<b>5</b>	<b>3</b>	<b>2</b>
IMPACT DAMAGE	<b>3+↑4</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• 1x Mk. XLIV 'Slayer' Ultracannon: Long, 3+↑7, Semi-Automatic, Armour Piercing 2, Vicious 3.</li> <li>• 3x M606 Machine Guns: Medium, 1+↑6, Automatic, Spread 1.</li> </ul>			
NOTES	Eight Reloads for Ultracannon. Six Reloads each for Machine Guns. The Ultracannon uses the Gunnery skill. Sand-dozer scoop grants ↑2 Cover Soak against land mines.			

## BUG 400

**RESTRICTION: 2**    **COST: 11**  
**MAINTENANCE: 3**    **RELIABILITY: 3**

Bug is Capitol's best-known maker of all-terrain vehicles. Its cars are designed for tough work in the Martian outback, across plains, deserts, and anywhere else where roads are a foreign concept. They have massive balloon tires, astounding suspension, and almost no creature comforts for the occupants. A mounting kit exists to fit a heavy machine gun to the roll bars (weapon sold separately). This has a Restriction of 1 and a Cost of 3, and adds 1 gunner to the Crew, using whatever weapon is mounted.

QUALITIES	<b>Exposed, Rugged, Wheeled</b>			
CRUISING SPEED	<b>115 kph</b>	COMBAT MANOEUVRABILITY	<b>2</b>	
CREW	<b>1 pilot</b>	CARRYING CAPACITY	<b>4 passengers/100 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>3</b>	<b>5</b>	<b>3</b>	<b>2</b>
MOTIVE SYSTEM	<b>1</b>	<b>4</b>	<b>4</b>	<b>2</b>
IMPACT DAMAGE	<b>2+↑4</b>			
ARMAMENTS	<b>None</b>			
NOTES	Passengers and crew have ↑2 Cover Soak.			

## ORCA BATTLESUIT MK. VI

**RESTRICTION: 4**    **COST: 46**  
**MAINTENANCE: 5**    **RELIABILITY: 3**

The Orca battlesuit is a bipedal mobile weapons platform manufactured by Shark Systems, Inc. Each Orca is crewed by a pair of dedicated soldiers, a commander who pilots the vehicle from within its armoured hull, and a gunner who sits in a part-exposed cupola and oversees the use of the other weapon systems. Orca pilot is an important but unenviable position: seated in cramped confines in close proximity to the heat and stink of the engine, being thrown around by the machine's lumbering gait.

Orcas of different models and patterns are fitted with a range of different armaments, with the Mk. VI being the current favoured model, though the flamer-armed Mk. VII is particularly popular in border skirmishes in the Venusian jungles.

QUALITIES	<b>Exposed, Walker</b>			
CRUISING SPEED	<b>35 kph</b>	COMBAT MANOEUVRABILITY	<b>0</b>	
CREW	<b>1 commander, 1 gunner</b>	CARRYING CAPACITY	<b>40 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>5</b>	<b>7</b>	<b>5</b>	<b>3</b>
MOTIVE SYSTEM	<b>4</b>	<b>6</b>	<b>4</b>	<b>2</b>
WEAPON	<b>4</b>	<b>5</b>	<b>3</b>	<b>2</b>
IMPACT DAMAGE	<b>2+↑5</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• 1x M100A1 Autocannon: Long, 3+↑6, Burst, Armour Piercing 2, Spread 1, Vicious 3.</li> <li>• 1x DPAT-11 Rocket Launcher with Anti-Personnel Missiles: Long, 2+↑7, Blast (Close), Spread 2, Multiple Rocket Launcher.</li> <li>• 1x M89 HMG: Long, 2+↑7, Automatic, Spread 1 (gunner only).</li> <li>• 1x M516D Shotgun: Close, 1+↑5, Semi-Automatic, Knockdown, Spread 2 (commander only).</li> <li>• 1x Stomp (melee): 2+↑6, Knockback, Stun, Vicious 2 (commander only).</li> </ul>			
NOTES	Twelve Reloads for M100A1. Nine Reloads for DPAT-11. Nine Reloads for M89. Four Reloads for M516D. The commander is contained in the hull. Only the gunner can be hit from outside. The gunner has ↑6 Cover Soak.			

## SS 157A 'PURPLE SHARK' JET BIKE

**RESTRICTION: 4**    **COST: 26**  
**MAINTENANCE: 4**    **RELIABILITY: 2**

Built and developed by Sky Shark Systems, the Purple Shark is one of the AFC's most unusual and recognisable aircraft, and it serves as an ample demonstration of Capitol's supremacy in the field of aviation engineering. A Purple Shark is a compact two-seater vehicle resembling a cross between a missile and a bobsled, held aloft by a



number of independent engines. It takes the full efforts of a trained pilot to guide a Purple Shark, and older models employed a second crewman to operate weapon systems and serve as a navigator. The newer 157a model contains more advanced avionics to help the pilot, heavier armaments, and a simple automated 'grenadier' unit that deploys explosives against enemies in close proximity.

QUALITIES	<b>Agile, Bike, Hover</b>			
CRUISING SPEED	<b>115 kph</b>	COMBAT MANOEUVRABILITY		<b>3</b>
CREW	<b>1 commander</b>	CARRYING CAPACITY		<b>10 enc</b>
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>3</b>	<b>5</b>	<b>3</b>	<b>2</b>
MOTIVE SYSTEM	<b>3</b>	<b>4</b>	<b>3</b>	<b>2</b>
WEAPON	<b>2</b>	<b>3</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>1+↑6</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>Quad M606 Machine Guns: Medium, 1+↑6, Automatic, Spread 3.</b></li> <li>• <b>Anti-Personnel Grenades: Close, 2+↑4, Munition, Blast (Close).</b></li> <li>• <b>Anti-Armour Grenades: Close, 2+↑4, Munition, Armour Piercing 2, Vicious 1.</b></li> </ul>			
NOTES	<p><b>Nine Reloads for Machine Guns. Three Reloads of each type of Grenade.</b>  <b>Grenadier System: The commander may pay one Dark Symmetry point to fire a grenade at a target within Close range as a Free Action.</b></p>			

## THE PYTHON

**RESTRICTION: 4**    **COST: 33**  
**MAINTENANCE: 6**    **RELIABILITY: 4**

Often used in war-torn or jungle terrain, this vehicle is comprised of up to four detachable segments that can carry equipment or six soldiers per segment. Its unique flexible tread and jointed construction allows the Python to wind its way between tight obstacles or through narrow passes that other, bulkier vehicles would not be able to access.

The profile provided here is for a single Python segment; a full Python consists of up to four of these, connected together and moving as one. The 'lead' Python in a train replaces one of its gunners with a Commander, who controls the entire train.



## CHAPTER 09

QUALITIES	<b>Enclosed, Ponderous, Rugged, Tracked</b>			
CRUISING SPEED	<b>65 kph</b>	COMBAT MANOEUVRABILITY		<b>2</b>
CREW	<b>2 gunners</b>	CARRYING CAPACITY		<b>6 passengers/180 enc</b>
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>5</b>	<b>9</b>	<b>6</b>	<b>3</b>
MOTIVE SYSTEM	<b>5</b>	<b>7</b>	<b>5</b>	<b>3</b>
WEAPON	<b>4</b>	<b>5</b>	<b>3</b>	<b>2</b>
IMPACT DAMAGE	<b>2+↑5</b>			
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>M520 Auto-Shotgun: Close, 1+↑6, Automatic, Ammo (Torrent), Knockdown, Spread 1.</b></li> <li>• <b>M99 Mounted Machine Gun: Long, 2+↑7, Automatic, Ammo (Armour Piercing 2, Vicious 2), Spread 1.</b></li> </ul>			
NOTES	<p><b>Twelve Reloads for Auto-Shotgun. Twelve Reloads for Mounted Machine Gun.</b></p>			

## RANGER LIMOUSINE

**RESTRICTION: 2**    **COST: 18**  
**MAINTENANCE: 4**    **RELIABILITY: 2**

This is the top-of-the-line executive vehicle from Ranger Automotives: a long, sleek vehicle with padded leather seats, a hardwood dashboard, and every convenience fitted. It can carry up to six passengers in luxurious comfort. Due to security concerns faced by the kind of people who buy limousines, they are fitted with hardened bodywork, puncture-resistant tires, and reinforced glass as standard, ensuring that the passengers remain safe in the worst parts of town.

QUALITIES	<b>Exposed, Wheeled</b>			
CRUISING SPEED	<b>195 kph</b>	COMBAT MANOEUVRABILITY		<b>1</b>
CREW	<b>1 pilot</b>	CARRYING CAPACITY		<b>6 passengers/120 enc</b>
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>4</b>	<b>7</b>	<b>4</b>	<b>2</b>
MOTIVE SYSTEM	<b>2</b>	<b>4</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>2+↑5</b>			
ARMAMENTS	<b>None</b>			
NOTES	<p><b>Passengers and crew have ↑3 Cover Soak.</b></p>			

## RANGER PHANTOM

**RESTRICTION: 2**    **COST: 20**  
**MAINTENANCE: 5**    **RELIABILITY: 3**

Phantoms are beautiful 'stretch' limousines; long and luxurious, with running boards along the flanks, massive fenders, lots of gleaming glass and chrome, and a spare wheel affixed firmly on the back. They are Ranger Automotives' prestige vehicle, designed to allow eight people to travel in extraordinary comfort. As standard, they include a cocktail bar, a television, a radio, and the same security features as the standard Ranger Limousine. Fully-armoured versions



have bullet-proof glass, self-sealing run-flat tyres, and a fully-armoured chassis, which increase the vehicle's Soak by +2 to both Hull and Motive System, and increase the Cover Soak provided to passengers and crew to  $\uparrow$ 5. The fully-armoured version has a Restriction of 3 and a Cost of 25.

QUALITIES	<b>Exposed, Wheeled</b>			
CRUISING SPEED	<b>160 kph</b>	COMBAT MANOEUVRABILITY		<b>1</b>
CREW	<b>1 pilot</b>	CARRYING CAPACITY	<b>8 passengers/160 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>4</b>	<b>8</b>	<b>5</b>	<b>3</b>
MOTIVE SYSTEM	<b>2</b>	<b>5</b>	<b>3</b>	<b>1</b>
IMPACT DAMAGE	<b>2+<math>\uparrow</math>5</b>			
ARMAMENTS	<b>None</b>			
NOTES	<b>Passengers and crew have <math>\uparrow</math>3 Cover Soak.</b>			

## THE SPEEDSTER

**RESTRICTION: 2**    **COST: 28**

**MAINTENANCE: 4**    **RELIABILITY: 1**

Designed for city use, this slim, compact car surrenders storage and passenger space for the ability to weave through crowded traffic with ease, getting the lone driver to a destination with all haste. Owning one requires signing a waiver absolving the manufacturer of all liability should the fragile vehicle be crushed in otherwise minor collisions.

QUALITIES	<b>Agile, Exposed, Wheeled</b>			
CRUISING SPEED	<b>180 kph</b>	COMBAT MANOEUVRABILITY		<b>1</b>
CREW	<b>1 pilot</b>	CARRYING CAPACITY	<b>1 passenger, 20 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>2</b>	<b>5</b>	<b>2</b>	<b>1</b>
MOTIVE SYSTEM	<b>0</b>	<b>4</b>	<b>3</b>	<b>1</b>
IMPACT DAMAGE	<b>3+<math>\uparrow</math>4</b>			
ARMAMENTS	<b>None</b>			
NOTES	<b>Passengers and crew have <math>\uparrow</math>2 Cover Soak.</b>			

## UNIVERSAL MOTORS ROADKING

**RESTRICTION: 2**    **COST: 10**

**MAINTENANCE: 2**    **RELIABILITY: 3**

Produced by the Universal Motors division of Capitol, this is one of the most common automobiles on the road. Many taxi companies use these cars because they are roomy, reliable, and easy to repair. A Roadking is capable of carrying six passengers in comfort. There are several models available, with different performance capabilities. Freelancers and private investigators favour the Model X, which has a top speed of 135 mph and the Agile quality, but which reduces the Reliability by one and has a Cost of 12.

QUALITIES	<b>Exposed, Rugged, Wheeled</b>			
CRUISING SPEED	<b>180 kph</b>	COMBAT MANOEUVRABILITY		<b>1</b>
CREW	<b>1 pilot</b>	CARRYING CAPACITY	<b>6 passengers, 120 enc</b>	
LOCATIONS	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURAL DAMAGE
HULL	<b>3</b>	<b>7</b>	<b>4</b>	<b>2</b>
MOTIVE SYSTEM	<b>1</b>	<b>4</b>	<b>2</b>	<b>1</b>
IMPACT DAMAGE	<b>2+<math>\uparrow</math>4</b>			
ARMAMENTS	<b>None</b>			
NOTES	<b>Passengers and crew have <math>\uparrow</math>2 Cover Soak.</b>			

## SPACECRAFT

### SFD-01 METEOR

**RESTRICTION: 4**    **COST: 44**

**MAINTENANCE: 3**    **RELIABILITY: 2**

A two-person striker spacecraft, the Meteor is often painted matte black to help it blend in with the void and hit enemy targets unseen. The fore seat is for the pilot while the aft seat belongs to the triggerman. It is incapable of interplanetary flight and must be deployed from a larger craft, or launched from an asteroid base.

QUALITIES	<b>Light Craft, Agile</b>			
INTERPLANETARY RANGE	<b>6 hours</b>	COMBAT MANOEUVRABILITY		<b>2</b>
CREW	<b>1 commander</b> <b>1 gunner</b>	PASSENGERS	<b>None</b>	
DAMAGE	SOAK		DAMAGE	
	<b>2</b>		<b>5</b>	
IMPACT DAMAGE	<b>2+<math>\uparrow</math>2</b>		FUEL LOAD	<b>1</b>
ARMAMENTS	<ul style="list-style-type: none"> <li>• <b>Twin M100A2 Autocannons: Close, 1+<math>\uparrow</math>3, Burst, Armour Piercing 1, Close Quarters.</b></li> <li>• <b>Starstreak Missiles: Medium, Munition, 2+<math>\uparrow</math>4, Armour Piercing 1, Vicious 2.</b></li> </ul>			
NOTES	<b>Six Reloads for Autocannons. Four Reloads for Missiles. Due to its stealth systems, the Meteor gains one bonus Momentum when taking an Electronic Counter Measures Response Action, and increases the difficulty of all Observation tests to spot it by one until it attacks.</b>			



An SFD-01 Meteor hunting in the Asteroid Belt.



## SFD-RR GRAVITY WELL

**RESTRICTION: 5**      **COST: 70**

**MAINTENANCE: 16**    **RELIABILITY: 4**

This is an interplanetary deployment platform – in essence, a space-based aircraft carrier. Crewed by upwards of a thousand officers and grunts, it holds a hundred Meteors in its bays and has an impressive array of rockets and missiles to ward off direct attacks. It is unable to land on a planet's surface and must always operate in zero gravity.

QUALITIES	<b>Ponderous, Rugged, Ship</b>				
INTERPLANETARY RANGE	120 days		COMBAT MANOEUVRABILITY		0
CREW	1 commander (Crew 5), 1 pilot, 10 gunners (Crew 4), 3 engineers (Crew 3)		PASSENGERS	100	
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	8	15	10	5
	HULL	10	18	15	12
IMPACT DAMAGE	WEAPON	7	12	8	4
	4+↑10		FUEL LOADS	10	
ARMAMENTS	<ul style="list-style-type: none"> <li>• 6x M177 Autocannon Battery: Close, Automatic, 1+↑3, Point Defence, Close Quarters.</li> <li>• 4x Stinger Missile Battery: Medium, Automatic, 2+↑6, Anti-Ship, Spread 1, Vicious 1.</li> </ul>				
	NOTES	<p>Fifteen Reloads for each Autocannon Battery. Twelve Reloads for each Missile Battery. Launch Bay containing twenty squadrons, each of five SFD-01 Meteors. A single squadron may launch or land in any one turn.</p>			



An SFD-RR Gravity Well, in orbit above Jupiter.

## SFD-29 DEFLECTOR

**RESTRICTION: 3**      **COST: 50**

**MAINTENANCE: 3**    **RELIABILITY: 3**

A stubby, heavily armoured orbital defence craft, the Deflector can be launched from a planet's surface in order to intercept space-bound enemies. Its main armaments are laser-guided homing

rockets as well as a jamming system that protects it from being easily targeted in return.

QUALITIES	<b>Light Craft, Rugged</b>			
INTERPLANETARY RANGE	3 hours		COMBAT MANOEUVRABILITY	
CREW	1 commander 1 gunner		PASSENGERS	None
DAMAGE	SOAK		DAMAGE	
	3		6	
IMPACT DAMAGE	2+↑3		FUEL LOAD	1
ARMAMENTS	<ul style="list-style-type: none"> <li>• Mk. CXXI 'Cascade' Rocket System: Close, 1+↑4, Burst, Close Quarters, Vicious 1.</li> <li>• M990 Starsniper Missile System: Medium, Munition, 2+↑6, Anti-Ship, Unforgiving 2.</li> </ul>			
	NOTES	<p>Six Reloads for Rocket System. Four Reloads for Starsniper Missile System. Due to its jamming systems, the Deflector gains one bonus Momentum when taking an Electronic Counter Measures Response Action.</p>		

## SFD-Z RIFTWALKER

**RESTRICTION: 5**      **COST: 80**

**MAINTENANCE: 8**    **RELIABILITY: 4**

Designed to shield its passengers from the strange radiation and other energies found within the spatial rifts, this space transport craft offers the safest and quickest method of interplanetary travel. With minimal defences of its own, the Riftwalker has a launch bay with half a dozen Meteors that can be deployed as escorts on either side of a rift passage. Most of its decks are dedicated to storage, barracks, and passenger quarters.

QUALITIES	<b>Ship, Rugged</b>				
INTERPLANETARY RANGE	3 months		COMBAT MANOEUVRABILITY		1
CREW	1 commander (Crew 3), 1 pilot, 3 gunners (Crew 2), 1 engineer (Crew 2)		PASSENGERS	20	
DAMAGE	LOCATION	SOAK	SURFACE DAMAGE	SYSTEM DAMAGE	STRUCTURE DAMAGE
	ENGINE	5	5	4	3
	HULL	6	6	5	4
IMPACT DAMAGE	WEAPON	3	4	3	2
	3+↑6		FUEL LOADS	6	
ARMAMENTS	<ul style="list-style-type: none"> <li>• 3x M177 Autocannon Battery: Close, Automatic, 1+↑3, Point Defence, Close Quarters.</li> </ul>				
NOTES	<p>Twelve Reloads for each Defensive Battery. Launch Bay contains two squadrons of three Meteors.</p>				





# MAJOR PLAYERS

## MOVERS, SHAKERS, MONEY-MAKERS

Capitol exists for its citizens, and its citizens exist for Capitol. Unlike other corporations where people are slotted into their places from birth, Capitol is defined by boundless opportunity. Anyone can become President. Anyone can become a war hero. Anyone can die at a moment's notice. Amidst the countless careers, pursuits, and possibilities, a number of roles have come to define what sets Capitol apart from any other corporation.

### INVESTIGATOR

For the investigator, nothing matters more than uncovering the truth and setting it free for public perusal. Whether writing for the San Dorado Sun or broadcasting live war reports on The Truth Network (TTN), investigators and reporters are determined to keep citizens in-the-know. Tracking down criminal networks, exposing corrupt officials, highlighting the ongoing war effort – all this and more falls within the investigator's purview, which means they often find themselves caught in the middle of shootouts, running for their lives, or coming face to face with the serial killer they have been pursuing for months. There is no place else they would rather be.

The issue for most investigators is that they hold no particular legal authority compared to, say, an agent or officer of the law. Therefore, they must often ally themselves with law enforcement elements so that the criminals in question can be properly apprehended and prosecuted. Some investigators push themselves too far into vigilante mode and can become criminals themselves if they try to take the law into their own hands and wind up killing, even in self-defence.

### STAR

These are the voices, faces, bodies, and personalities that make up Capitol's high society and entertainment empire. From film to radio, to art galleries and beyond, these stars wield their fame with aplomb and can even come to have high political influence at times. A star's wealth comes not only from acting contracts but from numerous endorsement deals. Wherever a star goes, so do their fans; hordes of screaming adorers who just want a chance to shake hands or get an autograph. Of course, there may be a few who go a bit too far down the obsessed stalker route.

It would surprise many a citizen to realize how many renowned actors and artists are trained not just to smile and pose well, but

to spy on targets during premiere tours, and have the fighting skills to defend themselves if the spotlight of suspicion ever pins on them. To a degree, these skills can come naturally from playing action heroes or soldiers in films, but stars can also be specifically approached by the government and given the necessary resources to play these roles.

### AGENT

Faceless, nameless, sometimes reduced to nothing more than a number, these are the covert agents who deal with the back-alley assassinations or infiltration of rival corporations. They run the intelligence networks for the Bureau, MIC, and EIA, and often have a license to go to whatever extremes they see as necessary to get their job done. Should an agent's actions ever come to light, the corporation normally disavows them. Their lives are sworn to the corporation, and often laid down on behalf of it without anyone ever knowing.

Agents often work alone or with a tight-knit cadre of allies possessing specialised skills. Their lives are filled with suspicion and paranoia. The public generally fears agents, believing they will find evidence for wrongdoings even where none exists – and few citizens have the authority to contest such allegations, especially when it comes from such a powerful source. Agents carry concealed weapons at all times. Some agents even participate in criminal activities themselves, such as blackmail or when going in to deep cover to infiltrate a crime network. The focus of their work depends on which agency one works for, and could include internal treachery, inter-corporation espionage, military intelligence, or more flat-out heretic hunting.

### CITIZEN SOLDIER/VETERANS

Almost every Capitolian has performed military service at one point or another, and some citizens who have returned to civilian life have kept the hard edge of battle with them. The Dark Legion would do well to remember that Capitol's active military is hardly representative of its true might. Should the war come to the cities themselves, these citizen soldiers are prepared to rise up at a moment's notice and re-join the conflict. While they stroll the streets as readily as any, they are noticeable by being a bit more heavily armed than the average yokel, and on second glance, their clothes look thicker and more durable than most. Plus, they have that dark look in their eyes, hinting at constant threat assessment.



Veterans can go down widely varied paths depending on how well they handle reintegration into society. Some return to business as usual, perhaps taking over the family store or even shifting into a political career founded on their military achievements. Others find their combat skills get them steady jobs in private security or similar civilian defence roles. However, there is also the darker path of vigilantism when a citizen soldier wants to continue wreaking violence on their foes. If no enemy is readily available, it could be easy for them to begin hunting criminals in their neighbourhood or illegally spying on suspected heretics.

## POLITICIAN

Politicians often fancy themselves the true leaders of all things Capitol. It is true that the vast administrative machine would grind to a halt without the blood of politicians greasing the wheels. Causes would not be ratified, votes would go uncounted, and budgets would not be funded without politicians and their networks. In some ways, they are the stars of their own stories, and their exploits can be as entertaining as the latest feature film. Yet while some decry the system as a hive of villainy and corruption (and it is), this does not negate the fact that there are those officials who can steer entire colonies to their whim and turn the tide of a battle with a well-worded speech.

Politicians soon teach their opponents to never underestimate administrative power, which can be as deadly as a bullet if aimed in the right direction. Government officials spend much of their team hobnobbing with some of the most influential people in the solar system. Having a few favours owed by these people is just a perk of the job. Of course, politicians are always prime targets for corruption and heretics are forever looking for ways to eliminate those politicians who cannot be bought in order to replace them with their own people.

## LAW ENFORCEMENT

Different from intelligence agents, law enforcement officers focus on keeping the peace on a more local scale. Because Capitol is the most crime-ridden corporation in existence, they are forced to deal with the ugliest side of society and take down civilians who get swept up in illegal affairs. Whether the officer works for the Bureau, CSS, or the APES, their job is to enforce justice within Capitol cities and settlements, rather than worry about the battle going on beyond those boundaries. Because Capitolian citizens are often well-armed and prone to violence, the law's task is made all the tougher with increased likelihood of having to use lethal force to put down a threat.

Law enforcement often works alongside investigators to uncover the necessary evidence to bring criminals to justice. They are also known to partner with Brotherhood Inquisitors when a heretic threat is detected within specific precincts or city districts. The particular law enforcement branch an officer works with will also determine

whether they are feared, respected, or considered just another pawn of the corruption inherent in the system. It is a rough career with the daily threat of death, but it can be worth it to see the crooks behind bars where they belong.

## SPECIAL FORCES

Special forces units are the elite of the AFC, trained and equipped to handle specific combat situations on Mars, Venus, and Mercury. To be a special forces soldier means having extreme physical fitness and mental fortitude. While loyalty and camaraderie abound within these units, it can also mean they are more isolated from the rest of the AFC troops due to their secret operations, or even a potential for more psychotic attitudes that are off-putting to the average soldier. Missions are often high-risk affairs against top priority targets, behind enemy lines, or in the face of desperate circumstances. Because of this, special forces receive certain perks, such as increased pay, boosted fame, and specialist skills. Yet for many in these elite units, the reward comes more from seeing the job done perfectly and eliminating the enemy without them even realizing Capitol's forces are in the area.

## REDEEMED CRIMINAL

For those who have erred against Capitol's sense of law and justice, having a criminal record can be a death sentence. If not literally (depending on the severity of the crime), it can mean a slow death thanks to poverty and being shunned by society. A criminal within Capitol cannot be a citizen, and the road to redemption is a long and hard one. Usually the fastest method is military service in the Freedom Brigades, though living out jail terms or paying fines are other ways to put the past firmly in the past. However, when a person has dedicated themselves to regaining citizenship, the trials along the way can forge them into a refined Capitolian, thoroughly passionate about serving the corporation that has given them a second chance. Once redeemed, any criminal record is wiped and the person can begin life anew. Those who do often become extremely law-abiding citizens, desperate to never be caught anywhere near illegal activities again, and can be ruthless in exposing anyone who tries to tempt them down that path, heretic or otherwise.

## CHAUFFEUR

Many citizens would not think twice about a chauffeur. After all, what important role could they possibly play other than carting around dignitaries or the stars of society? In fact, chauffeurs are an oft-ignored network of highly trained individuals who consider themselves critical to keeping the fabric of corporate culture from tearing apart at the seams. Not only do they possess elite driving abilities (often of both civilian ground and air vehicles), but most are also well-trained in a variety of combat techniques, including hand-to-hand fighting and handguns.



Their constant, close proximity to some of the most powerful people in Capitol also makes them invaluable. They safeguard those who run the corporation or who keep morale high. They pass along important *communiqués* and ensure that their charges survive ambush attempts. Chauffeurs are also known to be connected to various intelligence agencies, passing along information that can then be used to carry out covert operations or expose heretic factions in the upper echelons of the corporation. In other words, the chauffeur should be considered a Renaissance man and jack of all trades. To be one is not a matter of a lowly station, but of hiding a powerful array of skills behind a humble, courteous facade.

## PILOT

Pilots are the superstars of the AFC. To be a pilot is to be revered by citizens and politicians alike. Everyone knows that pilots and the air force at large are the linchpins of Capitol's success and ongoing survival in the face of devastating odds. Pilots tend to soak in this fame and let it fester into arrogance, but they are often forgiven for such in exchange for their continued heroic service.

When not in battle, pilots are often circulating through higher society events and being approached by all manner of influential leaders to congratulate them. This gives them surprising access to diplomatic affairs and they develop large social networks that can then be used to curry and call in favour from all sides. The savvy

pilot does not just know how to manoeuvre his jet, but also how to use his fame to further their personal goals.

## HERETICS

Heretics are the agents of chaos and secret servants of the Dark Legion. Many of them appear as normal citizens, and can even be positive members of society – all the while working to subvert the system and corrupt others to their wicked cause. Heretics are actually known to flourish within Capitol's system because of its reliance on wealth and fame, which allows many more opportunities to tempt innocents with bribes, power, and other ill-gotten perks. Once the hook is set, it is only a matter of time before the heretic will lure his victim down darker paths, promising greatness and glory for a little compromise here, a little favour owed there.

It is only when exposed (or at the threat of such) that heretics will tend to resort to violent or monstrous means. If a heretic knows he is going to be taken down, it is likely he will seek to spread as much destruction and despair as possible before he goes. The greatest advantage a heretic holds is that he could truly be anyone within Capitol. Heretics are found within the military, the government, any form of commerce, and even in Capitol's media empire. They are often seen as quiet neighbours, compassionate drinking buddies, or comrades in arms – until the horrible truth is revealed.



Martian Banshees don't back down from a fight.



# SEE THE SIGHTS

## MARS

Welcome to the main Capitol turf, where the corporation has staked its claim and its citizens live free. Once nothing but barren red soil, terraforming efforts have created expansive fields, forests, and even oceans – though the last remain relatively lifeless. A vast irrigation system across the northern hemisphere waters the crops necessary for the survival of all Capitolian cities on the planet. While still rocky and treacherous in places, Mars is a hardy frontier, fitting for an even hardier people. They have the ever-smoking factories of **Valley Forge**, the megacity of **San Dorado**, the seemingly idyllic farming expanse of the **Freedom Lands**, and more – all linked by enormous networks of water canals as well as the **Trans-Martian Railroad**, ensuring life-giving water and goods reach all who need them.

Capitolians take great pride in protecting their territory, and any incursions into such is sure to bring the swift wrath of the AFC. Whether found in its rearing, massive cities or in nomadic tribes wandering through its rust-red deserts, Capitolians revel in their freedom, knowing that they and their ancestors are responsible for the lives and monuments they have created. They will give up those lives, though, if it means preserving their homes and giving the next generation a chance for a better, more peaceful existence.

On Mars, as seems to be the case almost everywhere these days, the forces of the Dark Legion are encroaching, trying to blot out the Light. With the appearance of the twin Citadels, the **Citadel of Saladin** and the **Citadel of Absalom**, Mars has been besieged from within, and it takes all of Capitol's might to keep the wicked Dark from sweeping across the entire planet. If Capitol ever falters, if it ever fails, then the whole of Mars will undoubtedly be lost. Capitolians live with this truth every day, and it not only spurs their love for their fast-and-flashy lifestyles but empowers them to forever fight on to keep their homeland secure.

## MAJOR REGIONS & SITES

### THE SOUTHERN LANDS

This territory was once one of the most fertile areas on Mars. Capitol laid claim to the region in the earliest days of the expansion, before the Brotherhood had even been established. This was a dark time, when the corporations still slaughtered each other in open warfare, scrabbling for every last resource they could cling to. During this era, the other corporations, Mishima, Imperial, and Bauhaus, all tried to pretend they deserved to profit from the bountiful Southern Lands as well. Their invasions ignited all-out war that went on for

centuries and, ironically, ended up turning the Southern Lands into a wasteland of battle. Fields were bombed out, canals blocked, and the desert eventually returned as terraforming efforts were halted. No side could gain an edge over the other, and so no one managed to truly take advantage of the riches the region offered.

The main conflicts came to an end with the advent of Cardinal Durand I and the Treaty of Heimbürg. The Southern Lands were declared a non-dispute area where any corporation could expand and develop as it saw fit. While this grated at Capitol's sense of original ownership, it could do nothing except cast aside the current arms race in exchange for a domestic one. However, with the eruption of the Second Corporate War, Capitol once more set out to assert itself as the dominate presence here. With this, the Southern Lands devolved into a battlefield yet again and remain so to this day. All corporations are entrenched in the area, which has only become more chaotic with the arrival of the Dark Legion. When the Legion attacks and weakens one corporation, the others take advantage of the moment to seize more territory – until they become the Legion's new targets. This constant back-and-forth has made southern Mars a desolate place, primarily accessible through Capitol's Trans-Martian Railroad and populated mostly by tiny, temporary settlements with the occasional larger city. Many would-be heroes visit this region to make their fame and fortune. Many more die by the droves.

The primary Capitol city in the area is **Shieldspar**.

### THE FREEDOM LANDS

The Freedom Lands are the pinnacle of Capitolian resourcefulness and endurance. Here, the old deserts have been irrigated to become cultivated fields that provide four-fifths of Capitol's food production. As they play such an important role, the main population in the area – aside from the farmers and fieldworkers – is clustered in the military outposts that are spread in an expansive network across the lands. Scouting parties constantly survey the area, searching for anything that might threaten production.

The Freedom Lands have well-earned their name due to Capitol's invitation to settlers from across the solar system. Anyone of any faith, background, or creed – except for anything linked to the Dark Symmetry – is welcome to settle in the region so long as they contribute to the cultivation and distribution effort in some fashion. The region, which covers most of Mars' northern hemisphere, has become a hodgepodge of lifestyles and cultures, but the people there are so thankful for the freedom Capitol has given them,



they gladly offer their blood and sweat to keep the land secure and growing.

As with any area or city after time, shadowy rumours hint that despite Capitol's best efforts, heretics may lurk here. Because certain settlements are so isolated it is impossible to keep an eye on everything all the time, despite the widespread scouting and intelligence efforts devoted to the region. Whole towns have known to disappear overnight or have been abandoned without signs of violence. Fires have broken out in fields, and canals have been sabotaged. Nevertheless, both the CBI and Brotherhood remain vigilant to ensure the perpetrators of such acts are found and eliminated.

### **GREAT RUST DESERT**

After the Pioneers' original terraforming efforts, what little remained of Mars' original deserts had been constricted to a band along the equator. Today, the Great Rust Desert remains, stretching around half the world and slowly working its way into the Southern Lands due to the lack of irrigation in that region. Despite the lack of water, the Great Rust Desert still provides plentiful resources in the form of mineral-rich dust and buried ore veins. Valley Forge conducts constant mining operations across the desert, employing massive sandcrawlers to trawl the dusty plains and bring the refined minerals to its smelters and forges where it is converted into gear and equipment.

The Nomadic tribes call the Great Rust Desert home. These are the descendants of the Pioneers who never settled in one place but chose to forever roam the world, often due to a more extreme religious or cultural creed. No Nomadic tribe is the same; each is marked by different styles of clothes, jewellery, makeup, and art. Some are peaceful and welcome all strangers while others, like the Zealots, are violent to all comers and worship death in various forms. The Zealots believe the world is in its last days and the Dark Legion are inevitable agents of destruction and annihilation.

Certain odd features mark the desert, such as old craters that have filled in from underground springs to form lakes and small oases. A number of these host Brotherhood monasteries, though some are believed to be terrorist or heretic hideouts. Other rumours include the idea that massive tunnelling beasts live beneath the desert, emerging when hungry to swallow animals, sandcrawlers, or people alike.

### **THE TRANS-MARTIAN RAILROAD**

This planet-spanning railroad system is the lifeline of Capitol's many settlements and cities, as well as the main means by which all food, produce, and other goods are transported across Mars. Capitol considers it the most magnificent engineering feat of the solar system, and few would disagree. Main routes run across the equator and from pole to pole, following the 36<sup>th</sup> and 324<sup>th</sup> longitudes.

Everything from the tiniest town to the greatest megalopolis is served by the railroad – in fact, many towns exist solely because of it. Millions of travellers and billions of tons of freight chug along the railroad on a daily basis.

Citizens practically revere the railroad. Not only were the original tracks established by their Pioneer ancestors, but many of those who migrated to the further reaches of Mars did so along the railways. The Freedom Lands sends its produce to all other major settlements along the lines. San Dorado uses it to channel off-world goods throughout the Capitolian colonies. Valley Forge maintains its massive steel shipments via the tracks, and troops often use various stretches during wartime in order to reach the frontlines in time. Travellers to Mars use it to see the sights, finding cheap lodging and food readily available in the many towns along any route.

One line in particular is devoted to the Burroughs' central depot, getting soldiers and gear to the McCraig Line in order to stem the tide of Dark Legionnaires. It is no overstatement to say that Capitol would not exist as it does today without the railroad. It is so vital that there are thousands of isolated fortresses across the mountains, fields, and deserts through which the tracks run. These fortresses are mostly manned by Freedom Brigadeers who are ready to sacrifice their lives to make sure the line remains secure.

### **THE CANALS**

The canals are terraformed waterways stretching from the polar ice caps across both Martian hemispheres. Originally they were responsible for bringing life to Mars' deserts, and ended up being critical to making Mars such a high producer of valuable resources. The largest of the canals stretch for thousands of miles and are at least a mile wide, with a number feeding into city reservoirs found at the Shallow Sea and Lake Vega.

In order to keep the canals secure and the water flowing, enormous pump stations are situated every hundred miles along them, accompanied by a military base to secure the area. These operations also oversee the locks that move ships through the region. Shipping is the other main function of the canals, sending barges of grain and other goods down from the Freedom Lands. The canals have been stocked with fish and plant life shipped in from Venus, and have become active fish harvesting sites. Tourists and passenger ships travel up and down their lengths, along with military vessels watching for enemy activity along the shorelines.

Capitol has dedicated an entire General Department to secure and maintain the canals. Over 100,000 labourers repair and rebuild faulty portions of the canals, while the Canal Police patrol the waterways for pirates, terrorists, or smugglers. Sadly, the embattled Southern Lands have seen most of their canals destroyed or clogged, which is one of the primary reasons the southern hemisphere has lost much of its original terraformed fields. The Waterways Department

**SEE THE SIGHTS**



seeks to eventually repair those canals and restore operations along them, but the constant wars against other corporations and the Dark Legion keeps the effort at a near standstill.

### VALLEY OF A THOUSAND STONES

When the Pioneers first settled Mars, they discovered a marvel that remains unmatched anywhere else in the solar system. This isolated valley holds exactly a hundred thousand hexagonal pillars ranging from one hundred feet to 1,000 feet tall. Unknown hieroglyphics have been engraved across every pillar surface, and efforts to translate them have proven futile. Theories of origin include everything from them being a monument left by an ancient alien civilization to the pillars being some manner of ruin linked to the Dark Legion. The pillars are incredibly well-preserved, showing no weathering despite their obvious age, and are highly resistant to damage. In fact, on the rare occasions a pillar has been damaged or destroyed, a new, identical pillar will grow to replace it within the year – almost as if they are a strange form of life. No other such monument has been found on any other planet or asteroid.

### ENDLESS CAVERNS

This massive series of caves lies at the southernmost tip of the Kirkwood Mountains, near the Southern Lands. Hundreds of miles of caves run through the region, ranging in size from tiny pockets a grown man would struggle to squeeze through to caves hundreds of feet high and a mile wide. Beyond being a natural wonder, numerous veins of gold, gems, and other precious metals have been detected throughout the network. This has turned the attention of various corporations to the caverns, the primary contenders being Capitol and Mishima.

Having mastered the art of building underground on Mercury, Mishima has beat Capitol to the punch and established a settlement at one of the cavern's main entrances. This is intended to eventually be the new city of Asaka, but is still in development. Its mining operations also remain fledgling. Capitol has disputed this action, but says it is willing to lease the land to Mishima – with Mishima arguing in return that Capitol has no right to do so. For now, this debate has not triggered any military conflict, and the caverns are far enough away from the central Southern Land wars to avoid fallout from the constant battles there. It may be only a matter of time, though, before the Endless Caverns become the site of another endless corporate war.

### CAPITOL HOLDINGS

#### BURROUGHS

Burroughs has grown up from being a barely populated outskirts town to housing Capitol's largest military base, as well as being considered one of the premier cities on the planet. Since the arrival of the Legion and the wakening of the Citadels, Burroughs became the main thoroughfare for all anti-Legion troops and activity. It is the

hub of supply transports to the McCraig Line, keeping the soldiers there equipped with the ammunition and medicine necessary to beat back the Dark tide. Burroughs holds countless factories that produce aircraft and armaments, and numerous training facilities are based just beyond the city limits. In fact, more than a quarter of all AFC troops are trained and deployed from Burroughs. This has given Burroughs its nickname: 'City of Soldiers.'

AFC's Anti-Legion Command is based in Burroughs, and a significant Brotherhood presence has resulted in the building of a second Cathedral there, acting as a bastion of hope and Light in the monstrous face of the Legion. Its walls are engraved with the Fifth Chronicle, *Algeroth and Demnogonis*, which is a source of constant study for those of stronger faith. Inquisitors and Missionaries abound, providing blessings and sniffing out the heretics who would seek to undo the city's efforts from within.

On the surface, Burroughs gives a sense of hectic order as troops march everywhere in formation, aircraft constantly take off on bombing runs, and trains cram the stations at all hours. The masses of civilians and troops who live there do so according to a wartime schedule, forever on alert. Underneath lies a beehive of subterfuge and espionage, as Capitol's military intelligence engages in a hidden battle with infiltrating agents of other corporations who seek to suck Burroughs dry of its secrets.

#### VEGA

Vega sprawls along the shores of Lake Vega within the Freedom Lands. To some, it is the pinnacle of hedonistic freedom. To others, it is an empire of pleasure, given over to gambling, drinking, dancing, and any other legal or illegal activity visitors might wish to indulge in. Fortunes are made and lost in a night in Vega, and countless lives are forever lost in its dark alleys and smoky backrooms.

Casinos abound throughout Vega, noted by their five hundred foot tall holographic logos. They ooze luxury, taking advantage of Capitol's lust for wealth and cheap pleasures. Drinks flow freely and food is plentiful and rich. Gamblers can play all manner of card, dice, or slot games, bet on horse and dog races, or participate in broadcasted television games of trivia and chance as they attempt to get rich on the fly. The lake itself is crowded with casino ships and private yachts, and the docks host the most infamous and alluring red light district on the planet.

The city is primarily run by an underground gang network, overseen by powerful crime lords. Crime is highly regulated in Vega, as chaos and random violence would be bad for business. The little violence that does occur happens when gangs try to take over one another's more lucrative operations, with the conflict being bloody, but brief. Oftentimes a casino will swap hands several times a year without patrons being at all aware of the changes. The crime lords make sure Capitol receives a hefty cut of their profits and bribe most of

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the local law enforcement. The Brotherhood would love to wipe Vega off the map, seeing it as a breeding ground for corruption, but it has no jurisdiction to do so in the Freedom Lands. Nevertheless, its Missionaries are present in large numbers, attempting to save what souls they can.

### **GILDEN**

This city lies along the main railroad line connecting Hope and Valley Forge, and is known as the capital of Capitol's media empire. Here are headquartered the main film, television, and radio studios – though these companies certainly have presences in other cities. It is a city devoted to training actors and actresses, some even from childbirth, and the production and development of the media Capitolians love to devour. Hundreds of movie studios are towns unto themselves, almost miniature ecosystems where people can live for years without contact with the outside world. It is from here that the film rolls are shipped to moviedromes across the world. It is a major tourist site, with hundreds of thousands flocking to it each year for tours and the chance to bump into one of their favourite stars.

### **SCRAGTOWN**

Located southeast of San Dorado, along the Martian equator, this city is a dangerous oddity that, despite constant government warnings, many tourists visit each year – with numerous sightseers never returning from the venture. Scragtown was an experiment to build a fully automated factory city with fully automated defence and transportation systems. The idea was to improve production levels of gear, weaponry, and vehicles to supplement the military effort, without having to commit extra labourers to the effort except for periodic maintenance. The factories were built with intricate mechanical systems in place to build and package gear without human intervention. Air and ground defence systems were set around the city limits, able to identify and fire on unauthorised targets, and an automated train system was established to funnel in resources and transport finished products out to certain Capitol cities.

No one knows quite what went wrong. Perhaps heretics corrupted the work. Perhaps the blueprints were not as thorough as planners believed. Either way, when the town activated with much fanfare, it operated perfectly for just one month's time before going haywire. The factories started producing junk. The defence systems fired on anyone who got close enough, friend or foe. Any approaching trains were destroyed.

Capitol wrote Scragtown off as a failure and attempted to shut the place down, but the city's own defence systems proved too effective in warding off troops or bombers. Instead, Capitol just destroyed any rails leading into the city and left it to languish, deciding the effort would cost too much in money and lives to be worthwhile. Since then, Scragtown has rusted and festered. Many of its systems

have shut down over time, but enough remain to make the city deadly to the unwary. Still, tourists and scavengers will dare try to slip into the city and marvel at the empty factories in the hopes of bringing back souvenirs, or perhaps scrounging up old equipment worth selling on a black market.

### **THE KIRKWOOD BUNKER**

Kirkwood Bunker is responsible for the survival of San Dorado. It is based in a hollowed-out mountain just to the north of the city, packed full of laser-targeted missile silos. Any attacks from space are shot down before they can threaten the capital, and most major war operations are overseen from the war room deep inside the fortress. The bunker serves as the base for Capitol's 4<sup>th</sup> Army, which is always on guard to protect San Dorado from any ground-based or civic emergency. At the same time, Kirkwood Bunker is where the President and Board of Directors are taken whenever war looms close enough to threaten their safety.

### **EDISON**

The City of the Future was established on the shores of the Dry Sea. Edison once claimed to be a spectacle of progress, populated by numerous Capitolian scientists who worked tirelessly to unlock technological secrets. However, when the Dark Symmetry began to twist science to its chaotic ends, many of the scientists went mad and the city fell in on itself as its citizens raved and rioted. Now, the ancient shops, homes, and laboratories stand plundered, being slowly reclaimed by the desert.

Strange creatures stalk the dark streets, and it is rumoured that mutants created in old experiments still live in a series of underground tunnels. A small settlement of desperate scavengers lives on the city's outskirts, risking all to dig through the ruins in hopes of finding a lost trove of knowledge or artefacts they could sell to the highest bidder. Most of these are madmen or drifters clutching at any thread of quick wealth. No one sane comes here anymore, and even the old reservoir of the Dry Sea is nothing but salt-crusted earth.

### **HOPE**

As the capital of the Freedom Lands, Hope is an odd combination of farm town and pinnacle of society. The enormous city is split into several main functions. Foremost is the gathering of livestock, grain, and all other imaginable produce, which is then processed and transported throughout the rest of Mars through the food industry factories. It is also the site of Hope University, the most esteemed academic institution on Mars with over 200,000 students. At least six Presidents have come from Hope University, more than any other institute of higher learning. Lastly, Hope Field is also nearby: the training grounds for the CAF's top pilots, who go on to lead Capitol to victory through uncontested air superiority. Citizens of Hope have petitioned for decades to have a third Cathedral built there, but so far the Brotherhood has not honoured this effort.

**SEE THE SIGHTS**



# SAN DORADO

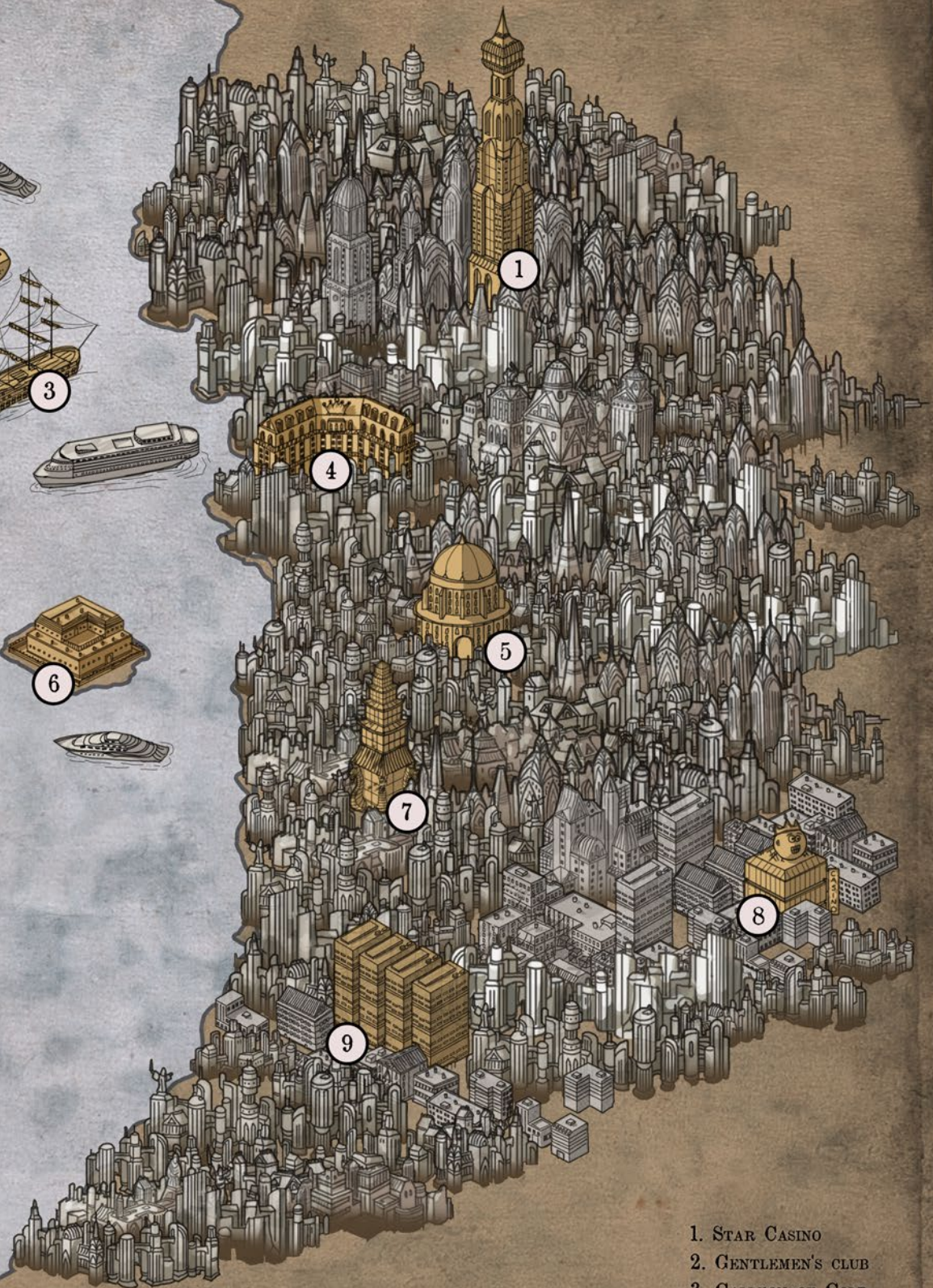
1. IMPERIAL WAR MUSEUM
2. IMPERIAL GRAND
3. ARCH OF VICTORY
4. DONALDSON RADIO TOWER
5. PRESIDENTIAL PALACE
6. THE PYRAMID
7. UNION HOTEL
8. CAPITOL CORPORATE MUSEUM
9. THE ELEVEN TOWERS
10. STATUE OF FREEDOM
11. SAN DORADO CATHEDRAL
12. COMMERCE PARK
13. WONDERLAND
14. INDUSTRIAL ZONE SEVEN
15. THE SPRAWL
16. HOUSE OF BLOSSOMS
17. PALACE OF THE SKIES
18. THE CYBERTRONIC ZIGGURAT
19. HUNDRED PAGODA GARDENS
20. TECHNIKHAUS
21. VENUSIAN GARDENS



THE SHALLOW SEA



LAKE VEGA



# VEGA

1. STAR CASINO
2. GENTLEMEN'S CLUB
3. GALLEON OF GOLD
4. THE SERENE CASINO
5. CAPITOLEUM
6. NEW ALCATRAZ
7. DRAGONS DEN CASINO
8. KING CARL
9. THE PROJECTS



### VALLEY FORGE

Also known as Steeltown, Valley Forge is owned by Capitol's Universal Steel company and commits all its resources and manpower to metal production and refinement (primarily steel exports, as the name implies). It is a vast, ever-awake commercial operation with refineries and smelters always blazing and smoking, filling the sky with a hellish light that can be seen a hundred miles away. The pollution requires many of its citizens and workers to wear rebreathers or other air filters around the clock. It is estimated that at least 25% of all steel in the solar system originates here. Imperial once tried to capture Valley Forge and besieged the city for over a year, during which time 100,000 Capitolian lives were lost. After Imperial's eventual defeat and withdrawal, scrap iron was culled from the battlefield and melded into a 1,000 foot spire, now known as the Valley Forge Monument.

### THE MCCRAIG LINE

This line of AFC bunkers, guarded walls, rearing fortresses, and other fortifications stretches hundreds of miles around the Doughpits and is the site of Capitol's constant battle against the Dark Legion. As monstrous soldiers constantly pour out of the Citadel of Saladin, the troops along the wall mow them down, tirelessly giving their blood to keep the enemy from claiming any more of Mars than it already has. Here, Capitol's few tank battalions are stationed, pilots perform daily bombing runs, and countless Freedom Brigadeers lose their lives in an effort to stem the tide of the Dark Legion. The walls are spattered with flesh and blood, the barbed wire has mutilated corpses tangled up within it, and every moment is punctuated by explosions, gunfire, and screams. It is a merciless post, but unquestionably the most vital to Capitol's ongoing survival.

### OVERTON

Based in the Freedom Lands, this megacity is unique in Capitol because it has, over the years, created its own vigilante militia and does not rely on AFC to keep itself defended from outside threats. The citizens are considered 'ultrapatriots' by some and dangerous extremists by others. Waving the Capitolian flag and espousing the virtues of freedom and peace, Overton is actually run by a gang triad. The Talons hold the northern portion of the city, cutting down anyone who does not adhere to their policy of "peace at all costs". The Gawpers are based in the southeast city section and run much of Overton's economy – mainly through counterfeiting, smuggling, and blackmail. Finally, the Boils hold the southwest city districts and preach that they exist to cure the pestilence within all humanity, hunting down anyone who they deem possible heretics.

Despite constant gang warfare occurring throughout Overton, any time the city comes under attack by an outside threat, these gangs have been known to unite for a brief period to drive the foes off. Capitol efforts to 'clean up' the city have also been met with deadly resistance, with the gang leaders claiming the attacks are being headed up by heretics within Capitol's system. For now,

Capitol leaves Overton alone for the most part, deciding that so long as it does not make a nuisance of itself, it can be considered an independent subsidiary.

### SHIELDSPAR

Shieldspar is the largest Capitolian city in the Southern Lands. It is the major railroad thoroughfare for all resources and troops sent to the region, fending off the Dark Legion there as well as other corporations that might try for more land grabs. Thousands of smaller Capitol settlements surround Shieldspar, and are protected by continuous troop forays and scouting expeditions. As it remains in such close proximity to the ongoing battles of the Southern Lands, Shieldspar has become noted as a military training site for a variety of special operations units whose elite skills are forged best in the heat of war. It also has a massive airfield that serves as the launching point for many of the bombing runs and jet fighter assaults against whatever enemy Capitol is currently facing. The population here is mostly made up of soldiers and their brave families who dare to survive in one of the most inhospitable regions of Mars.

### SAN DORADO

Second in size to only Luna itself, San Dorado is Capitol's capital city, established between the Mariner Crater and the Dalien Sea. Just as Capitol is formed by a mingling of all aspects of humanity, so San Dorado cannot be pinned down by any one descriptive. It is a centre for all industries, all careers, all passions, all dangers. Crammed with rearing skyscrapers and factories that often blot out the sky with their smoke, it is bordered by hundreds of miles of oil fields that produce one of the corporation's largest exports – as well as the fuel for its constant military advancement.

Within San Dorado is an overwhelming cacophony of city life. The streets are packed with cars and the pavements crowded with people funnelling to and fro, trying to mind their own business.

### SAN DORADO CATHEDRAL

This enormous Cathedral – third-largest in the solar system – is a testament to Capitol's adherence to the Brotherhood and its stand against the Dark. Located on the south edge of Liberty Square, the Cathedral spears into the sky, its massive size thanks to Universal Construction. Its walls are engraved with the Fourth Chronicle, *The Arrival of Semai and Muawijhe*. While a major tourist site, it is also an active Brotherhood headquarters, giving their Inquisitors and Missionaries a base of meditation and operations.

### PRESIDENTIAL PALACE

The Chairman of the Board lives and works in the Presidential Palace, mostly in a penthouse at the top level. The bottom level is open to daily tours and acts as a museum for past Presidents. This massive, ivory marble building is decorated with thousands of crests and statues of the Capitol eagle. It sits on the north edge of Liberty Square and is patrolled by constant security forces.



### STATUE OF FREEDOM

In the middle of Liberty Square stands the 500 foot tall statue of a stately, robed woman. In one hand, she holds scales of justice and in the other, a Bolter handgun. These represent Capitol's commitment to peace and fair trade, even if they must protect those values by force. The Sherman Arms Corporation built the statue three centuries prior, and visitors can travel to the top by elevator to see a spectacular cityscape from an observation deck in the Bolter muzzle.

### THE PYRAMID

Situated on the north-western side of Liberty Square, the Pyramid is the AFC headquarters in San Dorado. Exactly 1,000 feet tall, windowless, and built of reinforced concrete, it is an imposing structure that evokes awe in all who see it. Access is extremely restricted and no civilians are allowed inside without a high security pass. A massive eye is engraved toward the top, representing the military's unsleeping vigilance in protecting the corporation. Unknown to most is the fact that the Pyramid's structure extends almost half a mile below the ground, serving as the barracks for 10,000 Presidential Guardsmen. These stand ready to rush to the Chairman and Board's defence, and they can use a number of tunnels to access major city districts without anyone being aware of their movement.

### THE ELEVEN TOWERS

On the east side of Liberty Square, these towers hold the offices of the eleven General Departments, and oversee the governance of the entire corporation. Private monorails and an intricate network of pneumatic message tubes allow for a constant back and forth of memos and meetings. When first built, the Departments tried to outdo one another, constantly adding extra floors and extensions. During the Age of Catastrophe, the tower foundations were weakened and the six tallest toppled, costing the lives of millions. Under Presidential orders, rebuilding efforts were capped at 300 metres, and each tower now stands exactly that tall.

### COMMERCE PARK

For many citizens, Commerce Park is their only chance to enjoy non-industrialised cityscapes. A hundred acres of wild-growing forests, lawns, and rivers, with seven artificial lakes, this park offers miles of trails and running paths. At its centre is the Pioneer Monument, a bronze edifice of the first settlers of Mars raising a flag to claim the planet for Capitol. Visitors toss coins into the nearby **Fountain of Freedom** to make a wish; the fountain must be swept clean every evening and the funds transferred to the Capitol Union Bank before dusk falls and a growing swarm of homeless people invade the park. It is not recommended to visit it at night.

### WONDERLAND

To reinforce its reputation as the maestro of entertainment, Capitol built Wonderland on the San Dorado outskirts. This amusement

park is nearly a city unto itself, with the **Big Dipper** roller coaster, the **Hyperbole Ferris Wheel**, and the **Tower of Terror** haunted house. Admission is \$100 per person, not including any refreshments or souvenirs inside, and a few of the more popular rides also have extra fees attached. This park has been a star of its own in numerous films, such as *Megazilla's Return*, where Megazilla nearly trashed the entire place before being brought down by Capitol troops. Jack Slade starred in *The Big Dark*, where he battled the Nepharite Absalom atop the Ferris wheel. Children still have nightmares about *Murder Most Mad*, in which Dr. Eva Kane confronts the lunatic killer Damian in the Tower of Terror (an animatronic replica of Damian is now a fixture in the actual ride).

### CAPITOL CORPORATE MUSEUM

Covering an incredible ten square miles, this museum holds an unmatched array of pre-Catastrophe artefacts and ancient machinery – much of which still eludes modern understanding. An army of curators maintains the displays, while an equally large security force patrols the halls to keep any valuable item from being stolen. The original Charter of Capitol is kept here within a diamond case, which is rigged to plummet into an underground bunker at the slightest disturbance. Other famous artwork includes the disturbing sculpture by Galbraith, *The Citadel*, as well as the *Eagle of Freedom*, by Mairideth, and *The Silent Worm*, by Jules. Over the past few years, a number of theft attempts have been made, focused on the ancient artefacts displays. Fearing heretic efforts, the current security detail has been bolstered by the Brotherhood.

### INDUSTRIAL ZONE SEVEN

In conjunction with Gilden, this district is another hub of Capitol's media conglomerates. While most of the actual film production happens outside of San Dorado, much of the actual press, agencies, film distribution sites, and actor housing can be found here. Constant talent shows are held in IZ7 (aka **'Movietown'**), seeking to find the latest rising star from the masses, and red carpet events are held at the massive moviedromes that line the streets. For visiting actors and their guests it is a place of luxury and indulgence, plus private penthouses and suites to help them take a rest from the ever-probing public eye when needed.

### DONALDSON RADIO TOWER

Alongside Gilden and Industrial Zone Seven, Donaldson Radio Tower forms another link in the chain of Capitol's media network. It is the broadcasting centre for most of Capitol's popular radio and television shows, including major news networks such as The Truth Network and Citizen Central. Station One radio controls most of its programming here, along with the highly disputed shock radio show, *We Are All Heretics*. The radio tower sprouts hundreds of antennae and projection dishes, with the tower itself acting as an enormous amplifier array. The lower tower levels incorporate dance halls, live concerts, several restaurants, and theatres.

SEE THE SIGHTS



### UNION HOTEL

Just off Liberty Square, Union Hotel is Capitol's top hotel, a ritzy fifty-story affair where many major galas, banquets, and political events are held. Over 6,000 staff keep the place immaculate, constantly polishing the steel, marble, and glass decorations and catering to guests. The concierge is famous for being able to fulfil any guest request within the hour, and the restaurant, The Majestic, is infamous for serving a range of exotic game meats. The top floor is a private penthouse that costs \$50,000 per night.

### ARCH OF VICTORY

A monument that is extremely disliked by most Capitolians, the Arch of Victory commemorates all fallen Imperial soldiers in Martian battles. An ever-burning flame flares beneath the gray-and-red expanse of stone, and teams of masons work around the clock to constantly inscribe new names of the dead. While Imperial citizens make pilgrimages here to honour the fallen, the site has also been the target of several terrorist attacks. Since Imperial has visited several wartime betrayals on Capitol in the past, people wonder why they have been allowed to flaunt this in their faces. As such, it is currently protected by a 24/7 Imperial honour guard. From a particular angle, visitors can view the Cathedral through the archway.

### IMPERIAL WAR MUSEUM

This museum sits across from the **Arch of Victory** and is a spectacular example of Imperial revision of history. Mockups and holographic displays of Imperial weapons, tanks, and other gear cram the aisles, alongside holographic re-enactments of various Imperial battle campaigns. One such campaign display depicts the attack on Valley Forge as a heroic act on its part, failing to mention it was the one to instigate the war. Other instances, such as Imperial firing on Capitol troops during battles with the Dark Legion, also fail to make an appearance. Like the Arch of Victory, several bombing attempts have been made on the museum, and a unit of war veterans now patrols the grounds at all hours. It is believed by many Capitolians that a secret ISC bunker is hidden beneath the museum; rumours fuelled by at least a dozen mysterious disappearances when visitors have tried to sneak into restricted areas.

### IMPERIAL GRAND

Opposite the Arch of Victory is the Imperial Grand hotel, part of a chain heralded for its standards of service. Its massive exterior is ornately decorated with parapets and flags, while the inside boasts lush carpeting, polished wood, and leather furniture. Every guest receives a spate of private servants who attend to his every whim at a moment's notice around the clock. Almost every wall is decorated with old armour and weapons, battlefield murals, and Imperial portraits. It is a popular site for banquets as well as samplings of its expansive whiskey collection.

### TECHNIKAUS

Ernesto Spinoza, known as the Mad Architect, built this confounding structure just before his mysterious death. The best way to describe it is as a skyscraper turned inside-out. The outer steel structure houses modular offices and living quarters, with transparent elevators pods providing transportation along a series of oddly angled cables. The top of the skyscraper holds an aircraft and helicopter landing pad, stylized as three interconnected Bauhaus cogs. Rumours abound that the building is intended as a sort of space death ray projector, or as a large radio antennae meant to get in touch with extra-terrestrial life.

### VENUSIAN GARDENS

The Bauhaus corporate zone holds three geometric domes at its centre, which contain replicated Venusian jungle biospheres – minus the deadly predators, of course. Visitors can stroll through the climate-controlled gardens without fear, marvelling at the thick overgrowth and vibrant foliage. The Bauhaus decision to plant a section devoted to narcotic vines and flowers has made it popular among San Dorado's drug-addled youth. There is also a persistent rumour that a unit of psychotic Venusian veterans has made the gardens their home, its members hunting down tourists to sate their bloodlust. This is denied, of course, and so long as only a few people go missing each week, Capitol officials have not made it an investigative priority.

### PALACE OF THE SKIES

This structure is an exact duplicate of Mishima's Palace of the Skies in Hosokawa and is used as the residence of Lord Heiress Mariko during visits to San Dorado. Ten thousand armed Mishiman warriors also are stationed here, and anything that happens inside its 100 meter high walls is considered under Mishiman jurisdiction (aka, the Lord Heiress' command). Few are allowed inside, but the daily changing of the guard still creates enough of a spectacle to draw tourists. Those who have had the privilege of being inside have claimed to witness unparalleled architectural beauty, and that Mariko has 1,000 bedchambers to fit whatever mood she may be in that day.

While the palace has been the site of past peace talks, it has also occasionally been the target of Capitolian mobs during times of war. None have ever succeeded in breaching its twenty-meter thick reinforced walls. A memorial stands outside the Dragon Gate, commemorating 500 Capitolians shot dead by the guards during the last riot.

### HUNDRED PAGODA GARDENS

While a tenth the size of Commerce Park, Hundred Pagoda Gardens still draws as many visitors to gape at its immaculate landscaping. A hundred pagodas dot acres of meticulously planted rare flowers, ornate rock gardens, and finely carved bridges. Babbling brooks and birds fill the park with natural music, and many say it is the



prime example of Mishiman gardening beyond Mercury. Darker rumours surround it though, as there are numerous hidden spots where everyone from lovers to politicians can meet in secret. It is also widely believed that the Crimson Lotus Society, Mishima's intelligence agency, keeps the park under surveillance and has even bugged all the secret meeting spots. The Mishiman ambassador denies this, of course. The park sits in the shadow of the Palace of the Skies, and is surrounded by hundreds of Mishiman restaurants and shops.

### HOUSE OF BLOSSOMS

One of the premier hotels in San Dorado, what the House of Blossoms lacks in size or luxury, it makes up for in service and style. Its Mishiman architecture makes it a visual spectacle, and the rooms are decorated with classic Mishiman art and furniture. Its restaurant, The Pearl enjoys citywide fame, as does the in-room courtesan service. Discretion and security is guaranteed.

### THE CYBERTRONIC ZIGGURAT

The base of Cybertronic's Martian headquarters, this obsidian pyramid is a source of much rumour and speculation. At night, a holographic Cybertronic logo appears inside its black glass walls, visible from any angle. This office also acts as the main go-between for Capitol trade officials and imports from Cyberopolis. A few dozen stores immediately surrounding it carry what few Cybertronic goods are made available to the public.

### UNDERTOWN

Every gleaming city has its dirty underbelly, and Undertown is San Dorado's. This foreboding and ancient underground stretch runs under the centre of San Dorado. Legend say it is a shelter built by the Pioneers to protect themselves from Mars' harsh surface conditions until their terraforming took hold. This unmapped warren of rundown and collapsed tunnels is lit by the occasional gaslight or strings of electric lights brought in by more current denizens. Several central chambers contain an infamous red light district where anyone and anything can be bought or sold. A number of exclusive private clubs are maintained down here, with plenty of shadowy corners and off-shoots offering places for passersby to be mugged or murdered. CSS has attempted to clean up Undertown numerous times, and the Brotherhood is constantly patrolling it, searching for heretics hiding in the dank maze. Yet the riffraff persist in making an illegal living in these depths, selling unregistered weapons, counterfeit IDS, drugs, and anything else with a price tag attached.

### THE SPRAWL

When a person falls through the cracks of Capitol's society, when they are desperate enough to sell their soul or too drunk to care, the Sprawl is where they wind up. These slums are a mass of cardboard and corrugated huts, windowless apartment buildings, and homeless tent camps. Most people here are non-citizens or otherwise unemployed who cannot afford anything better. The

most prominent feature of the area is San Dorado's city dump, the Mound, which is also home to hundreds of thousands of destitute who pick through the filth for food or items to sell. The area is awash with gangs, such as the Raiders or Urban Militia, with civilians being gunned down by the hundreds whenever caught in the crossfire of vicious territorial warfare. Law enforcement stays well away from this area, figuring that the undesirables there will just kill themselves off. CSS only pays attention to the Sprawl if any violence threatens to spill over into nicer neighbourhoods.

## FOREIGN HOLDINGS

### MUNDBURG

This is Bauhaus' largest and strongest Martian settlement. It is built across seven islands near the southern ice cap, each of which can work independently or in coordination with the rest to defend against any threats. Mundburg is home to the Order of the Ice Bear, one of Bauhaus' most revered military orders, which endlessly patrols the surrounding icy wastes.

Originally intended to be a foothold for Bauhaus expansion on Mars, Mundburg has instead wound up sending most of its resources back to Venus to support anti-Legion efforts there. Mundburg has also come under attack from other corporations who wish to take advantage of the strategic site. As such, those soldiers stationed there have been forged into an elite fighting force, able to stand alone against all comers. Most corporations have given up trying to break the resistance here, though Imperial still maintains a grudge from past defeats.

### CYBEROPOLIS

This Cybertronic-controlled complex is one of the most fortified and most mysterious installations in all of Mars. The land is leased from Capitol and rumours abound that Cybertronic signed a secret trade and security deal with the corporation in order to move into the area. A dozen enormous geometric domes have been constructed here, and the one thing that is known is that Cybertronic has at least one major production facility inside. Cyberopolis also provides Capitol with a wide range of technology components they are unable to build for themselves.

Beyond that, any attempts to determine what else might be in development or production within the domes has proven futile. Cyberopolis is surrounded by a massive surveillance network, with electronic tripwires, airborne drones, and laser sensors detecting anyone who gets within a few miles of the place. If intruders are detected, they are dealt with without mercy. Fortified, automated bunkers protect the facility, alongside Atilla Units and homing missile artillery. Cybertronic is obviously willing to pay any price to protect its secrets, and anyone wishing to infiltrate the area should think twice.

SEE THE SIGHTS



## THE IMPERIAL MANDATE

During the Second Corporate War, Imperial managed to stake its claim on a stretch of land between the McCraig Line and the Great Rust Desert. While Capitol originally tried to retake the land, it eventually ceded it to Imperial, believing the region to be relatively worthless. However, priceless ore deposits and a massive ice mine have been developed in the area, inspiring Capitol to once again try to reclaim the land. By this time, though, Imperial was heavily entrenched in the Mandate and had also established a main city there: Lawrence. This trade centre draws a constant stream of Nomads who attempt to discover new veins of ore or ancient Imperial artefacts. Despite the nearness of the Citadel of Saladin, the Mandate and Lawrence have stayed inviolable and a major source of Imperial wealth.

## STRATHGORDON

On the opposite side of Mars from the Imperial Mandate is Strathgordon, another Imperial fortress based in the Mariner Mountains. Built in the fashion of a castle but fortified like a military bunker, Strathgordon sits directly on top of a massive gem mine

and oversees all mining operations that go on within. As it is an incredibly profitable operation, Strathgordon has come under assault by Capitol as well as every other corporation at one point or another. Thanks to its massive fortifications, endless gun bunkers, and minefields, it has remained secure so far. Even now, it defends against monthly assaults from the Citadel of Absalom, which seeks to undo Imperial presence in the area. There is an ancient legend associated with Strathgordon, though the origin is unknown: When Strathgordon falls, so will the rest of the Imperial Corporation. Imperial is determined to never see that legend tested for accuracy.

## KARKOV RETREAT

Established on the 1,000 foot Karkov Cliffs beside the breathtaking Silverspray Waterfall, this Brotherhood monastery-fortress is home to 2,000 Brothers. Here, students learn the Art, meditate, and fast, all in preparation to march into the world to drive back the Dark. Most students are within the confines of Karkov Retreat for anywhere from five to ten years, depending on the success of their studies and growth. Those who fail in some way are deemed Penitents, and are banished to gloomy, stark cells in the deepest reaches of the Retreat.

## PATRICK SCHULTHEIS WEAPON ARTIFICER



Half Mishiman, one-quarter Bauhausian, and one-quarter Imperial, it was perhaps inevitable that Patrick Schultheis would end up in Capitol, the great mixing pot. Rising from a military upbringing followed by a liberal arts education and a brief stint in the Capitolian military, he was plucked from the field when it was realised he was a talented weapon artificer and armourer. Transferred to the highly-secretive Capitol 'Skunk Works' facility on Venus, Schultheis is hard at work developing ever better weaponry for the Capitolian war machine. Many of his designs have proved immensely popular with freelancers, as he has a knack for combining power with reliability, something highly prized in these dark days of the Dark Symmetry.

### ATTRIBUTES

STRENGTH		PHYSIQUE		AGILITY		AWARENESS	
8		8		8		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
10		10		7		7	

### FIELDS OF EXPERTISE

COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	-	1	1	1	2	1	-	3	3

### WOUNDS:

- ◀▶ Head 3
- ◀▶ Arms 4
- ◀▶ Serious 6
- ◀▶ Mental 7
- ◀▶ Torso 7
- ◀▶ Legs 5
- ◀▶ Critical 3

**SOAK: Reinforced Work Clothes:** (Torso 1, Arms 1, Legs 1)

### ATTACKS:

- ◀▶ **M13 Bolter Handgun (ranged):** Close, 1+ $\uparrow$ 4, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters
- ◀▶ **Combat Knife (melee):** 1+ $\uparrow$ 4, 1H, Armour Piercing 1, Hidden 1

### SPECIAL ABILITIES

- ◀▶ **Gifted Engineer:** Schultheis is a technical prodigy, well-versed in science and engineering. He may re-roll any die on a Mechanics or Sciences test that did not generate a success. Further, he reduces the difficulty of any test to design a new piece of equipment or modify an existing design by two steps, which may eliminate the need for a test.
- ◀▶ **Field Maintenance:** Schultheis' technical skill is not solely a matter of theories and designs – he has remarkable skill in the field as well. With an hour of work and a Daunting D3 Mechanics test, he may make one of the following improvements to a melee or ranged weapon, plus one more for every two Momentum spent: + $\uparrow$ 1 damage, +1 Reliability, gain Armour Piercing +1, gain Vicious +1.



Penitents take vows of silence and perform demeaning, back-breaking work until the Preceptor deems them worthy of being considered among the ranks of the Brotherhood once more.

### **HOSOKAWA**

When Mishima laid claim to land on Mars, it established its capital here in Hosokawa. Currently the abode of the Lord Heiress Mariko, the Palace of the Skies sits at its very centre. The Palace is surrounded by what appears to be a massive ring of beautiful gardens, but which is actually a military establishment with bunkers and gunneries blended into the eye-catching landscape. The city beyond is constructed in traditional Mishiman fashion, with spacious gardens, temples, and sweeping apartment buildings giving its people room to meditate and find perfection in their lives. Outside of the main city is another apparent stretch of gardens that hides another killing field.

Settlements stretch out 1,000 miles from Hosokawa down toward the south polar cap. As it is part of the Southern Lands, Mishima has faced many challenges in making the area liveable. The Lord Heiress has overseen canal restoration, fought off Dark Legion incursions, and taught the people the ways of preserving the land. Capitol still sees this city as an invasion of their rightful territory, but Mishima

refuses to budge, leading to ongoing AFC and Mishiman warrior confrontations throughout its settled fields.

### **DARK LEGION Footholds**

#### **CITADEL OF SALADIN**

The discovery of the Citadel of Saladin back in 1262 YC was not a cause of alarm at first, as it appeared empty and inactive. In 1291 YC, however, the Citadel woke and Dark Legionnaires poured out in multitudes to destroy everything in their path. Capitol was foremost in beating back these enemies, but never managed to destroy the Citadel itself. The Citadel of Saladin is the largest on Mars, and the most active. The constant battle surrounding it has caused the creation of the Doughpits as well as the McCraig Line, Capitol's lines of pre-emptive defence against the hordes forever being replenished from the depths of the Citadel.

#### **CITADEL OF ABSALOM**

This Citadel lies less than a hundred miles from Strathgordon. While not as big as the Citadel of Saladin, it still is formidable, having been built in the centre of a near-impenetrable mountain. The Nepharite Absalom knows the dark legend concerning Strathgordon's downfall



There is little hope to be found in the shadow of a Citadel.

**SEE THE SIGHTS**



and the doom of Imperial itself. As such, he maintains constant pressure against Strathgordon in the hopes of overwhelming it and causing the prophecy to come true. Imperial has warded off all attacks so far and launches its own monthly counter strike against the Citadel. Neither force has managed to break the stalemate so far.

### 'THE DOUGHTPITS'

After Capitol first set foot on Mars, it was only a matter of time before the Dark Legion made its presence known to torment humanity in this already harsh land. When the first Citadel began to be constructed, Capitol made a heroic attempt to eliminate the invaders. However, internal treachery, as well as Imperial betrayal, stymied the effort long enough for the Citadel to be completed. Since then, more Citadels have arisen across the planet, threatening all things good and holy. Employing guard towers, trenches, moats, and other fortifications, Capitol has managed to surround the Citadels and keep them contained – however, the vast resources required to maintain this effort has proven an increasing money sink over the decades, hence the name.

### MOUNT EREBUS

For reasons unknown, this mountain was once an active Citadel of the Dark Legion which has been abandoned. Even when the other Citadels woke, Mount Erebus remained inactive and no sign of Dark Legionnaires have appeared within it since. Its distinguishing feature is the fact that one massive mountain bluff has been carved into the features of the Nepharite Malakhi. This face horrifies all those who view it, and it is visible along the rail line stretching from San Dorado to Burroughs. Many attempts have been made to destroy both the carving and the Citadel itself, but the mount has proven immune to every known technology or form of Art. For now, Capitol remains thankful that the Citadel has yet to wake, but has established an enclave of Brotherhood warriors and AFC troops to watch over the ruins and keep people from getting too close.

### PHOBOS & DEIMOS

While the original language has been forgotten, Capitolians recall that Phobos and Deimos are words for 'fear' and 'terror.' When Capitol claimed Mars, it turned the moons into enormous penal colonies, with male criminals on Phobos and female criminals on Deimos. A lone spaceport and military outpost was established on each moon, where convicts would be transported and then sent into the massive tunnel networks worked throughout the planetoids. Here, anarchy and madness ruled. The imprisoned resorted to any means of survival, forming cannibalistic gangs and engaging in ritualistic murder and far worse. Perhaps this is why the Dark Legion was eventually drawn to the moons.

The Dark Legion invaded the spaceports and military outposts, slaughtering the troops there and taking control of the criminal population. In the aftermath of this shocking conquest, the symbols of Muawijhe and Semai were carved across the surfaces of the

moons in luminous channels. Now, these symbols gleam in Mars' night sky and are visible from practically every city and settlement. Their purpose is unknown, but their horrifying effect is felt by all who see them.

Both Capitol and Imperial have made attempts to recover the moons, all of which have ended in disaster. If reclaiming them is impossible, talks have been ongoing on ways to at least erase the marks of evil that dominate the night sky. To Capitol's knowledge, anyone who has landed on either moon has never been seen again.

## PRESIDENT ON PHOBOS

On her return from an off-world diplomatic meeting, President Ernestine Borg's shuttle malfunctioned and crashed into one of the mines on the surface of Phobos, killing everyone aboard but her. President Borg emerged and managed to hide in the mines in the midst of a violent criminal uprising. She witnessed the atrocities the criminals inflicted on one another and barely managed to survive until Jake Lizard, a space fleet veteran, successfully piloted down and killed dozens of convicts to reach and extract her.

### LUNA

The footstep Capitol took when it guided humanity to the stars, Luna remains central to its cultural identity, even though Mars has become more central to its population as well as its commercial and military operations. While the moon is now settled by all the other corporations, Capitol remains the largest lunar presence, using it as a base of operations for its system-wide expansion.

## THE PINNACLE

One of the earliest off-world monuments raised by Capitol was the Pinnacle on Luna. Forged from glass and black steel, to this day it serves as Capitol's lunar headquarters. The entirety of its 170 floors are constantly lit by spotlights, turning it into a beacon of accomplishment and pride.

The first three floors appear as normal offices, but, in truth, house squads of elite troopers who stand ready to defend the edifice. Considering how tempting a target the Pinnacle makes for the Dark Legion or treacherous corps agents, this is a wise precaution.



## PIONEER'S ROCK

The original Pioneer landing site on Luna, this establishment is located on the outskirts of the first off-world Capitol settlement. It has been made into a memorial to honour that first permanent step off Earth, paving the way for the entire colonisation of the solar system. Here, one can marvel at ancient technology and relics from that bygone era and wonder at the ingenuity and grit that allowed those original explorers to found Capitol's future.

## THE BORE

One of the first strip-mined sections of the moon, this deep, conical shaft has been converted into an inverted city integrated with an amusement park – after all, even in these dark times, citizens need a way to relax and enjoy themselves. The top of the cone is covered with a lattice of metal catwalks mounted with all manner of automated and manned defence systems. Further catwalk layers segment the old mine into various districts, for dwellings, shopping, bunkers, and more. People can take advantage of the low-gravity for plunging bungee jumps from near the very top of the cone to the bottom, giving them a unique view of the whole city on the way down and back up.

## LESSER MARS

The Capitolian District of Luna spears out from the base of the Pinnacle and serves as the city centre for most Capitolians. Capitolian culture flourishes in this district, with moviedromes, cheap restaurants, and fast cars in abundance. The CSS maintains a heavy presence here, monitoring the local population and enforcing Capitolian law. The district is known as the entertainment hub of Luna, drawing citizens from all other sections and making it a hubbub of activity. As such, CSS has a busy time trying to ensure its own citizens are not lured away to other corporations, or that heretics are not hiding among those who visit the area. Universal Motors maintains a handful of factories in Lesser Mars, and several independent spaceports traffic goods and produce to and from Mars.

## HOTSPOTS

### VENUS

While controlled by Bauhaus, Venus has one major centre of power for Capitol. The Graveton Archipelago is an enormous island chain stretching across Venus' Southern Ocean. Quite lush and fertile, these islands offer up endless produce for export. One of the most famous plants here is **chana**, a medicinal herb Capitol has developed into a potent (and sometimes addictive) painkiller, Morphanol. The waters surrounding the islands are another rich source of raw goods and food, such as fish, shrimp, and kelp. Universal Foods maintains a presence here, trawling the waves for fresh shipments. Tourism also makes for a heady source of income, for the area's natural beauty draws many who wish for an island vacation.

The main Capital establishment is Port Mac Arthur, where the Venusian Navy operates from. The Naval Marine Corps also primarily works throughout the islands, ensuring Bauhaus and other corporations do not try to snatch any islands from Capitol's hands. A skyport is found in Mount Mac Arthur, a dead and hollow volcano, and most sea traffic is routed through Mac Arthur Port's massive dry-docks.

### MERCURY

Mercury represents a unique challenge for Capitol, and its successes on this planet have proven few. This is mainly because the planet is uninhabitable on the surface, and Mishima established a massive underground network of tunnels and biodomes before other corporations made it over. This makes it incredibly difficult for any corporation to secure a foothold anywhere, while Mishima is able to hold a powerful and easily defensible position. In fact, the largest holding Capitol has managed to secure is by leasing industrial districts from Mishima in the cities of Fukido and Longshore.

### PLUTO

When Imperial forces first tried to colonise Pluto, it discovered a massive metal tablet and triggered one of the earliest confrontations with the Dark Legion. Ever since Capitol, like other corporations, has been loath to return to Pluto, knowing only that an ancient evil emanates from there.

### ASTEROIDS

Capitol, like many corporations, has smaller colonies and mining operations throughout the asteroid belt, stripping the solar system of any natural resources it can find. Beyond that, the asteroid Eos was brought into orbit in the earlier days of Mars' terraforming. Eos is now the headquarters of Capitol's naval space armada, numerous orbital naval yards, and the site of the Peacekeeper Station, a diplomatic meeting site.

### EARTH

When the Pioneers first left Earth, they never expected to want to return to the crippled planet. As the centuries passed, though, it was believed Earth might be worth returning to, especially when the corporations discovered evidence people might still be alive down there. When Capitol spearheaded the homecoming, they met with shocking resistance from White Star, a previously unknown Earthbound organisation that repelled all landing attempts. While White Star has proven a possible ally, currently Capitol knows too little about the mysterious corporation to commit to any major partnership. There are no known Capitolian holdings or settlements on Earth as of yet, but the homeworld still keeps Capitol's ongoing interest.

SEE THE SIGHTS



# DIPLOMATIC RELATIONS

## CAN'T WE ALL GET ALONG?

Simple answer: no. Humanity has always been a contentious lot, even in the most peaceful of times – and that is hardly a description for this dark era of war. While the corporations and coalitions may, at times, try to create a unified image in the face of the Dark Legion, they remain a squabbling lot behind the scenes. Capitol goes to great lengths to appear to deal in a friendly and fair manner with other corporations. In fact, Capitol considers itself a champion of the peace and states it does more than any other corporation to preserve it, even in the face of growing threats. However, when forced to defend themselves, their territory, and their citizens, Capitol's leaders will not hesitate to use every power at their disposal. Just remember, in the wake of the battle, those attacks were not personal. They were business.

## THE CORPORATIONS

Each corporation shares a distinct dynamic with Capitol based on past dealings, battles, betrayals, and even just underlying business and social philosophies. That is not even mentioning the subterfuge, espionage, and cutthroat dealings every corporation engages in – no matter how much they deny it. While some of these relationships are quite complicated, here is the basic breakdown in regards to major factions:

### IMPERIAL

Thanks to Imperial treachery during the earliest Dark Legion attacks, when Imperial forces shot down Capitolian planes, Capitol has never trusted this corporation. This, of course, was a machination put into play by heretics within Imperial ranks wanting to sow chaos and drive apart any chance for an alliance between the two corporations; a ploy that has worked marvellously. Should the opportunity arise, many within Capitol ranks would not hesitate to put Imperial out of its misery. A large portion of MIC's covert ops are dedicated to monitoring and undermining Imperial, and strong anti-Imperial voices exist on the Board of Directors to this day.

### BAUHAUS

Bauhaus and Capitol enjoy a steady and fruitful commercial trade arrangement, though they have come to blows before over various territorial disputes. As of now, neutrality keeps things quiet between the two, but many wonder how long this will last. As Bauhaus holds dominance of much of Venus, it eyes the Capitol holdings throughout the Graveton Archipelago with severe concern, especially considering how resource-rich the area is. Both



Smile for the cameras!

corporations maintain secret, subtle war against their respective colonies, but they have set aside any major military confrontation in the face of the Dark Legion's growing presence there.

### MISHIMA

While the largest of Capitol's trading partners, Mishima is also the most ruthless. This, alongside Mishima's highly restrictive society and values, has brought the two to blows numerous times, and will do so again in the future. Past conflicts have been over such vital territories as the Graveton Archipelago and the Southern Lands of Mars. However, despite the violence, each corporation recognises the other as a worthy competitor, and there can be an underlying sense of honour between the two whether they are in the trade room or battlefield.

### CYBERTRONIC

While intrigued by the promise of Cybertronic's developing technologies, Capitol remains leery of this new corporation – though some members of the Board would certainly be willing to buy them out. Capitol remains in this odd push-pull relationship, drawn to ways it could enhance its weaponry and overall quality of life for citizens as well as being uncertain if Cybertronic's discoveries might not fall prey to the same strange failings and malfunctions that past smart machines have.

### WHITE STAR

Capitol is wary of White Star, especially since this corporation has only relatively recently been revealed to exist. Originally, Capitol fought White Star alongside other corporations in a bid to return to and regain control of the Earth. Once White Star proved its strategic and military might, though, Capitol withdrew to see what



would happen with it next. The main thing going for the Earthbound corporation is that it certainly seems to have its priorities straight, what with being wholly opposed to the Dark Legion and maintaining a general alliance with the Brotherhood. For now, White Star is simply too mysterious, brutal, and withdrawn to be fully trusted.

## THE COALITIONS

### THE BROTHERHOOD

Capitol sees itself as the foremost ally of the Brotherhood, with the majority of citizens being devout followers of the Light and decrying all things heretical. The majority of the population attends Cathedral on a regular basis, and any political leader ensures that they are seen at the holy gatherings at least once a week.

The only point of contention is in the Inquisition's sometimes overbearing methods, which oppose the Capitol way of freedom from oppression. Inquisitors follow a mandate to do everything in their power to stop the Dark, wherever and in whatever form it is found – often immediately and without trial. If this fate befalls someone who was a Capitolian citizen, it can lead to uproars about the Brotherhood overstepping its bounds and trampling on citizen rights. In an attempt to get around this problem, all Inquisitors are automatically ranked as CBI agents, giving them many official duties and jurisdiction over citizens. While this has helped to a small degree, zealous Inquisitors have still been known to cause problems by slaughtering any heretics they find, even if they possess minimal evidence of their activities for the Dark Legion.

### THE CARTEL

Capitol is the founding force of the Cartel, and continues to pledge its full and unfailing support to the effort. Capitol believes the Cartel represents one of humanity's best hopes in finally gaining a foothold in the war and driving the Dark Legion back. As the Cartel is intended to be a mutual effort on the part of all corporations,

Capitol has followed the rules and regulations it establishes and expects other Cartel members to do the same. This has generated a level of conflict with other corporations that do not always heed the Cartel's influence. In fact, Capitol is more-than-ready to enforce Cartel law even outside of its own territory. This is generally done through economic and political sanctions against corporations that are acting outside the Cartel's – and thus, humanity's – interests, and Capitol has not yet gone into all-out war over such defiance.

### LUNA PD

Like the Cartel, Luna PD is a joint effort among all the corporations, established to act as an inner police force and weed out dissent and corruption that might threaten mutual corporate growth and alliances. Capitol would like to believe Luna PD has its best interests at heart, especially as it supposedly works under its directive. However, since it is staffed by members of all corporations, there is always potential for other agendas to be at play, and so Capitol keeps a close eye on those attempting to police themselves.

### THE HERETICS

The Capitolian creed for dealing with heretics is simple: find them, burn them and stamp them out, in whatever face or form they come. No compromise and no faltering. They are a corruptive force beyond redemption, and threaten everything humanity has fought to achieve. It is easy for Capitol to spread this perspective throughout its citizens, mainly because of the constant warfare happening with the Dark Legion along the McCraig Line. It highlights just how destructive and monstrous these creatures are, and citizens are called to question the sanity of any person who would willingly work in alliance with the Dark. Capitol also will not hesitate to use heretics as social scapegoats, blaming them for anything from lowered stock values to public disruptions that require APES intervention, to being behind all manner of crime networks. Far easier for citizens to believe they are being plagued by people actively working against the system than to focus on the social flaws that might push people to such extremes.

## CAPITOL NEEDS YOU

*“Now you know the truth. Now you see the price of freedom. The question is... are you ready and willing to fight for it? The cost is high, but the prize is worth it. Nowhere else will you be able to reach your full potential. Nowhere else will you be able to reach greater glory and power.”*

*Capitol is leading the way to victory and will be the first to plant its flag on the Dark Legion's last smouldering corpses. The other corporations will demand everything from you, and then take more, giving nothing in return. With Capitol, wealth and fame are equally available for the taking. They are given to*

*the strong and courageous, so that they may protect and inspire the weak and cowardly. Those who rise above the masses will be forever honoured; and even if they fall in battle, they can die knowing they embodied the valour and virtues that make humanity indefatigable.*

*Become your best today. Join with Capitol and shine your light into a brighter future.”*

**Living the Capitolian Dream**  
*(Capitol Entertainment Network exclusive)*

## DIPLOMATIC RELATIONS



# RAISE THE FLAG HIGH

**NOTE:** The details contained in this adventure are classified for GMs only. If you are accessing this file without the proper authorisation, please note that your public profile has been flagged for possible heretical activities.

## BACKGROUND

This adventure module is intended as an introduction to Capitolian society and contacts, giving player characters a chance to prove themselves to valuable allies who can then propel their illustrious careers further into the spotlight. It gives them a taste of the Capitol capital of San Dorado on Mars and the chance to interact with everything from lowly hotel staff to security, to high-profile government figures.

Here is the main plot rundown: One of the most influential factions within Capitol are the talent agencies responsible for managing the careers of the corporation's countless actors and actresses. These are highly influential people who can sway whole elections if given the right opportunity. Within the talent agencies is a specialised office known as Black & Black Agency, which hires and trains body doubles for business, government, and military icons. One actor and his agent, Chevy Tholl and Tanisha Schultz respectively, have uncovered what they believe to be a heretical plot. Chevy is actually one of several Presidential body doubles, and is an extreme patriot in his own right. Tanisha is a cutthroat agent who will do anything to stay ahead in the game. As such, she bugged the offices of several of her competitors. Recordings came to light from another agent, Ronald Darnicky, who has conspired to replace two government figures with its body doubles – permanently. One target is Director of DEDE itself, Adam Locksy, Jr. The other is Nancy Sheller, the senior administrative assistant to the Director of Waster & Water Management. Evidence exists that these doubles are Heretics, and this switch would give them unprecedented access to vital security data as well as significant power in the upper echelons of Capitolian society.

They do not know exactly how the switch will take place, but they have identified when: a jazzy fundraising gala both targets attend every year. The government has not been alerted, because Chevy and Tanisha figure the politicians are already so distrusting of one another, bringing this plot to light would just make things worse for everyone. Plus, they do not want the stink of heresy coming anywhere near the acting agencies, as it could get a number of their contracts terminated. So stopping and eliminating the Heretics must be done with absolute discretion.

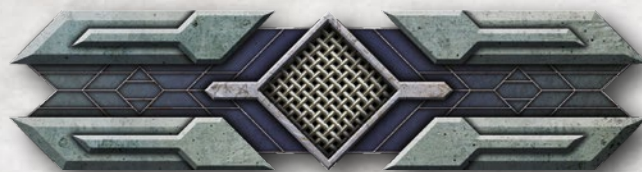
## FOR THE GM

### ADVENTURE STRUCTURE

This adventure takes place within San Dorado in the final weeks leading up to a set of important elections. Specifically, it takes place in the Union Hotel, a ritzy hub of lavish parties and social balls. The adventure is built around the player characters' ability to stop the culmination of a high-level Heretic plot as covertly as possible, in a situation where the spotlight is put on practically everyone doing anything.

Events are split into three general phases. It should take one or two sessions at most to complete.

As this is a starting game, the GM should start with only one Dark Symmetry point per player. It is advisable for the GM to save about half of the points gained for Phase 3. You will want five to ten Dark Symmetry points if possible.



### PHASE ONE: PARTY CRASHERS

Once the player characters are on the job, they must decide how to infiltrate the fundraiser party in question. As it is not only a large gathering of important government officials but held at a richly appointed hotel, security is understandably tight. The hotel staff are trained to detect and react to possible threats to their guests. Main methods include forging invitations, procuring real invitations somehow, sneaking in either in disguise or through the hotel infrastructure, or even fighting their way in (the strategy least likely to succeed). Emphasis should be placed on how a single slip-up could cause the player characters to fail before they even begin.

This phase is intended to be low on physical confrontations and allow the player characters to perhaps feel a bit clever as to how they go about getting into the party. At the same time, it can be fun to begin dribbling in a bit of paranoia leading up to the actual party mingling.

Dark Symmetry spends should be used to increase the tension, and perhaps cause the players to make hasty mistakes. Examples include:



- ◆ For one Dark Symmetry point, a guard outside the building notices the player characters snooping around and calls them out, provoking a confrontation that they must deal with – violently or non-violently.
- ◆ For one Dark Symmetry point, the suspicious glances of the staff may start to unsettle the player characters. One character must attempt an Average D1 Willpower test or gain one Dread.
- ◆ For two Dark Symmetry points, if the players seek to forge invitations, the forger hints that he might sell them out once they leave, causing stress and paranoia. Each character must attempt a Difficult D2 Willpower test or gain 1+1 Dread.

## PHASE TWO: ON THE PROWL

Once the player characters are inside the Union Hotel, they must assess the situation without drawing too much attention or alerting staff or security forces to their presence and/or intents. This phase is all about finding the intended targets and figuring out how the switches might be plotted and how they could be stopped. Most of the party guests are in a main ballroom and banquet hall on the hotel's fortieth floor. At the same time, a number of the guests have rented rooms for the night on multiple floors, and it is possible the targets could be in those as well.

The hotel is a bustle of activity, with staff and security everywhere. People are dressed in posh uniforms, tuxedos, and dresses. There are news reporters taking photos, guards at most major doorways, and security cameras all about. Despite the festivities, there is an almost hysterical edge to the crowd, a frenetic energy that grates on the team.

During this phase, the Heretics and body doubles get into position to perform the switches. The strategy they are employing is this: The body double for Nancy Sheller has lured General Director Adam Locksy, Jr. into an affair over the past few months. Locksy is not a fan of Nancy's boss and believes he can use information he gives her to have the man ousted from office. Locksy has rented a room at the gala where he intends to meet with "Nancy" after the main events are completed. Once she shows up, though, the body double and her Heretic allies will capture the General Director and torture him for information before killing him. Locksy's body double will then be brought in to take his place.

At the same time, the real Nancy Sheller will be given a forged message from a Heretic posing as hotel staff. The memo will appear to come from her boss with orders to deliver it to Locksy on his behalf. On taking it to Locksy's room, she will be met by the General Director's body double and lured inside, where she will also be tortured, killed, and replaced. This will all occur between the hour of midnight and 1 am. The gala officially begins at 8 pm, and so the player characters have approximately four hours in which to act.

Dark Symmetry spends should be used to try to get the player characters to expose themselves at inopportune moments, forcing them into awkward situations that could upset their operation. Examples include:

- ◆ For one Dark Symmetry point, a drunken guest approaches one of the player characters, following him with irritating persistence.
- ◆ For two Dark Symmetry points, a reporter approaches one of the player characters to get a 'public profile' report, asking perceptive, often invasive questions.
- ◆ For one Dark Symmetry point, a member of staff or security calls the player characters out if they attempt to wander into a restricted area or floor. It takes a Stealth test opposed by the staff's Observation test to elude security. If the player characters continue to try to enter a restricted area, or act against the staff, then reinforcements may be called – two Dark Symmetry points brings a pair of security personnel.

## PHASE THREE: STAKEOUT & TAKEOUT

Once the player characters discovers where Locksy's room is (or that he even has one in the first place) they must then make it there without causing a disruption and do so in time to avert either of the swaps. The climactic scene not only involves taking out exposed Heretics, but also trying to decide which of the identical people they are facing is the real person and which is the body double. In the end, depending on how effective and subtle their solution is, the player characters may also be faced with the challenge of getting out of the hotel alive.

## SETTING: UNION HOTEL

Union Hotel is a prime example of Capitolian culture. Here, power is represented in the displayed wealth, in the famous attendees and guests, as well as the firepower of the hotel's security staff. It is a glittering array that has been subverted by Heretic plots, exposing the potentially fatal flaws in the system.

- ◆ **BLUEPRINT BREAKDOWN:** The gilded and stately Union Hotel stands fifty stories high, composed of steel, marble, and glass. It has 120 rooms on each floor, minus the lobby and floors dedicated to special events. The fifteenth floor is dedicated to corporate conference rooms and business centres. The top floor is a private penthouse that costs \$50,000 per night. The second floor is a full-service fitness centre and spa, while the third floor houses their famous restaurant, The Majestic. There are three basement levels dedicated to laundry, engineering, and storage. An office complex behind the front desk contains one of the main security teams, and another smaller security camera monitoring centre is located on the thirtieth floor. Half a dozen elevators are constantly running through the floors. The five-story complex immediately next door is a parking garage, with covered walkways leading from this to the lobby on the



west side. The fundraising gala is being held on the fortieth floor, in the largest banquet hall, which is actually four separate auditoriums that can be turned into one as false walls are folded up.

- ◆ **COVERT OP:** No one in the hotel can be trusted by the player characters, as anyone could be in on the Heretic plot, including the staff. People may be coerced into cooperating, of course, but this increases the chance of the player characters being exposed unless they find a way to restrain their victim.
- ◆ **SECURITY EVERYWHERE:** Not only are there guards at most major doors, a couple of floors have been blocked off entirely for high-profile guests. Major hallways have security cameras strung across them, as do the lobby, conference rooms, and banquet halls.
- ◆ **TRAINED STAFF:** The Union Hotel employs 6,000 staff members, ranging from cleaning crews to security, to restaurant wait staff, to valets and the concierge. Because these people serve high profile figures, they are fastidious in everything they do, and are also trained to detect possible terrorist activities that could threaten their guests. None but security staff carry weapons, and these are mostly shock batons with the occasional handgun.
- ◆ **BRIGHT AND SHINY:** The Union Hotel can be overwhelming to those not used to the glamour and glitz of high society. The shimmering dresses, constant chatter, music, and drunken guests can be huge distractions.
- ◆ **IN AND OUT:** Getting out at the end might prove as difficult, if not more so, depending on how the player characters resolved the mission up to that point.

### DRAMATIS PERSONAE

- ◆ **Tholl, Chevy:** Presidential body double and actor
- ◆ **Schultz, Tanisha:** Acting agent who hires the team
- ◆ **Locksy, Jr., Adam:** Director of Defence & Expansion (DEDE)
- ◆ **Locksy's Body Double:** Actor, body double, and Heretic
- ◆ **Sheller, Nancy:** Senior Administrative Assistant to the Director of Water & Waste Management (DWWM)
- ◆ **Sheller's Body Double:** Actor, body double, and Heretic
- ◆ **Kowalski, Captain Jonathan:** Locksy's personal security detail, Heretic
- ◆ **Transk, Virgil:** Heretic disguised as hotel staff

### SNEAKING AROUND

Getting into, and moving around, an exclusive party in a secure building is not an easy matter, and it is worth taking some time to consider how the player characters' actions will affect how suspicious and wary the staff and other guests are. Strange people doing unusual things in the open is likely to draw unwanted attention.

Fortunately, *Mutant Chronicles* already provides a means to gauge and measure the threat being faced by the player characters – the Dark Symmetry pool. It is relatively easy to tweak the way this pool works – how it grows and shrinks – to represent different kinds of situation. In this situation – stealth and espionage – the GM can use Dark Symmetry points as a disincentive against overt actions, or as a measure of how much attention the player characters are drawing to themselves. The size of the Dark Symmetry pool represents an abstract sense of 'things that could go wrong', while the act of the GM spending those points turn that abstract peril into actual problems. These additional 'sneaking around' considerations only apply during the first two parts of this adventure – in part three, the players need to act, rather than skulk in the shadows.

### DARK SYMMETRY GENERATORS

In a scenario emphasising stealth, the following actions, activities, and outcomes are ones that may generate Dark Symmetry points:

- ◆ **DRAWING A WEAPON:** while sidearms and swords are common parts of an outfit, particularly for those who have served in the military, actually drawing a weapon in full view of the crowd or the staff will cause alarm and draw attention. This adds one point to the Dark Symmetry pool.
- ◆ **FIRING A GUN:** gunshots are loud and draw a lot of attention, as do outright fights. An audible gunshot adds two points to the Dark Symmetry pool. Silenced gunshots do not have this issue, for obvious reasons.
- ◆ **KILLING:** dead bodies can be problematic. Killing someone in full view of the crowd will produce immediate and dramatic repercussions, adding five points to the Dark Symmetry pool. Killing someone quietly and without witnesses adds two points to the pool, as while it cannot cause immediate problems, there is still a risk of the deceased being missed or the body being found. This also includes incapacitating people – overt violence, rendering people unconscious, taking captives, and so forth.
- ◆ **UNCHARACTERISTIC BEHAVIOUR:** this is a fairly broad category. The most obvious example is characters in disguise acting in a way contrary to the alias they are using – such as someone dressed as staff refusing to assist a guest when asked. A single instance of uncharacteristic behaviour will add



one point to the Dark Symmetry pool, but repeated instances from the same character should be increasingly costly, as the character gains a reputation for acting oddly.

- ◆ **TRESPASS:** characters being where they should not be is a good way to draw unwanted attention. If a character is an 'invited guest' but has strayed into a restricted area, failure to produce a persuasive reason for being there may be sufficient to generate one Dark Symmetry. Characters moving around the party without invitations are in a worse situation – being identified as a trespasser immediately adds two points to the Dark Symmetry pool.

These are only a sample, but cover the most likely circumstances. The GM is encouraged to allow players who are careful or who cover their tracks particularly well to reduce the Dark Symmetry pool by one or two points.

### ALERTNESS

The number of Dark Symmetry points in the pool can be used as a good gauge of the challenge facing the player characters. In the case of a stealth-based mission, it represents the wariness and suspicion of those working against the player characters.

- ◆ **FIVE OR FEWER DARK SYMMETRY POINTS:** this is 'normal' for the party. The staff are going about their business as normal, and the security guards are enjoying a relatively quiet night of paid work. The player characters gain one bonus Momentum on Stealth tests due to the complacency of the staff and security.
- ◆ **SIX TO TEN DARK SYMMETRY POINTS:** the staff are continuing as normal, but the guards are ready for trouble. This grants no particular benefits to the player characters, but nor does it particularly penalise them.
- ◆ **ELEVEN TO FIFTEEN DARK SYMMETRY POINTS:** the staff have noticed a few odd occurrences, and the guards are on alert for problems. Increased patrols and twitchy staff increase the Repercussion range on the player characters' Stealth tests by one.
- ◆ **SIXTEEN TO TWENTY DARK SYMMETRY POINTS:** the staff are wary, and the guards are on high alert. Random spot checks and frequent patrols increase the difficulty of Stealth tests by one step, and increase the Repercussion range of all Persuade tests by one as eavesdropping staff listen for even the slightest oddity.
- ◆ **TWENTY ONE OR MORE DARK SYMMETRY POINTS:** the alarm is raised, and the party is called off. Guests are evacuated, and the security guards are issued CAR-24 SMGs for their pursuit

of whatever has threatened the party. Barring some extremely quick thinking and rapid action, there is no way to complete the mission at this point.

## ALL THE PRESIDENT'S MEN

### GETTING THE PLAYERS INVOLVED

As an agent in Capitol's vast media empire, Tanisha has countless connections. At some point, one of the player characters worked with her to help on a bit of a hush-hush matter. She is certainly not corrupt by any strict standards, but she is not above taking the low road to keep her paycheck high. The matter dealt with could be anything from the player character threatening an actor so they accept a contract, hunting down a murderous extra on a movie set, or eliminating someone trying to blackmail one of her clients. Whatever the case, she valued their discretion during and afterwards, and that is what she needs now. Being an agent for an actor who is famous planet-wide means managing her reputation, and if her agency had even a hint of ill-dealings exposed, she would likely be out on the streets. Chevy is a patriot, through and through, and wants to protect his beloved corporation from any harm.

### STARTING THE ADVENTURE

A player character receives a phone call from Tanisha, who thanks him for his previous work and wonders if they would "like to be an extra on the set again." Obvious code for a side job. If so, meet at her office the next morning. Twentieth floor of the Donaldson Radio Tower, which houses the Black & Black offices. The player character is told to bring a few friends, as the agency need several minor roles filled. Her voice is smooth and confident, not betraying any hint of nervousness, but this could be the player characters' ticket to bigger and better-paying work.

### SETTING THE SCENE

Once the player characters agree to meet her, read this to them:

*You enter the lobby, where the glossy marble floors are outshone only by the gleaming smiles of the hundreds of actors and actresses in photos across the walls. You recognise plenty of them, some of whom you watched as a kid, and others who are on the front page of the paper to this day. A muscled, heavily armoured security detail watches you from one corner as you approach the front desk. People in tailored suits stride about, shaking hands and grinning at one another as if life is one big joke and only they're in on the punch line. Whispered conversations sound like bundles of cash being rustled, and you can almost hear careers slinking off to whimper in a corner while others shuffle over to take their place.*

*A prim-and-polished secretary confirms your identity and points you to one of the side elevators. A swift ride up to the*

## RAISE THE FLAG HIGH



twentieth floor deposits you in another photo-lined hall. Here though, the faces mirror those of Presidents, generals, and business tycoons – Capitol's leaders from generations past up to the present.

At last, you reach Tanisha's office. She keeps it spare with one shelf dedicated to photos and awards given to herself and her clients. A TV has been bracketed to one wall and plays famous film scenes, but this has been muted. A door is set in the opposing wall, concealing what could be a back office, storage space, or private bathroom for all you know. Tanisha sits behind her glass-topped desk, dark skin in contrast to her bright green dress. As always, her hair is perfectly coiffed and her smile bright.

"Glad you could make it. We're on a bit of a tight schedule around here, so I'm going to get straight to business." She stands and goes to the door. A rap of her knuckles and it opens from the other side.

Out strides the President of Capitol himself.

Tanisha quickly introduces this as Chevy Tholl, one of her acting clients and a body double for the real President. He has played the President in a growing number of films and television serials and is also a stand-in for the man during various public functions. Explaining the situation to the player characters as described above, Tanisha informs them of the location of the gala, the intended targets, and the timetable. Chevy offers the player characters \$50,000 from personal funds to get the job done – in game terms, this is ten assets. The player characters can attempt to negotiate higher, using a Daunting D3 Persuade test, but he does not budge from any higher than \$100,000 – a successful test increases payment by two assets, plus an additional two for every Momentum spent, to a maximum of twenty assets. Note that if either target dies, the final pay is halved. If there is no way to save Sheller, Locksy is the higher priority rescue. The player characters can negotiate an advance, half of the agreed upon pay up front, with a Challenging D2 Persuade test.

Tanisha explains that she tried to procure invitations for the player characters, but she owes enough favours to others already. They are on their own as far as getting inside the hotel is concerned. The only things she can provide is a basic blueprint of the hotel and the name of a guy she knows (Rory Feldt) who creates props for films and could conjure them up a set of forged invitations or staff IDs.

Clearly emphasise that anyone inside the hotel cannot be trusted and that if the player characters cause too much disruption, their fates are in their own hands. Tanisha gives the player characters photos of the targets and state the doubles are physically identical and have been trained to act and sound the same. Here are the

descriptions the player characters can use to identify those they need to rescue:

◆ **Adam Locksy, Jr.:** A war veteran who forged a political career out of his service record, he is now in his early fifties and just beginning to show his age. He has a bit of extra padding around the waist and prefers tailored, navy blue suits. His black hair is dusted with grey, his green eyes are warm, and he has an easy grin that give him distinctive wrinkles.

◆ **Nancy Sheller:** A middle-aged woman, Sheller has a healthy figure that veers a bit towards being too thin. She is a natural blonde but has dyed her hair brunette most of her life. Keen blue eyes rest above prominent cheekbones and it looks like she has had some sort of work done to remove any severe lines on her face. She is often in black or grey work dresses and has her hair done up in a tight twist.



## PHASE ONE: PARTY CRASHERS

Once the player characters have agreed to take on the job, it should be pressed that the gala begins at 8 pm and officially ends at midnight. As their meeting with Tanisha ends just before noon, they have approximately eight hours to prepare. They can use this time however they want, from wandering around the city to scouting out the hotel. The focus should be on figuring out how to get inside and gain entry to the gala itself once it begins.

There are three main access points to the floor where the gala is held: the guest elevators, staff elevators, and stairs. Until 7:30 pm, this floor is held off limits except to staff preparing for the event. Once it is opened, guests can only come through from the elevators and past a registration desk where their attendance is confirmed by presenting an invitation. They are then given a small pin in the form of a golden Capitol eagle as a token of appreciation for coming. Anyone in possession of such a pin throughout the evening is able to come and go through this area without being questioned (unless they draw attention to themselves).

Staff use the rear elevators to reach a storage and prep area as well as a fully operational kitchen that sits off from the banquet hall. The stairs have security stationed on at least four flights who dissuade anyone from using them.

### METHODS OF ENTRY

There are three main methods by which the player characters could readily access the gala. Of course, the players may dream up an entirely original way to accomplish this, and if you, as the GM, do not see any reason why it would not work, allow them the opportunity to test it out.



**ACQUIRE INVITATIONS:** Two main variations on this strategy exist. First, Tanisha told them about Rory Feldt, a props-maker who could create convincing enough invites. If the player characters decide on this, they can visit Rory's downtown apartment. It takes at least an hour to reach his apartment, two hours for him to do the work, and another hour to get back to the hotel. If the player characters visit Rory but either decide he is too expensive or cannot be convinced to do the work, they lose at least two hours.

Rory is a stout young man whose apartment is crowded with all manner of manufacturing gear. It is basically a giant lab and craft shop in one. Rory sits on a stool in front of his work desk, which is littered with all manner of materials and half-formed props. If the player characters ask Rory for what they need, he thinks for a long while and nods, saying, "What I can do for you is better than an invite. I can do up security-cleared press credentials. Reporters with those can get into even these sort of hoity-toity events, with or without an invite. It'll run you \$5,000 per piece."

The player characters can attempt to negotiate a lower price, down to \$3,000. In game terms, this is a Restriction 0, Cost 5 acquisition. As a contact has already been made with Rory, no Lifestyle or Persuade test is required to purchase the item, hence the Restriction rating of 0, but characters can attempt a Difficulty 0 Persuade test anyway in order to gain Momentum and reduce the Cost. The Cost cannot be reduced to below three in this way. A failed attempt doubles the price and stops any further negotiations. Should the player characters pay up, Rory is as good as his word and produces government authorised press credentials within two hours. When the player characters present these at the gala registration desk, they are admitted after brief scrutiny, so long as they have a good cover story and can offer a few topics or people they are there to report on.

An alternative way to gain invitations is for the player characters to monitor the hotel for guest arrivals. They may then follow or bump into guests in the lobby before they head upstairs and attempt to pickpocket their invitations. This requires a successful Challenging D2 Thievery test to gain an invitation. Characters not dressed the part for moving around the lobby of a high-class hotel during an exclusive party (expensive formalwear, fashionable garb) increase the Repercussion range of this Thievery test by one – looking out of place is the right way to get the wrong kind of attention. This solution can create a few complications though, the foremost being that it is unlikely to procure enough invitations to get all the player characters into the event – every invitation stolen after the first increases the difficulty by one step. They are then forced to split up, with the person(s) in the event communicating through hidden mics and radio transceivers. In addition, if the GM wishes to complicate this further (for example, with an actual Complication generated on a Thievery test), whomever the invitation is stolen from can raise a fuss, which puts out an alert for any suspicious characters. If the

player does not get upstairs and inside the ballroom first, you could add an Average D1 Persuasion test to get them past the desk without being pinpointed as the thief.

**COVERT ENTRY:** Sneaking into the hotel and the gala itself could be accomplished through a variety of ways as well. One of the easiest methods would be for a player character to realise Rory could also create hotel staff uniforms for them. These uniforms consist of fitted blue jackets with gold trim over white button-down shirts, white glove, matching blue pants, and a golden eagle on the left breast pocket. The staff member's name is sewn in golden thread under the eagle. Rory states the same price as the credentials, but these uniforms would give the player characters greater mobility throughout the hotel and gala. Once dressed in these, they can use employee entrances, staff elevators, and stairwells without drawing much attention, unless they do something to cause a disruption.

The major downside to this approach is having to avoid major interactions with other hotel staff. Since there are 6,000 staff, they are not expected to recognize everyone else working there. However, they are all knowledgeable about hotel operations, and it would be easy for a player character to be approached by another employee and asked to perform a simple task – and failing to do so properly would immediately put the real staff on alert. Also, it is the staff's motto to never say "No" to a guest and to always act on their requests right away. So if a disguised player character is approached by a hotel or event guest with a request and another staff member witnesses them either rejecting or brushing off the request, this would also get security involved quickly.

**FORCED ENTRY:** Despite the questionable wisdom of this route, it can present the most direct way to get into the gala. By either taking staff members hostage or disabling guards and taking their place, the player characters can position themselves inside the event and proceed from there. This scenario could present itself in several ways:

- ◆ Staff taking smoke breaks in the delivery bays behind the building.
- ◆ Guards in the stairwells, away from guests and other staff.
- ◆ Approaching staff earlier in the day and bribing or incapacitating them so they will not or cannot turn up for work.
- ◆ Confronting a guard or two who are blocking off booked floors.

#### **STAFF** ▲

The hotel staff – clad in smart but unremarkable uniforms – are a mixture of dedicated service industry workers and actors doing something straightforward while they wait for their 'big break'. They are watchful, and quick to attend to a customer's needs as soon as they identify it... often before a customer has expressed that need.



They are also warm and courteous to the public and their customers, always pleasant even at the worst of times. Unpleasantness is the responsibility of the security staff.

ATTRIBUTES							
STRENGTH		PHYSIQUE		ABILITY		AWARENESS	
7		7		8		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
8		8		6		10	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
1	-	-	-	1	-	1	1	2	1	1	-

**WOUNDS:** 3

**SOAK:** None

**ATTACKS:**

◀ **Unarmed Strike (melee):** 1+**T**2, 1H (+1 difficulty)

**GUARDS** ★

The guards are private security officers, employed directly by the hotel itself. They're well-equipped, openly carrying heavy-duty Bolter handguns and shock batons, and wearing the latest model of Capitol's Hardback personal body armour over smart hotel uniforms. They don't mingle with the customers unless absolutely necessary, preferring to stay back from the proceedings to observe quietly. Should a customer stray where they're not welcome, they quietly but firmly rebuke them. Unauthorised persons are dealt with more harshly, but they won't use lethal force unless ordered or directly threatened.

ATTRIBUTES							
STRENGTH		PHYSIQUE		ABILITY		AWARENESS	
9		8		8		9	
COORDINATION		INTELLIGENCE		MENTAL STRENGTH		PERSONALITY	
9		7		7		6	

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
2	1	1	-	2	-	1	1	1	-	1	1

**WOUNDS:** 6

**SOAK:** **Hardback Armour:** (Head 2, Torso 2, Arms 1, Legs 1)

**ATTACKS:**

◀ **M13 Bolter (ranged):** Close, 1+**T**5, Semi-Automatic, Unbalanced, Armour Piercing 1, Close Quarters

◀ **Shock Baton (melee):** 1+**T**5, 1H, Dreadful, Stun

### SPECIAL ABILITIES

◀ **Two Shots, Centre Mass:** When making an attack with a ranged weapon, a guard gains the Vicious (1) quality.

This approach also requires the player characters to find a way to hide whomever they have taken down for the duration of the following events. The less effort the player characters take to conceal their hostages or victims, the more Dark Symmetry points are added to the pool.

The gala ballroom holds 1,000 people, including guests and staff. Massive chandeliers glitter and glow overhead, and several bands have been cunningly positioned at far corners with acoustic dampeners so one can hear different styles of classical, light rock, or jazz depending on where they stand. Tables weighed down with succulent *hors d'oeuvres* line most of the walls, and a posh art gallery dominates the northwest corner, set up for people to stroll through at their leisure. A silent charity auction is ongoing throughout the evening, with the art on display – paintings, bronze and marble statues, and other metalwork mostly being the items up for bid. Space has been cleared for dancing near the classical music orchestra, though few are doing so. Maybe once people get a little more wine or cocktails in them....

**Note:** It is not necessary for all player characters to be present inside the gala, but at least one must get inside the main ballroom in order for the mission to proceed and offer any chance of success. If any public violence breaks out during infiltration attempts, or the player characters are unable to stop a guard or staff member from alerting the hotel to their activities, the event is evacuated and the mission considered failed.

### PHASE TWO: ON THE PROWL

Once the gala has begun, they have four hours in which to stop the switch. All they know are the targets' names and appearances. Now, rather than infiltration, they must identify the plot in play. During the gala, depending on what roles and positions they have assumed, they can either blend in with the staff or guests. Whatever their cover, they should make attempts to fit the image. Staff serve drinks and food, handle guest requests, and otherwise stay out from under foot. If they are approved as guests or under the guise of reporters, then they should be eating, drinking, and mingling, etc. Let the player characters get their bearings now that they have jumped one hurdle, and spend an hour, maybe two being part of the festivities while always on the lookout for their targets.

Eventually, the player characters spot their targets based on the photos Tanisha provided. The problem is, they do not know whether these are the real people or their body doubles. In fact, both Locksy and Sheller are their real selves at this time and their body doubles are in hiding. At any point, distinguishing between the targets and



their body doubles requires a Dire D4 Insight test after ten minutes of observation – the doubles are extremely good at their job, and cannot be picked out quickly.

If at any time the player characters choose to confront either of the targets and tell them the truth of why they are there, they are disbelieved and security is called on them – this adds three points to the Dark Symmetry pool. At that point, the player characters are forced to evade security and attempt to either hide and try again or overcome any hostiles without the violence causing a panic. If they are caught or chased out of the hotel, the mission is considered a failure. Locksy goes to his room where he is met by Sheller's double and captured. Locksy's double then arrives to wait for the real Sheller to deliver the false message.

However, the player characters should feel free to either converse with, eavesdrop on, or simply observe the two from afar in hopes of catching a clue. Here are a few things they pick up in each situation.

**OBSERVING:** In watching Locksy, he mingles throughout the evening, drinking and eating little, perusing the auction, and even sealing a bid in an envelope for a particularly violent painting of a battlefield. He does not spend much time with any one person or group, but holds brief conversations in which he says little before

moving on. While he appears comfortable in the crowd, he looks a bit distracted... almost nervous.

A successful closer observation (an Average D1 Observation test) can pick out two things. First, another man in military garb is always close to Locksy throughout the evening, no more than ten feet away at any given time. He does not talk to anyone, and is constantly checking out the area as if ascertaining any possible threats. This is Locksy's personal bodyguard for the evening, Captain Jonathan Kowalski. A player character should be able to walk close by him and get his name of his badge, but if they try to talk to him, he excuses himself and mutter about being on duty. At this point, player characters should be wondering whether this is the real Locksy, why he is acting nervous/distracted, and whom this other apparent soldier is. They can make plenty of guesses, but there is no way to confirm just yet.

The second thing a close observation can pick out actually lets the player characters pinpoint Sheller. Locksy keeps shooting looks over at one of the bands. Following his gaze (an Average D1 Observation test) leads the team to spot Sheller standing near the jazz band, smiling and shifting to the tune slightly. She looks a little more vibrant in real life than in her photo and seems to be truly enjoying herself, relaxed, and chatting at length with anyone around her.



High-society parties are glamorous – and dangerous – places.



The oddity here is that, a few times, Sheller looks around and meets Locksy's gaze. When this happens, he flashes her a grin and raises his glass to her, as if they share a secret of some sort. However, she responds to this gesture with a blank or confused look before returning her focus to the entertainment. They do not approach each other all evening or ever get close enough to talk.

**EAVESDROPPING:** Listening in on Locksy's conversations does not yield much fruitful information. In fact, if any of player characters linger too obviously around Locksy (especially under the guise of staff) for more than ten minutes at a time, they find themselves under the stern gaze of Captain Kowalsky, who asks in a gravelly voice if there is something wrong. The player character may then either reply in the negative and leave of their own free will, or they may attempt to convince the captain they need to speak to Locksy. Success requires a Challenging D2 Persuade test and they are immediately brought over to Locksy. Failure means the captain tells them to move along and that the Director is not holding business at the party. If the latter occurs, that player character remains under constant scrutiny and be unable to get near to Locksy again, and another player character is required to eavesdrop further. This also adds one point to the Dark Symmetry pool.

While attempting to eavesdrop on Locksy, at 11:30 pm he summons the captain to his side with a nod. A successful Average D1 Observation test will give this snippet of conversation:

*"Tell Nancy I'm in room #3014. I'll see her at midnight, as planned."*

He then drains his glass and leaves the gala. Captain Kowalsky lingers a few minutes, but makes no attempt to contact Sheller before following in Locksy's wake.

Listening to Sheller is far easier than with Locksy, but as she consistently stands near music, overhearing her requires a Challenging D2 Observation test. Even then, much of it is fruitless. Right around the time Locksy leaves, however, she glances at the ballroom clock and comments to whomever she is chatting with, saying:

*"It's been wonderful, but I've got to duck out to the office. If I don't get that report and speech ready by morning, I'll get stuck in front of a firing squad."*

At this point, she makes obvious preparations to leave and will not have received Locksy's message. She gets her fur-trimmed jacket from the coat check and heads for the elevators.

**CONVERSING:** Talking with either Locksy or Sheller does not avail much. As stated before, attempting to confront them with the truth has security on the team's heads in minutes and likely results in

mission failure. Both are absolutely trusting of their body doubles and the truth sounds too outrageous without any hard proof.

Even if a player character successfully engages Locksy in conversation, it is brief. Locksy does not provide any answers of substance and, after just a minute or two, excuses himself. Attempts to continue engaging him have Captain Kowalski making it clear to back off or else. If the player characters have not yet eavesdropped on Locksy, they can stay just in range to overhear his earlier comment to the captain before he leaves.

Talking with Sheller is similarly frustrating. She is far friendlier, but does not want to talk about business. She keeps things light and insubstantial, such as the latest film release or reports from the battlefield. However, if the player characters have not eavesdropped her, she can excuse herself from the conversation with the above line about needing to get back to the office for a late night of work.



### PHASE THREE: STAKEOUT & TAKEOUT

Depending on the player characters' positions and choices at this juncture, the final action can go a number of different ways. If it is logical based on their disguises or other methods of infiltration, the player characters may split up and pursue different avenues at once. Here are three primary ones and the observations or actions spawning from them:

**FOLLOW NANCY SHELLER INTO THE ELEVATOR:** Doing so shows any player characters that she hits the button for the lobby, apparently being truthful in her intent to leave. The player characters can then choose to travel all the way to the lobby with her or get out on the thirtieth floor, where Locksy is apparently waiting.

**BE WAITING IN THE LOBBY:** If no one got in the elevator with Sheller, but a player character is keeping an eye on things in the lobby, they see her emerge from the elevator just minutes after she leaves the gala. This once again asserts her truthfulness and suggests she is the real Nancy Sheller. At this point, if anyone followed her all the way to the lobby or was waiting there, they see a strange exchange.

A man dressed as hotel staff approaches and hands her a large manila envelope with a note clipped to the outside. She looks bewildered but, after reading the note, frowns back at the elevators and walks that way instead of leaving. She can again be followed into the elevator up to the thirtieth floor. She is too flustered and distracted at this point to be aware of those riding with her, but there is not be enough time to confront her and explain what is happening before they reach the floor.



**GO DIRECTLY TO THE THIRTIETH FLOOR:** The thirtieth floor has not been entirely booked and is not off-limits. However, when the player characters round the corner towards room #3014, they see Captain Kowalski standing outside the door. The player characters can make any sort of attempts to walk by and surreptitiously try to hear if anything is going on inside the room. Kowalski tracks their every step. If they attempt to approach him and bluff him into talking to Locksy, he denies the Director is there.

At this time, the player characters should be converging on the thirtieth floor, either ahead of Sheller or right along with her. Either way, her body double will already be in Locksy's rooms and has subdued but not yet killed him. He is drugged, gagged, and bound in the bathroom. Locksy's body double has taken his place and is just waiting for Sheller to arrive.

If the player characters hang back and just watch and wait, observing from cover down the hall, Sheller approaches Kowalski and attempts to give him the envelope. As she turns to go, though, he grabs her arm, opens the hotel door, and flings her inside. This is one method of instigating the final confrontation, for if the player characters wait any longer, the Heretics finish their work.

The other method of sparking the confrontation is if Captain Kowalski grows suspicious of the player characters. In that instant, he draws a silenced semi-automatic pistol and begins firing. This occurs if:

- ◆ He sees them coming as a group behind Sheller. Sheller will be struck first in the arm and drop to the floor, not yet mortally wounded.
- ◆ He recognizes any player character from confronting them at the gala.
- ◆ The player characters persists too much in trying to talk to Locksy before Sheller arrives.

### KOWALSKI ☹

It is not entirely clear who Kowalski actually is. A thorough search of his background reveals that this identity is a façade, constructed to allow the man access to the rich and powerful. He is careful with the Gifts he has been granted, using them only sparingly to reduce the chances of detection by the Inquisition.

ATTRIBUTES			
STRENGTH	PHYSIQUE	AGILITY	AWARENESS
9	9	7	10
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
8	9	11	10

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	-	2	1	1	1	2	1	1	1



Many Heretics are most dangerous when cornered...



### WOUNDS:

- ◀▶ Head 3
- ◀▶ Arms 4
- ◀▶ Serious 6
- ◀▶ Mental 11
- ◀▶ Torso 8
- ◀▶ Legs 6
- ◀▶ Critical 4

**SOAK:** Ballistic Nylon Suit, Light Military Shoulder Pads: (Head 1, Torso 2, Arms 1, Legs 1)

### ATTACKS:

- ◀▶ **M8 Slingshot (ranged):** Close, 1+**T**5, Semi-Automatic, 1H, Close Quarters, Hidden 1
- ◀▶ **Dagger (melee):** 1+**T**4, 1H, Armour Piercing 1, Hidden 1

### DARK SYMMETRY SPENDS

- ◀▶ **Heretic of Semai:** Kowalski is an agent of strife and discord, empowered by Semai to weaken the foundations of society and spread unrest. He has the following Dark Gifts: Dark Curse, Obfuscation, Pluck Mind, Snare the Unwilling Mind, Symmetry Burst, and True Fear.

Kowalski does not stop shooting or attacking until he is killed or knocked unconscious, and he will start employing Dark Gifts if the situation turns against him. The player characters must force the door open to engage the Heretics inside. By this point, it should be obvious the woman in the room is Sheller's body double, however the player characters cannot be certain if the man they are seeing is Locksy or not. Sheller's body double makes the situation worse by pulling a gun on "Locksy" and telling the player characters to stay back or she will kill him.

If the player characters attempts a Challenging D2 Observation test, two things can clue them in to the truth. First is a pained moan heard from behind the closed bathroom door, suggesting the real Locksy is in there. Second is the fact that while his jacket is identical and bears all the same medallions as before, the golden eagle pin is missing, suggesting this man did not attend the gala.

### HERETIC BODY DOUBLES ★

ATTRIBUTES			
STRENGTH	PHYSIQUE	ABILITY	AWARENESS
9	7	10	8
COORDINATION	INTELLIGENCE	MENTAL STRENGTH	PERSONALITY
9	8	8	9

FIELDS OF EXPERTISE											
COMBAT		FORTITUDE		MOVEMENT		SENSES		SOCIAL		TECHNICAL	
EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC	EXP	FOC
3	2	2	-	2	1	1	1	2	1	1	1



## CHAPTER 13

### WOUNDS: 6

**SOAK:** None

### ATTACKS:

- ◀▶ **M8 Slingshot (ranged):** Close, 1+**T**3, Semi-Automatic, 1H, Close Quarters, Hidden 1
- ◀▶ **Dagger (melee):** 1+**T**4, 1H, Armour Piercing 1, Hidden 1

### DARK SYMMETRY SPENDS

- ◀▶ **Heretic of Semai:** The Heretic Body Doubles were initiated into the Darkness by Kowalski, and they are eager devotees. They have the following Dark Gifts: Dark Curse, Snare the Unwilling Mind, Obfuscation.

After both Heretic body doubles are killed or subdued, the player characters can tend to Locksy and/or Sheller to ensure they survive. If Sheller got winged by Kowalski in the hall, she requires medical attention but can be stabilised with an Average D1 Treatment test. Either way, remind the player characters that the gunfire and screams have alerted nearby guests who have called security. Guards will arrive on the floor in minutes. Their only saving grace is that Kowalski disabled the surveillance camera along this particular hall earlier, and so security does not know what the hostiles look like or what route the player characters take to escape.

Make the escape as easy or difficult as preferred. They can take the elevators or stairs, make it to the lobby, or be confronted by guards along the way. They can shoot their way out, bluff, or intimidate any opposition they encounter, especially if they have more numbers. It can be a cakewalk or a shit show.

### WRAP-UP & REWARDS

If the player characters get away with their hands clean, and they have not been identified, they can return to Tanisha the next day. If they have been identified to any degree, they need to lie low for a week and let the heat blow over before media focus turns away from the scandal. Whenever they make it to her office, she reacts accordingly to however the operation went, lauding them if it went perfectly, being disappointed if one target died – gravely so if it was Locksy. If both targets died and were replaced, she is furious and demands they get out and never return. If they do not comply, she threatens to blackmail them with evidence of their involvement.

The rewards are solely monetary, as established during their talk with Chevy at the start of the mission. If they succeeded and well, Tanisha promises future work and that she will get them in touch with other potential clients who could use their services....

Each player character receives 400 experience points for each session this adventure took to complete.



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