

PLANET SOURCEBOOK



FROM DREAM POD 9

★ **JOVIAN**
CHRONICLES





► DREAM POD 9

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"From afar, Venus is veiled, mysterious, and perplexing. On closer inspection, its human workings are much the same. The difference is that the former is a wondrous work of God, meant to fill our hearts with awe, while the latter is a work of Man, meant to empty our coffers of money."

— SolaPol Director Janus O'Grady, 2212

THE NEW EARTH ◀

Venus, called the Veiled Planet for its enveloping sheath of corrosive acid clouds, has been a corporate planet since the very first days of terraforming. Private Earth-based companies funded the project to put colonies on Venus, hoping to reap huge long-term profits from the governments of overcrowded nations. The most ambitious and adventurous employees volunteered to crew the first few space stations and ground structures, hoping that the harsh workload of the Venus project would prove to be a fast track to high executive positions. For decades, Venusian culture maintained an odd stability, with veteran employees returning home to Earth, only to be replaced by a new horde of eager young go-getters. Thoughts of rebellion or independence were nonexistent; even after the surface colonies became self-sufficient, attracting the first groups of permanent residents, the perception of Earth as a “company headquarters” remained.

Modern Venusian culture often seems to foreigners to be an eccentric combination of workaday drudgery and frenetic playtime energy. Venusians are expected to work hard, for the sake of both the company and their own careers, but it is also considered healthy for a Venusian to maintain a relaxed, cheerful outlook. This attitude, originating with the first, civilian-run colony stations, pervades every aspect of Venusian life, often even in the direst or bleakest times.



Only at the highest levels of the corporate structure do the Veiled Planet’s true goals become apparent. Although the various zaibatsu may squabble amongst themselves, they are unified in their desire to acquire the entirety of human society as assets, resulting in a techno-feudal society in which they will have all the fun and none of the hard work. The workability of such a system is amply demonstrated on Venus itself; after generations of careful social and corporate engineering and integration, most of the population is not only content, but actually *honored* to give their life’s work to their company and, in turn, to its board of directors.

The system-spanning power of the Venusian corporations stems from the days of newly resumed contact between planets, when the Venusians, tempered by constant competition with their home and each other, found easy prey in the other Solar Nations. Their shrewd negotiating, marketing and planning skills earned them shares of other nations’ markets that they have never given up. The governments of the other solar nations found the Venusians’ invasive business strategies distasteful and ignoble, but at the consumer level, Venusian companies won many loyal customers.

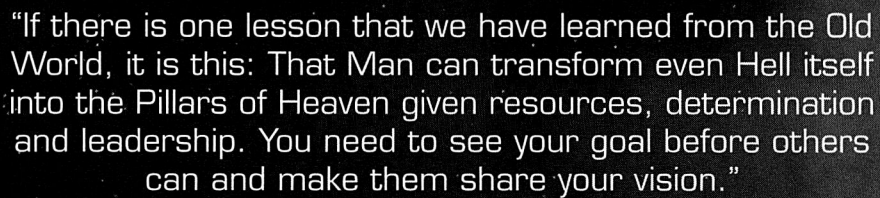
The directors of the corporations are mindful of the political and economic setbacks that have occurred between 2210 and 2212, but they are not overly concerned. The governments of the Solar nations have never been effective in curbing Venus’ growth, and measures are being taken to reduce the infighting within Venusian ranks. To the directors, the road may be a bit longer, but the path is still clear.

BOOK CONTENT ▼

Chapter 2, *History*, provides a history of colonized Venus, along with some of the most recent developments. Chapter 3, *World Cyclopedia*, contains an introduction to the physical and geographic aspects of the veiled planet, followed by an overview of the culture and society of those who live on its surface. That chapter also outlines settlements both in orbit and on the planet’s surface. Chapter 4, *Known Organizations*, delves into the secrets of the most aloof corporations in the Solar System. Local organizations, including political entities and the military, are also covered in some detail.

Chapter 5, *Mechanical Catalog* presents game stats and extensive background information on the vehicles and drones used by the Venusians (this complements the data presented in other books, such as ***Ships of the Fleet: Venus***). Finally, Chapter 6, *Game Resources*, provides some notes for Gamemasters and players for running a Venusian campaign or character, as well as four character archetypes and stats for the Venusian fungal symbiotes.

1.1.1
end of section 1.1 the new earth



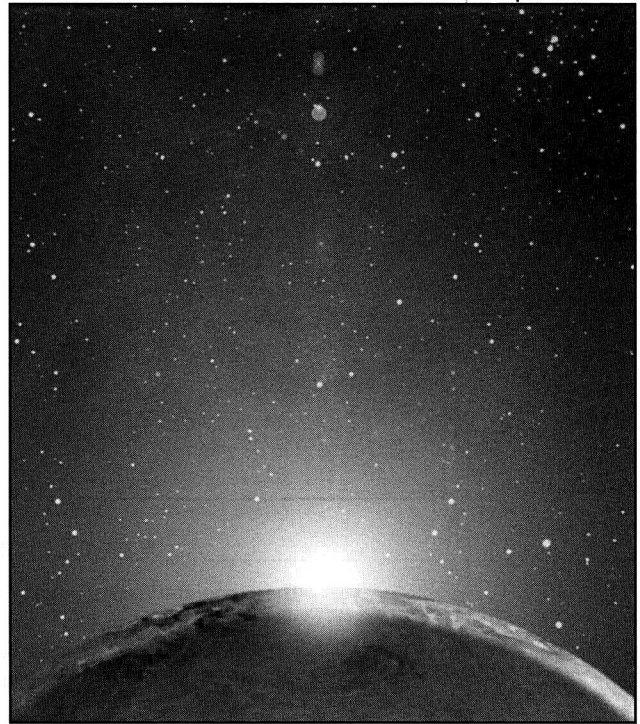
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INTRODUCTION ◀

For centuries, millennia, Venus existed in the minds of astronomers and worshippers alike merely as a bright pinpoint of light. The empires and peoples of Asia named it, fittingly, the Golden Star, for its brilliance and prominence in the sky. It was not until the Industrial Age, however, that human innovation gave a face to the moniker. Even then, when powerful telescopes finally peeled back the great expanse of emptiness that lay between Earth and its sister planet, they revealed only a shrouded globe, its surface secreted behind thick clouds that never parted. Venus became the Veiled Planet, the subject of wild speculations of lush jungles, bizarre civilizations, and untold wonders.

In the twentieth century, humanity, with curiosity driven by ideological conflict, sent robotic probes to explore and investigate. They soared through the emptiness between the worlds, plunged through the murky depths, and laid bare the true nature of Venus: Death. An empty wasteland devoid of all that idle romantic speculation had placed there; a nothingness more horrid than the hottest, driest desert.

When man finally came to Venus himself, he brought with him all that he had seen there — and the reality he crafted mirrored the dead expectations that he brought. Today, Venus is still a place of death, awaiting the day when life will blossom in its soil. But it is also a place of beauty — of startling vistas crafted by nature and breathtaking cities constructed by Man.



FIRST CONTACT ▼

Venus was one of the primary targets of the early space exploration efforts, and was the first major planet whose surface was visited by a man-made object. Over two dozen unmanned probes — including the Veneras, Mariners, and Magellans — were sent to the planet in the century prior to the Colonization Age. The primitive, Terran-bound observation methods which had previously been used to observe the second planet suggested that Venus and Earth had been cut from the same cloth (sharing, for example, a similar size and orbital path). Indeed, they had, but the results had been very different, and the new probes provided Mankind with its first accurate picture of this alien world.

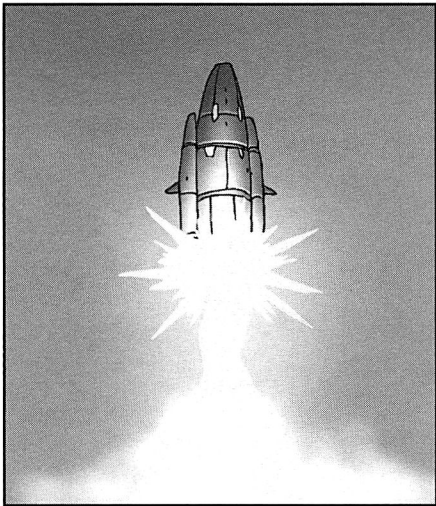
When the Solar System first formed, Earth and Venus both coalesced out of the stellar debris. Gravitational forces fused unimaginable masses together, and the resultant release of energy was hot enough to turn planetary cores into molten rock. For millions of years the surfaces of both planets were in constant turmoil, wracked by volcanic upheavals the like of which would never be seen in the Solar System again. From the surface, this heat dissipated into the atmosphere, triggering a run-away greenhouse effect — trapping even more heat within the planetary system. Slowly, over spans of geologic time which make human civilization seem like the blink of an eye, only Earth's distance from the Sun allowed it to cool and develop into a life-giving world.

But Venus, closer to the star and thus absorbing more of its heat, never escaped the cycle of heat death. Her tiny comet-borne oceans boiled away. Her surface burnt. Her atmosphere choked on layers of poison clouds. The new picture of Venus stripped away the mythical jungles and oceans, revealing a parched, lifeless, super-heated world. Disappointed with the last broken hope of an Earth-like paradise, man turned away from Venus for nearly a century.



2.1.2

▼ STAR-BOUND



With the successful development of fusion power, comparatively cheap launch mechanisms, and skyhook technology for use in Earth's upper atmosphere in the early 21st century, space became more accessible than it had ever been before. At first, these new capabilities were only used to send dozens of unmanned probes to the farthest corners of the Solar System in the pursuit of scientific knowledge, but it was not long before man's attention turned to the skies and his age-old dream of living among the stars reawakened.

The first permanent moon base was established in 2024; with the psychological barrier of the upper atmosphere broken, it was not long before a cascade of colonization efforts were under way. In 2030, an extensive construction project began on orbital stations around Earth, and this was quickly followed by the establishment of new planetary colonies: Mars in 2033; Mercury in 2034; and even the Jovian system in 2037. A new age had begun.

2.1.3

▼ ECOLOGICAL CALAMITY

The corporate-funded mission through which the first Mercury base was established was an ambitious endeavor, designed to earn back its founding costs by combining a wide variety of different projects, from scientific studies to industrial mining. As a result the mission, and the base, were named Nobel, in recognition of the awards which had long represented every branch of science.

A good example of the synergy which could be achieved were the solar sail test shots which were initiated in the project's first year: Mercury was already equipped with massdrivers used to ship raw material from the mines back to Earth and the other colonies. During downtimes, these would be used to shoot mining wastes towards Venus, whose gravity well served as a sort of interplanetary trash can for the material, so that it wouldn't pose a navigational threat to space lanes in the future. These experiments would continue until 2065, contributing to a gradual improvement of solar sail and autofac technology throughout that period.

The test shots may have made good economic sense, but they also led to a bitter divide in the scientific and political communities: Accusations of interplanetary vandalism were made, while serious questions remained as to the ethical implications of the project's destructive side-effects. The dispute eventually led to a United Nations investigation, but this was eventually laid aside before reaching any serious conclusion. In the end, those who opposed the project were powerless to actually take action — there was nothing that anyone could do to stop the Nobel experiments.

◇ GREENHOUSE EFFECT

As the years passed, though, a most remarkable change took place on Venus: The atmosphere of the planet began to clear up. Although startled at first, it wasn't long before the scientific community found an answer: Venusian climate models had long hinted at the possibility of an instability in the planet's atmospheric chemistry. Now the test shot packets had delivered millions of tons of reactive "waste" metal from Mercury, such as magnesium and calcium (both of which were actually quite useful). These metals had reacted with the heavy carbon content in the atmosphere, causing it to fall to the ground in the form of carbonated rock dust. The result was a minor drop in the average Venusian temperature, but even this small change was enough to trigger an instability and jump-start a cycle of global cooling.

Although certain fringe elements of the environmentalist movement continued to fret over the radical changes being inflicted on Venus' natural order, these new developments created a host of new opportunities, allowing scientists to make detailed studies of atmospheric change. Much of this research was immediately applied towards optimizing the Martian terraforming project. Unknown to most, the results would later be used in furthering the terraforming of Venus itself.

PROJECT: NEW EARTH ◀

*It is a sad, cruel trick that Fate has played;
 That while the lights of Heaven shine so bright;
 The lights of Earth are dimmed and frayed.*
 — Source: anonymous poem, 2079

In the late 21st century, as man’s dreams seemed to be reaching fruition in space, conditions on Earth were rapidly deteriorating. Even with thousands of colonists leaving every day for the new colonies, Earth’s population was soaring wildly out of control — threatening, at one point, to break the 20 billion mark. In addition to the host of sociological problems this caused, the biosphere of the planet, placed under considerable strain by the demands of this large population, was in an ever decaying downward cycle. Energy demands were stripping the planet of power-sources, the ozone-layer had been depleted to dangerous levels world-wide, and extreme environmental conditions battered away at human habitation.

In the 2080s, of course, these pressures would cause the collapse of several nations. The resulting political chaos would give rise to numerous wars and balkanization. As the basic infrastructure necessary to maintain society began to collapse, plagues and poverty alternated in ravaging entire populations. Eventually all of this would end in the Fall, and Earth would enter a long, dark age. But fifteen years before any of this happened — in 2065 — there were many who could foresee, in the growing number of stresses being placed on Earth’s civilization, the troubling times ahead.

A DARING IDEA ▼

On March 1st of that year, President Amanda Shinohara of the Boeing-Mitsubishi Corporation called together a secret consortium of business leaders to propose a radical solution to an inevitable problem: to use the improving conditions on Venus as a springboard to full-scale terraforming of the planet, with the goal of transferring their collective assets wholesale to a new world.

The immense cost involved in the proposed project would have been prohibitive if its only purpose was to serve as an escape valve against a theoretical catastrophe. In truth, though, the proposal carried with it a number of ancillary benefits, such as the vast deposits of untouched and unclaimed mineral wealth on Venus; the lack of strict environmental regulations like those which had been made into law on Earth; and, last but not least, the ability to dictate and create an economic environment primarily favorable to the interests of corporate policies.

Mixed with a growing sense of desperation as Earth fell apart around them, the business advantages of controlling their own planetary playground provided just the right amount of potential gains to make Shinohara’s proposal appealing to these business executives. Although an official announcement was not be made, Project New Earth had begun.

PRESIDENT AMANDA SHINOHARA ☆

Amanda was a child of two worlds all her life. Born to Shinohara Akira, a Japanese businessman, and Jessica Westing, an American CEO, Amanda spent much of her childhood shuttling back and forth between the homelands of her parents, struggling to find an identity which could reconcile these two alien environments. In the end, she emulated her parents in finding business as a point of commonality between the two cultures, and promptly sought excellence in it as a way of finding excellence in herself.

Amanda met her goals by always seeking the answers to the biggest, most complicated problems she could find — answers which, by the nature of the problems which defined them, had to be immense applications of creative and logistical thought. It was almost natural, therefore, that she should be the visionary behind the ambitious Project: New Earth. To not only foresee the crisis of the Fall years before the final precipice was reached, but to also conceive a solution of such epic proportions, speaks to her credit as one of the greatest thinkers of all time. All Venusian society — all humanity — is indebted to her legacy for this, if nothing else.

But, in fact, Shinohara’s contributions to mankind were far from over with the completion of Project: New Earth. She would go on to play an integral role in— [END SELECTION]

— Source: Excerpt from the conclusion to **The Shinoharan Legacy**, biography, published 2199, Venus Free Press

2.2

2.2.1

PERSONALITIES



◇ ENGINEERING CONSIDERATIONS: ATMOSPHERE

Terraforming is a long term process, and one that brings about considerable challenges. Venus presents a number of characteristics that make it unsuitable for human life, and thus must be addressed. The key words are automation, economy of scale and local use of resources — else the terraforming is just too expensive to be worth it.

The main problem with Venus is the veil of gas that surrounds it at a pressure of ninety Earth-atmospheres. It is composed mostly of CO_2 , which, on Earth, is locked in carbonated rocks — mainly limestone — by the continued actions of the oceans. Venus lost its liquid water early on (if it ever had any to start with), creating a steamy atmosphere, which further contributed to the elevation of temperature. Before long, all the water molecules had broken down, allowing the hydrogen to escape into space and the remaining oxygen to be locked as carbon dioxide, acting as a greenhouse gas.

The first step of the terraforming process is thus to get rid of the excess CO_2 . It cannot simply be reacted with the ground — the ambient temperature is too hot, and several million tons of dirt would need to be moved about. Likewise, asteroid-borne water cannot be used to lock the CO_2 ; it will just evaporate and further contribute to the greenhouse effect. The CO_2 cannot be metabolized just with genetically-engineered heat-resistant plants: once the latter die, all that will be left behind is a hundred meters layer of carbon dust and sixty atmospheres of oxygen, both of which will react to form CO_2 instantly. The atmosphere cannot be compressed and shot into space: Venus' gravity well is just as deep as Earth's.

The early massdriver tests from Mercury showed the way: precipitating the CO_2 out of the atmosphere by reacting it with something else, then using the methods above to capitalize on the cooling cycle thus triggered. The magnesium and calcium locked in the rocks of Mercury can easily react with the CO_2 and lock it into carbonated dust, which then falls to the surface. While seemingly easy to do, this process requires considerable resources: once the project is complete, the equivalent of a 1000 km sphere of metal will have been required to lock all the CO_2 present in Venus' atmosphere.

◇ ENGINEERING CONSIDERATIONS: RESOURCES

Terraformation would simply not be possible without automation and economy of scale. Autofacs, working without supervision and maintaining themselves through sophisticated programs, were first seeded on Mercury. Using local magnesium or calcium (extracted by brute force from melted ore stock, thanks to the huge solar power source nearby), these built simple solar sails that were put in orbit by massdrivers, an operation made possible only by the lack of atmosphere.

The sails would then make their way to Venus where they performed tricky orbital maneuvers to shed their velocity (dropping directly in the atmosphere would have added frictional heat to the planet, which is contrary to the goal). Specialized skyhooks would then disassemble them and disperse the material into the atmosphere to gobble up a few molecules of CO_2 .

◇ ENGINEERING CONSIDERATIONS: HEAT

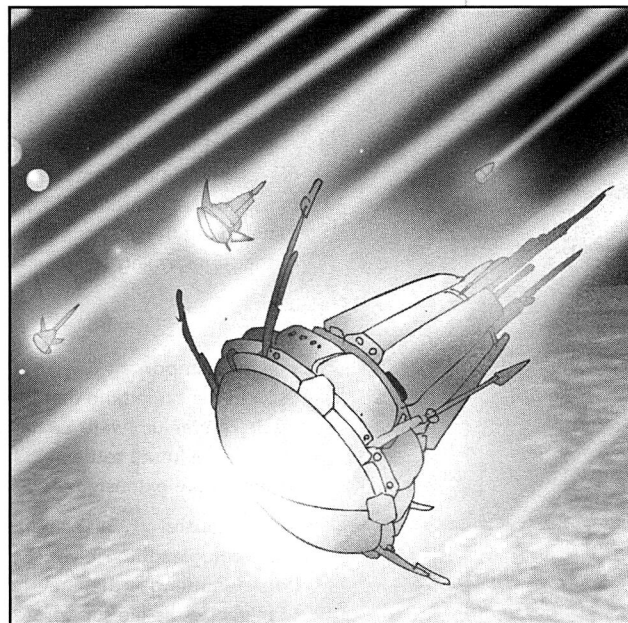
Heat is another major problem. Beyond being high enough (at least in the beginning) to turn lead into liquid, it is making the atmosphere-locking operations harder and slower. To reduce the infrared intake of the planetary system, Venus is shielded by orbiting shades, which are self-supporting, super-thin solar sails orbiting at equilibrium points. Meanwhile, the heat of the crust is thus radiated away through huge heat sinks dispersed all over the surface, many standing as tall as an old-fashioned skyscraper. These need to be constantly monitored to avoid undesired thermal gradients which, left unchecked, often degenerate into terrible earthquakes as the crust attempts to balance the thermal load.

Current (2212) estimates show that at least 500 years will be needed to get the average temperature substantially under 100°C . Some form of active control, such as the orbital shades, will always be needed, but in about 1000 years the Venusians will inhabit a nice Earth-like world.

CHANGING A WORLD ▼

In the early months of 2070 — after five years of careful planning, research, and preparation — Boeing-Mitsubishi took the first true step toward the realization of Project: New Earth by launching ten rockets from their orbital facilities. This event was covertly hyped in such a way that its true intent remained concealed, while its existence was public enough as to make its mysteriousness noteworthy. It was easy enough for other organizations to realize that the projected trajectories of these rockets would bring them to Venus, but Boeing-Mitsubishi steadfastly refused to comment on the reasons for the rockets being sent.

Three weeks later, in a similarly staged event, the Belt-based Westmuller, Ltd. mining company dispatched a fleet of robot OTVs to the Stanton II comet. The tugs proceeded to alter the comet's course on another intercept trajectory with Venus. Again, no explanations were offered. The similarity of the two events led many to the conclusion that the two were connected in some way (a fact which would later turn out to be true). In turn, this led to a series of rampant speculations as to what their common purpose could be. Eventually, though, in the absence of any definite answers or clear dangers, the subject slowly faded from the public consciousness.



Two years later, though, on March 1st, 2072, an answer was given when Amanda Shinohara officially announced the existence of Project New Earth and briefly outlined the planned course of Venus' terraforming. On that same day, the seventh anniversary of the original meeting of the New Earth Consortium, Boeing-Mitsubishi's rockets plunged into the Venusian atmosphere and released their cargo of genetically engineered bacteria and algae. Some of these were derived from Martian designs, and their anabolic processes promptly began processing the air and soil of Venus' poles to make them compatible with Terran needs. Other strains were specifically designed for other ends unique to Venus, most notably a variety of bacteria which interacted with the magnesium/calcium waste bricks sent from Mercury, speeding up their breakdown and interaction with Venus' atmosphere (freeing oxygen and binding carbon to the surface).

THE VENERA STATIONS ▼

For more than two years the microscopic wonders were left alone on Venus to tend to their work, even though preparations were continuing apace on the terraforming project as a whole. Finally, in late-2074, the Stanton II comet arrived and was carefully guided into an easily accessible orbit around the planet by its OTV guides. A few months later, in early 2075, the first vessels in an expansive fleet of support and construction ships (launched by Boeing-Mitsubishi shortly after the official announcement and funded in concert with the other members of the Consortium) began to arrive.

Using the comet as a refueling station, these new arrivals immediately began work on the Venera Stations, a set of colony cylinders named after the Russian landers which, in the late 20th century, were the first man-made objects to ever touch the surface of Venus. The Veneras would serve as the "first step" to the planet below — a base of operations for the future efforts which were to come. The first of these were finished by the end of the year, and by the year 2080 they were capable of supporting up to five million people, albeit in crowded conditions.

THE FIRST CORPORATIONS ▣

Although over two dozen corporations were members of the New Earth Consortium, five corporations in particular dominated the consortium's affairs: Boeing-Mitsubishi, Westmuller, Fujikama, Tokai, and Taikatana. Each of these corporations sponsored and, in turn, managed one of the first five Venera Stations. To this day, although many of them no longer exist (or exist only as subsidiaries of other companies), they are known all across Venus, and are commonly referred to with respect as the "First Corporations."

2.2.3

HISTORICAL FACTS

▼ MOTES IN THE SKY

Before the first Venera Stations were even finished, a number of second-stage projects had begun, using the autofacs and other facilities made available on the partially completed structures. The earliest of these were the assembly lines responsible for the construction of specially designed skyhooks.

Thousands of these skyhooks were placed in the upper atmosphere of Venus over the next fifteen years, and are maintained even today. They serve a variety of purposes in the terraforming process: initially used to refresh and supplement the supply of genetically engineered organisms, they have also been equipped with masscatchers to intercept packages sent from Mercury, process them, and spread metallic dust to continue thinning out the CO₂ content of the atmosphere. Eventually, the same system will be used in the final stage of the terraforming as an integral part of the effort to bring water to Venus.

▼ TITANIUM DOMES

The most important project for the new colonists was the building of new homes on the planet's surface. Around the same time that the skyhook network was being established in the air, massive fin-like structures made of titanium were being delivered to the ground. Placed at strategic locations around the projected locations of future settlements, these giant "fins" acted as heat sinks, cooling Venus' smoldering surface and making more extensive construction possible.

In 2079, as the ground stabilized, autofacs and engineering teams were sent to these sites to begin work on the arcologies themselves. By 2086 the first of these was nearing completion, and thousands of workers began shuttling to their new homes. Most of the time, personnel was brought in cold storage/artificial coma to minimize the life support requirements; fittingly, for a corporate culture, people were packed up as tools and moved to the new location.

These early arcologies were relatively small by modern standards, capable of housing only around two million people in very cramped conditions. Today, however, these same arcologies have been vastly expanded and still serve as a core of Venusian culture and society.

Shinohara: this was the first of the arcologies, and has always prided itself since then in being the largest and (in the minds of its citizens) the best. Located in the northern hemisphere, it was funded entirely by Boeing-Mitsubishi, and was named after President Amanda Shinohara. The arcology acted as the primary center of coordination during the completion of Project: New Earth, and, as a result, has always been considered a sort of de facto capital of Venus, even when that was not technically the case.

Tokai: named after its parent corporation and family owners, Tokai was the smallest of the original cities. Tokai Akima, the President of Tokai Technologies at the time, renamed the Maxwell Montes after his family and insisted that the arcology be built atop the newly-christened Tokai Montes. This noteworthy location caused many hardships and setbacks during the arcology's construction.

New Berlin: the first arcology established in the southern hemisphere, the opportunity to build New Berlin was a large part of the price demanded by Westmuller, Ltd. — the company responsible for bringing the Stanton II comet to Venus — for their participation in the New Earth Consortium. New Berlin has always been somewhat unique on Venus because of the Germanic influence of its parent corporation.

Anya: the Anya arcology was named in tribute to the daughter of Taikatana's CEO, who was tragically killed in an accident aboard one of the transport vessels carrying colonists to Venus in 2077. As a result she has become symbolic to the people of Venus of all the lives which were lost to make the dream of a new world into a reality, a reputation which was heightened by the eventual fate of the Anya arcology.

Nishiyama: this corporation was the result of a collective effort by several of the smaller corporations in the Consortium. Unhappy with the way the First Corporations had used the influence given to them by their control of the Venera Stations, these junior members in the Consortium were determined to have an early foothold on the planet's surface. Their efforts were met with mixed results. In the short term, their control of Nishiyama did help make their voices heard. In the long run, though, their collective stake in a single community would eventually turn them against one another, and weaken their position in the bigger picture.

THE BIRTHING ◀

On September 3rd, 2085, the cargo ship Enrico Hernandez entered Venusian space. Crammed full with refugees from Earth, they begged asylum. After lengthy deliberations, the New Earth Consortium agreed to their request, and for the first time Venus became home to colonists other than employees of Consortium corporations. At the time the event was given little importance, but history has assigned this date a special significance: the Birthing had begun.

Over the next five years, an increasing number of refugee ships would come to Venus, and by 2090 the colony's nascent resources were already becoming stretched thin. The planet's total population had reached 20 million — with approximately 9 million in orbit and the first five arcologies seemingly pushed to their limit with 11 million. However, the Consortium's planners had actually taken this possibility under consideration, and things seemed well under control.

Then came the Fall.



DESPERATE TIMES ▼

In the space of a few short months, a virtual armada of ships arrived in orbit, each carrying dozens or hundreds of hungry, desperate people. Venus turned none of them away. The population soared to 35 million in less than a year and a half, while hundreds of thousands died of starvation and sickness. Where resources had seemed limited before, now they were practically nonexistent.

In this crucible of crisis, the Venusian people were forged anew. A common bond of desperation created a new culture, formed upon the values of community spirit, colonial practicality, dedication, and mutual respect which were the necessary components of survival. Twelve generations later, the decades-long struggle of the Birthing remains the bedrock on which Venusian society is built.

Note: based on information in its possession, SolaPol now believes it likely that the business powers in control of Venus at the time of the Birthing may have deliberately manipulated events to serve their own ends. Several instances of particular crisis were apparently instigated or heightened by Consortium actions, possibly with the intention of using the situation as a cultural unifier. This is not widely know, however.

SHENG MAI (2023-2105) ☆

Sheng Mai was born on Earth, in Japan, during the earliest days of the Colonization Age. He grew up along with mankind's dreams, and like many his heart was captured by the unrealized potential of the worlds beyond his own. Details of his childhood are largely unknown, but it is known the young Sheng Mai showed no signs of the exceptional qualities which would later make him famous among the people of his adopted home. Instead, Sheng became an unassuming middle-level manager at Taikatana.

When Project New Earth was announced, though, Sheng was one of the first volunteers, and his early involvement in the project led to a number of promotions. By the time he retired in 2090 at the age of 67, he had become a junior vice president in the company as a result of his efforts, although he never achieved a position of key importance. It seemed that Sheng Mai had been nothing more than a minor cog in the great scheme of things, and his time was now done.

Two years later, though, in 2092, Sheng Mai published *The Blackened Wing* — a collection of philosophical thought and poetry. In the book Sheng expressed a lifetime of experience, capturing the heart of the Venusian experience and then turning his eye towards the future. *The Blackened Wing* was, in essence, a profound realization of Venus as it was, and a blueprint for a Venus which did not yet exist. Sheng Mai would never publish another piece of writing, opting instead to spend the rest of his life teaching small groups of dedicated students, but his immense impact on the future of the planet had already been made. Today he is considered the father of Venusian culture, and his thoughts remain the primary basis for the corporate model on which that culture is based. *The Blackened Wing* remains a work which every Venusian reads.

T.E.2

PERSONALITIES



2.3.2

PERSONALITIES

end of section 2.3 the birthing

THE VENUSIAN BANK

An historical footnote of some importance is located during this time period: The Venusian Bank was founded in 2095. One of many financial institutions founded to fill the hole left by the loss of Earth, the Bank was not initially a very successful enterprise. Starting in 2120, however, the Bank began to flourish under a series of brilliant leaders. It would eventually acquire or destroy its primary competition, in turn giving it an important point of leverage in eventually coming to dominate the Venusian economy.

THE SECOND ARCOLOGIES

Suffering from the pains of the Birthing, Venus, like the rest of the Solar System, turned inward — consumed by its own needs. Slowly, though, progress was made. The death count dropped propitiously, production and distribution of food and water was normalized, the existing arcologies were expanded and new arcologies were built.

Of all these efforts, it is the last one which captured the imagination of the Venusian people and served as the focal point for their common struggle. The cities built throughout this period symbolized the dreams of a better life, and came to be known as the Second Arcologies. The last of these, Tasho, was completed on June 7th, 2110, an event which has been used to historically mark the end of the Birthing (specifically because the Tasho Immigration dropped the population levels of the other arcologies below their designed limits for the first time since the Birthing began).

The Venus of 2110 was a very different planet than the Venus of 2085. The planetary population had grown to an astounding 60 million people. The New Earth Consortium had been disbanded in 2100 and replaced with a new Planetary Council. The founding corporations which remained had largely diversified into their own arcologies, but were also beginning to discover that native-born companies could provide fierce competition in their own right.

In general, though, as the planet emerged from the Birthing, a sense of normalcy began to set in. The people of Venus no longer thought of themselves primarily as colonists or refugees, but as Venusians.

☆ TZEN MING-SHANG (2075-2149)

Tzen Ming-Shang was one of the most noteworthy members of the Birthing Generation, that unlucky group of children forced to come of age during Venus' hardest hours. Even with the relative protection afforded him as the youngest son of Tzen Han (the influential business leader who founded Han Tzen Industries), Ming-Shang's early years were marked by the hardships of the time. When he turned sixteen, Ming-Shang began wandering from one lifestyle to another — searching for answers he couldn't find in the constrictive world presented to him by his family. He would disappear for weeks or months at a time, resurfacing only briefly before departing again.

This pattern abruptly changed in 2095 when he discovered *The Blackened Wing*. Intrigued by Sheng Mai's philosophy, and its meaning for life on Venus, Ming-Shang quickly dedicated himself to the "Master's" teachings. Within a few short weeks he had gained entrance to Sheng's select body of students, and for the next five years would apply himself diligently to studying Sheng's lessons. During this time Ming-Shang came to be recognized as Sheng Mai's star pupil. As the popularity of *The Blackened Wing* and Sheng Mai rose, Ming-Shang rose with them.

Then, in 2100, Tzen Ming-Shang abruptly broke from his teacher and published his seminal work, *Rising and Reborn*. *Rising and Reborn* reconceptualized the teachings of *The Blackened Wing*, providing an important guide to the actual steps and changes needed to realize the vision which Sheng Mai had provided. When Sheng Mai died in 2105, Tzen Ming-Shang naturally stepped into his shoes as the foremost Venusian thinker. Over the next forty years, Ming-Shang would be an active participant in creating the modern Venus.

Today, Ming-Shang is also recognized as having provided an important moderating influence on Sheng Mai's original teachings. Where Sheng's philosophy was born of colonial dreams and corporate power structures, Ming-Shang's was influenced by the necessity of communal spirit during the Birthing. Sheng's strict hierarchies were not flexible enough to survive the reality of Venus: Ming-Shang gave to them a heart of compassion.

THE APHRODITE AFFAIR ◀

In the earliest days of Project: New Earth, the northern polar regions were settled by the larger corporations (including all of the First Corporations, with the exception of Westmuller, Ltd.). The south pole, on the other hand, was home to the arcologies established by the smaller corporations. The separation quickly became codified, with the two groups referring to each other as the Northern and Southern Corporations. Over time these differences would reinforce themselves, with the larger Northern Corporations keeping a more secure monopoly on their businesses, while the south pole was more open to new companies and dynamic competition. In due course various prejudices came into being — particularly a sense of superiority on the part of the north pole regarding the smaller, less significant Southern Corporations.

Inevitably, a sense of contention entered into the relationship between the two poles, compounded by the long years of chaos during the Birthing. On the one hand, the desperate times provided an exacerbation of the existing problems. On the other, the difficulties of the Birthing meant there was a need for mutual cooperation, indelibly binding the two poles together for their common good. Eventually, though, the hard times came to an end, and when they did, the discords of three decades began to actively simmer and boil.

POLARIZATION ▼

In 2116, matters came to a head. Industrial espionage efforts by Antara Incorporated, a minor Northern Corporation, revealed that a conglomerate of Southern Corporations had been secretly conspiring for years. These Southern Corporations had established a series of covert operation centers along the northern and southern edges of Aphrodite Terra, the continental land mass of Venus' equatorial region, with the intention of launching a military strike against the Northern Corporations. The members of the southern conglomerate felt that their business had been unfairly prejudiced against by the policies of the northern-dominated Planetary Council and decided that force was the only way for them to claim what was rightfully theirs.

With their intentions prematurely revealed, however, they instead attempted to simply declare their independence. The Planetary Council, in turn, decided that the threat of a hostile, independent south was not in the best interests of the planet (nor were all of the Southern Corporations in support of the attempt). On May 5th, a state of war erupted between the two hemispheres. In truth, though, despite the secret preparations of the southern powers, no one on Venus was truly in a position to wage a serious war. The Aphrodite Affair, as it came to be known, was essentially a series of minor skirmishes — largely efforts by the Planetary Council to wipe out the military installations established on Aphrodite Terra, while the South attempted, unsuccessfully, to defend them. The Battle of Maat Mons was fought on May 29th and brought the conflict to an end.

One lasting effect of the Aphrodite Affair, though, was the original initiative to create the Home Defense Force. The Planetary Council had received ample warning that the security of Venus could be threatened, and in the future they might not be lucky enough to face a foe as unprepared as themselves. Although resources were still limited, a small budget was set aside to meet these ends.

TAI-SHO YUKIO TSUSHIMA ☆

Yukio Tsushima played a major role in securing the Council's victory during the Aphrodite Affair, including the stunning display of tactical brilliance at the Battle of Maat Mons which resulted in the last crushing defeat for the southern forces. On the strength of this experience, Tsushima was given the power to organize the newly formed HDF, which eventually resulted in her becoming the first Tai-sho of Venus. Although the HDF has endured a rocky history of setbacks, Tsushima's mark remains firmly imprinted on the organization. Coupled with her actions during the Water Rebellion (see below), she became lauded as a hero and a martyr for her actions. To this day she remains a role model for young Venusian girls, distinguished in the annals of history for honor, service, and self-sacrifice.

BIRTHING DEBTS ▣

Ming-Shang's creation of the concept of Birthing Debts was an important example of cultural compassion. As Venus began to emerge from the most harrowing experiences of the Birthing, there was a tendency in the population as a whole to regard the refugees as second class citizens. After all, had not the corporate colonists suffered as a result of these newcomers? Under Sheng's teachings, were not the refugees placed under a burden of honor? Drawing on the familial elements of Sheng's work, Ming-Shang created a very specific (and repayable) debt which could be carried across generational lines. In doing this, he recognized the need for recompense in the minds of the original colonists, while not sacrificing the rights or honor of those who had needed help the most during the planet's time of need.

2.4

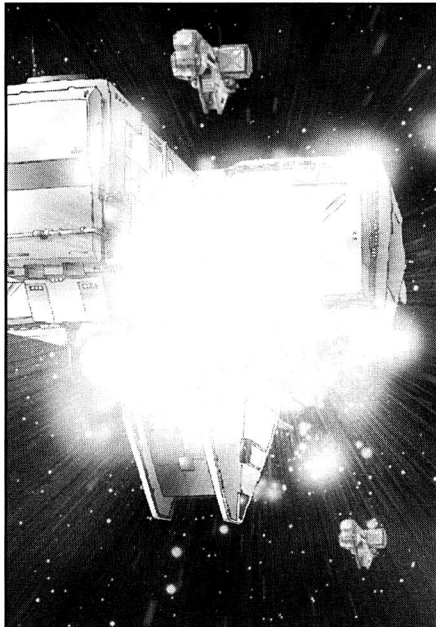
2.4.1

PERSONALITIES

CULTURAL NOTES

2.5

► THE MERCURIAN CONFLICT



From the moment that Earth fell as a major solar power, Venus knew that its access to two crucial resources had to be protected. First, water from the refineries in the Asteroid Belt; second, the raw materials from Mercury necessary for continued terraforming. Through a cunning manipulation of the former, the Planetary Council succeeded in controlling the latter. Mercury needed water just as much as Venus — so long as Venus controlled their supply, Venus controlled them. The system to exert this control was painfully simple: every three months, one of eight convoys from the Belt would arrive at Venus. Every three months one of four convoys would depart Venus and head for Mercury. The neophyte fleet of the HDF was charged with protecting these convoys. Venus was the spigot through which Mercury's lifeblood flowed.

In the summer of 2118, a series of renegade attacks in the Belt seized control of several key Venusian volatile reclamation centers. Although the HDF attempted to reclaim these stations, the bulk of their forces were dedicated to protecting the bulky solar sail transports, and the ships which remained in the Belt proved unequal to the task. As a result, Venusian water production dropped precipitously.

▼ THE WATER REBELLION

2.5.1

In October, the Planetary Council enacted the Water Reserve Protection Measure in an effort to cope with the situation. A system of strict water rationing was put in place, new survey teams were dispatched to the Belt to search for replacement reclamation sites, and several ships from the HDF's home fleet were reassigned to defensive duties in the Belt. Most notably, however, the water shipments to Mercury were cut in half. Even with the new rationing system, this meant that Mercury would run out of water by the middle of 2120. Although the Planetary Council remained confident that the situation would be resolved before then, political unrest slowly began to grow on the inner planet.

Despite the heightened tensions, it appeared that the situation was under control. In April of 2119, however, the first reduced shipment arrived as Mercury, and was found to be only one half of what was promised. What had previously been simple discontent rapidly escalated into riotous social protest. Sensing eminent disaster, the Mercurian administration prepared a drastic plan: the Aqueduct Contingency.

The first phase of the contingency hinged on gaining control over a significant military force. Taking advantage of damage incurred to the solar sails of the April convoy, rebel cells working in the orbital shipyards delayed the convoys departure. By the time a second convoy arrived in June, the April convoy had not yet departed, bringing the total number of HDF escort vessels to twelve.

▼ THE TRAITORS OF 2120

2.5.2

In the first week of July, as the convoys were preparing to return to Venus, seven of the HDF captains in Mercurian space defected, performing a carefully orchestrated coup. Although three of the loyal HDF ships successfully disabled or destroyed themselves before they could be caught, nine HDF vessels were now secretly loyal to Mercury and en route to Venus.

The Trojan horses arrived in orbit around Venus in January 2120, and found themselves outnumbered fifteen to nine. As the first shots were fired, however, six more HDF ships defected. Surprised by this new treachery and with the odds against them, the ships which remained loyal to Venus were put in a hopeless situation. Within minutes only a single Venusian ship remained: The *Maria*, captained by Tai-sho Yukio Tsushima herself.

For nearly thirty-five minutes the Tai-sho and her crew stood entirely along in the defense of their mother world. In the end, with her ship slowly dying around her, Tsushima rammed the *Maria* into the ship of her dearest friend — who had been the last to betray her. She had destroyed seven of the Mercurian ships, leaving only five badly crippled ships to maintain their blockade.

END GAME ▼

Over the next two months, as fighting spread throughout the other convoys and reclamation centers, Mercury would attempt to refit as many merchant vessels as possible into makeshift military craft. At the end of February these were dispatched to intercept the convoy which would arrive at Venus in April. If they failed to secure this convoy, its escort fleet would almost certainly be capable of overpowering the remaining blockade force. In an attempt to force the issue, Mercury simultaneously threatened to bombard the Venusian surface in a holocaust attack — although their preparations for such an attack would not be completed until late April.

On March 13th, the Privateer Fleet intercepted the April convoy and attacks. After three days of lightning strikes followed by a grueling engagement, the last Mercurian vessel was crippled – but not before whittling the escort vessels down to force comparable to the Mercurian blockade. The laws of physics began to tick away to an inevitable doomsday date: On April 15th, the Venusian ships would reach the blockade. If they failed it, then Venus would be forced to surrender or face annihilation. If they broke it, then Mercury's hopes would break with it.

But then, suddenly, on April 9th, the Planetary Council announced their conditional surrender: Mercury would gain control of the convoys; Venus would control the reclamation centers. Mercury quickly accepted, and the conflict came to an abrupt conclusion.

DOMINANCE AND INFLUENCE ☒

Security Clearance Supplement: The following text is classified B1. It has been excerpted from the 2209 B1 Venus Briefing Document. Do not distribute this information to A2 clearance levels.

The official reason given for the end of Venusian-Mercurian hostilities in 2125 was the lack of long-term profit compared to the costs of the war effort. The SolaPol historical investigations in 2195-2198, however, revealed that Andrew Maiso — who had become Chairman of the Venusian Bank in 2120 — had played a large role in seeing that the Planetary Council gave Mercury its freedom. Internal Bank documents retrieved by this Agency reveal that Maiso saw great potential in the proposed Merchant Guild. Over the next thirty years, Maiso would use the neutral trading ground which the Guild represented in order to spread the Bank's economic influence throughout the rest of the Solar System. By 2150, the advantages this gave to the Bank would leverage them into a position of dominance on Venus.

By 2205, it was apparent that the influence gained during the formative years of the reestablished network of interplanetary trade had given Venus Bank the edge it needed to dominate commerce across the Solar System.

THE TRAGEDY OF ANYA ◀

Even as Venus began to fully recover from the Birthing, a harsh reminder of the potential dangers of their alien homeland struck in the summer of 2155. The complex, carefully calibrated network of heat sinks around the Anya arcology began to malfunction in early 2154. Attempts were made to repair the system. Although these met with partial success, the heat sinks continued to function in an erratic and unpredictable fashion. Comfortable in the stability and protection which had been afforded to them for the better part of a century by their arcologies, Taikatana's executives played down the severity of the situation as a minor, short-term problem — confident that the problems would eventually be corrected.

On July 7th, their complacency ended in disaster. For months the inconsistent operation of the heat sinks in the area around the arcology had alternately cooled and superheated the thin Venusian crust, creating and heightening exactly the type of instability which the system had originally been designed to prevent. When a minor quake hit the area early that morning, the weaknesses greatly amplified its effects — large sections of ground shifted, while other areas collapsed entirely. The Anya arcology itself suddenly found its foundations stripped away from it, and the massive structure collapsed.

Although the entire planet immediately committed itself to a massive rescue operation, nearly a million people died, and the Taikatana corporation was driven into bankruptcy. The event is commemorated every year on July 7th as a remembrance to those who died to make Venus what it is today, and as a reminder of the terrible price which can still be incurred by forgetting that the struggle to create a new home is still very much a part of the daily existence of every man, woman, and child.



► FROM THE ASHES

While the rest of the Solar System was coping with the daily tasks of survival, the nations of Earth had degenerated into a multiplicity of diversified groups crisscrossing the globe and bent on laying claim to the small pool of resources which remained on the surface of man's mother planet. Eventually, as these internecine conflicts wore on, a league of small nations from Europe and North America banded together. Known as the Union, they waged a long and costly war with no other purpose in mind than the reunification of the globe. Finally, in 2182, the Unification War came to an end. Then, on New Year's Day 2184, the victors formed the Central Earth Government and Administration. Although CEGA did not control the entire planet, it did control much of it — with the exception of South America and some small parts of Africa and Asia.

In short order, the new government of Earth resumed contact with its former colonies. It was Venus' representative to the USN who was the first to extend welcome to CEGA and to sponsor their membership into this august body.

SolaPol suspects that this early connection between Venus and CEGA is not simply coincidental. The extent of Venusian influence behind the Terran government, and how that influence was obtained, remains an ongoing concern of the organization.

■ THE ROLE OF VENUS

The rebuilding of the interplanetary community is recognized as a sixty-five year process driven largely by economic factors and dating to the formation of the Mercurian Merchant Guild in 2120. The years of isolation immediately following the Fall were primarily caused by two factors: First, the need to focus resources towards the immediate task of survival. Second, the fact that the interplanetary commercial structure was dominated by Earth-based corporations and, thus, disappeared with the loss of Earth. The ability and willingness of Mercury to establish and promote a fleet of ships—

[TEXT OMITTED]

As time passed, Venus' role in the emerging economic system became increasingly essential. The business-oriented structure of their society meant that their financial institutions and infrastructure had received particular and timely care during the Years of Isolation, and had thus achieved a level of durability and reliability that was unequalled elsewhere. During the latter parts of the 22nd century, and particularly in the past few years, Venus and (more specifically) Venus Bank have become increasingly central components of economic activity in the Solar System.

— Source: Report of the CIER (Council of Intercollegiate Economic Research) Conference on Post-Fall Economic Rejuvenation, 2208

Note: the bias of this selection is clear — ignoring, for example, the important role of the USN during this time period. For the purposes of understanding Venus' role in the post-Fall rebuilding, however, it serves adequately.

□ TIMELINE

2034	Nobel Base established on Mercury
2065	March 1st: Amanda Shinohara negotiates the creation of the New Earth Consortium
2070	Boeing-Mitsubishi sends rockets to Venus; Westmuller, Ltd. redirects Stanton II comet
2072	March 1st: Project New Earth is officially begins
2075	Venera Stations established in Venus' orbit
2079	Construction of arcologies begins on Venus' surface
2085	The Birthing begins
2086	First Arcologies completed, starting with Shinohara
2090	Venusian corporations finish shifting their base of operations to new world
2110	The Second Arcologies are finished; the Birthing comes to an end
2116	The Aphrodite Affair; HDF established
2120	Mercury declares independence
2150	Venus Bank achieves effective control of Planetary Council
2155	Anya Arcology destroyed
2184	January 1st: CEGA is founded
2190	Contact with Earth is renewed
2205	Commerce is dominated by the powerful Venusian Bank
2210	Project Methuselah is discovered



"Look upon our world not with your eyes, but with your heart."

— Elysia Baptiste

BETWEEN HEAVEN AND HELL ◀

Venus is a world in transition, caught between the promise of a paradise to come and a nightmare hell that made up most of its existence. Still in the middle of a centuries-long terraforming project, the world is, nevertheless, marginally habitable. It is certainly far more hospitable than it was when humanity first began interfering with it, when the sheer mass of the atmosphere would crush a man while the unbearable temperatures boiled him away.

The atmosphere has been greatly altered since the terraforming project began. As of 2214, the highlands air pressure on Venus is roughly 1.5 times that of Earth at sea level. This pressure is not too uncomfortable for humans. In the Venusian lowlands, the air pressure is 4 times Earth's, which is quite a bit more uncomfortable but still nowhere near the planet's original air pressure of 95 times that of Earth. Atmospheric composition is another matter, however. A breath of fresh air on Venus is lethal, consisting of 42% carbon dioxide, 35% oxygen, and 22% nitrogen. The carbon dioxide is still being scrubbed from the atmosphere, and the relative nitrogen and oxygen levels are undergoing adjustment via bioengineered organisms developed on Mars.

Venusian surface temperatures are unpleasant at best and deadly at worst. The equatorial band, from 30° South to 30° North, has an average temperature of around 200° C, making that region uninhabitable. The bands from 30° to 60° North (and South) experience mean temperatures of about 100° C; this is still too high for humans, but it is much more easily dealt with. From 60° to the poles, the mean temperature is around 50° C. Here, a human in the highlands can step outside with only a supply of air and a lightweight environmental suit with little discomfort.

Venus has a peculiar relationship between its day and its year. The planet orbits the Sun once every 225 Earth days. It makes a complete, 360-degree spin on its axis once every 243 days, however, and it spins backwards, compared to the other planets. (Thus, the Sun rises in the West and sets in the East.) The combination of these two motions yields a diurnal cycle of 117 days — that is, the time from sunrise to sunrise is 117 days, and the Sun is visible in the sky for 58.5 days. This situation is abysmal for a planet that needs to sustain life: during the day, the surface will bake and at night, it will dip well below freezing, unless a blanketing atmosphere mitigates the heat transitions. For this reason, Venus will always possess extensive cloud cover, which will reflect the Sun's light away during the day and trap the heat in at night. Furthermore, because the Sun is not very prominent in the Venusian sky, Venus uses the same calendar that Earth uses, referenced to the central meridian of each planet.



GEOGRAPHY ▼

The terraforming of Venus has done little to alter the planet's physical geography. When the low-lying plains are flooded in the coming decades, the picture will change dramatically, but as of 2214, Venus looks much as it did in the 20th century.

Paralleling 20th-century Venusian cartography, the planet is divided into eleven broad geographic zones. Each zone is arbitrarily defined by latitude and longitude rather than by naturally occurring features; they are, however, named for the prominent geographical features they contain. The Northern Hemisphere consists of the Ishtar Geographic Zone at the North Pole and the Bell, Atalanta and Ulfron Zones surrounding it. The uninhabitable equatorial band is divided into the Alpha, Aphrodite and Beta Geographic Zones. The Southern Hemisphere is capped by the Lada Geographic Zone at the South Pole with the Dione, Aino and Themis Zones surrounding it. These are not geopolitical zones, and they do not reflect the locations of population centers. Since the planet's population is concentrated primarily in the arcologies, there is no pressing need to define geopolitical borders at the moment, although this will change once Project New Earth is complete and the Venusians can roam about freely on the surface.

3.1.2

SCIENTIFIC FACTS

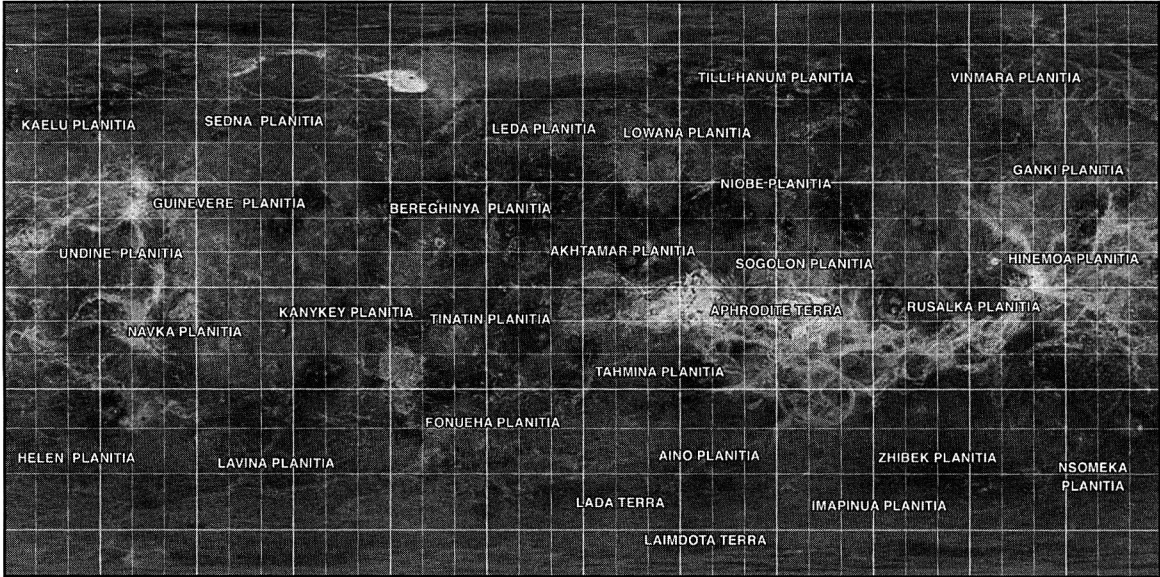
▼ GEOGRAPHICAL NOMENCLATURE

In the mid-20th century, when Mankind first probed Venus' thick atmosphere via Earth-based radar, only two indistinct bright "blobs" were resolved. Not knowing exactly what these were, planetary scientists christened them "Alpha Regio" and "Beta Regio." The next surface feature discovered was distinctly an enormous mountain range, which took the name "Maxwell Montes" after James Clerk Maxwell, one of the founders of electromagnetic theory. Shortly thereafter, scientists settled on a common theme for all other planetary features: aside from the first three, everything else on Venus would be named for a mythological or historical female or would simply be given a female name. When the human race first set foot upon the Veiled Planet, it continued that tradition, although with a somewhat loose interpretation of the scheme: it was often the sisters, wives and mothers of prominent male figures for whom new features were named. Thus, Taniguchi Mons was named not for prominent Birthing-era civil servant Taniguchi Tetsuya, but rather for his mother, Taniguchi Aiko. (Tokai Akima attempted to use a similar ploy when he tried to rename the Maxwell Montes, but the mountain range's historical significance was more powerful.)

★ RADAR MAPS

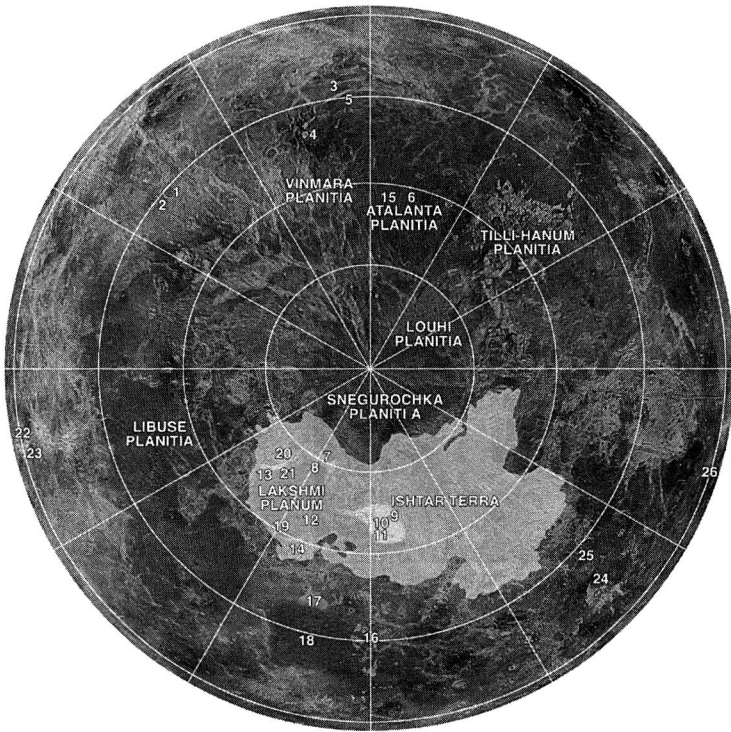
Because clouds will forever obscure the surface of Venus, it is impossible to view it from orbit with anything other than a microwave radar imaging system, which can see through cloud cover. Unfortunately, interpretation of radar images is somewhat tricky without a significant amount of training (which suits the Venusian mindset just fine, of course). In maps such as these, the interpretation can be grossly summarized as follows: dark areas represent smooth surfaces and bright areas represent rough ones. The imaging wavelength is quite a bit larger than optical wavelengths, which means the definitions of "rough" and "smooth" are actually coarser than most people are accustomed to.

The Venusian government is known to maintain optical wavelength images of the entire surface of the planet as imaged by modified GF-204 Alberich aircraft and observation dirigibles. These images and the maps they help create are unavailable to foreign nationals, however, for security reasons.

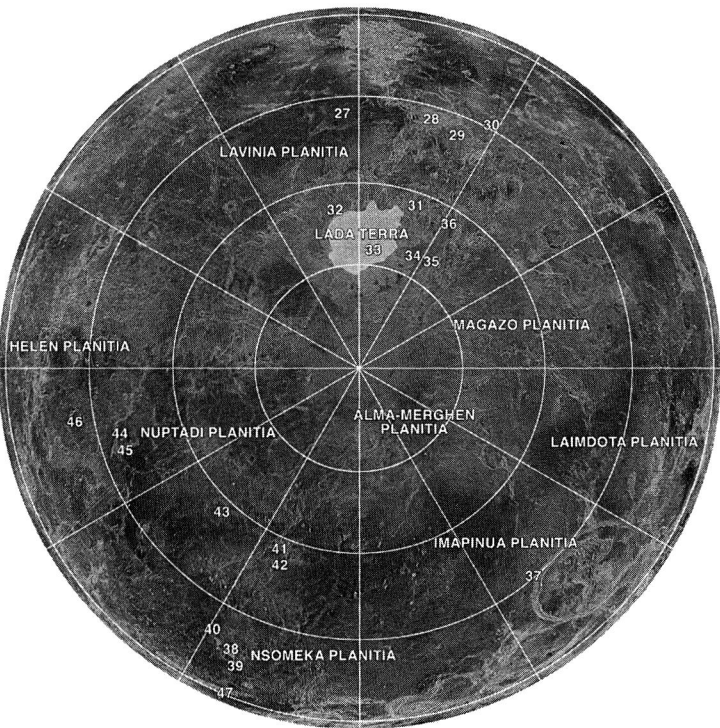


NORTHERN HEMISPHERE FEATURES LEGEND

1	Ki Corona
2	Ki Monastery
3	Nemesis Proving Grounds
4	Yablochkina Crater
5	Nemesis Tesserae
6	Yukio Arcology
7	Freya Montes
8	New Tokyo Arc.
9	Cleopatra Crater
10	Skadi Mons
11	Tokai Arc.
12	Sacajawea Patera
13	Colette Patera
14	Danu Montes
15	Atalanta Field
16	Ariadre Crater
17	Oz
18	Cetecean Graveyard
19	Shinohara Arc.
20	Akna Montes
21	Anya Arcology Ruins
22	W-N Ground Warfare
23	Devana Chasma
24	Nefertiti Corona
25	North Arc Strategic Mine
26	Adivar Crater

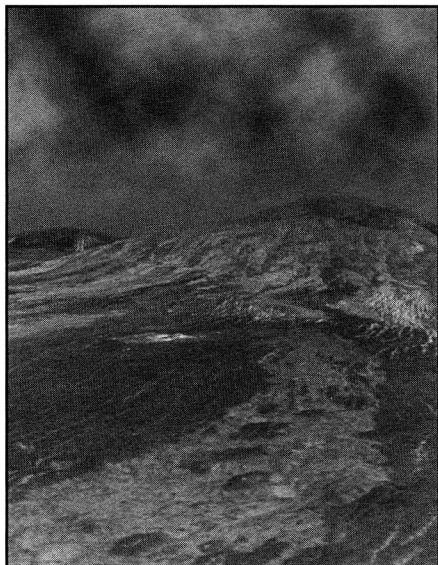


SOUTHERN HEMISPHERE FEATURES LEGEND



27	Spaceport Lavinia
28	Astkhik Planum
29	Ultra Las Vegas
30	Wreck of the New World
31	Lada Forest/Faerie Gardens
32	Quetzalpetlatl Corona
33	Sakura Arc.
34	Sakhalin Arc.
35	Seo-Ne Chasma
36	Cocomama Tessera
37	Artemis Chasma
38	Isabella Station
39	Isabella Crater
40	Cohn Crater
41	Eudocia Crater
42	Eudocia Station
43	Helen Space Center
44	Adaiah Crater
45	Konya Arcology
46	Wollstonecraft Crater
47	Maat Mons

▼ GEOLOGY



The surface of Venus is divided evenly into two broad categories of terrain: the plains and the highlands. The low-lying plains, which will become kilometer-deep seas as Project: New Earth continues to unfold, are presently riddled with cracks and faults that are clearly visible from orbit with even the most primitive of radar instruments. Obscuring this cracked terrain in places are fields of long-solidified lava that stretch for hundreds of kilometers, creating overlapping patterns that speak of an extensive history of episodic volcanic activity. Small lava domes and volcanic craters can be found within the fields as well as virtually anywhere else on the surface. Most of these volcanic features are long inactive, although new volcanoes appear every few years or so.

The Venusian highlands rise a few kilometers or so above the plains. Two basic varieties exist: *terrae* are expansive, broad highlands regions that are often compared to continents, although they lack the plate tectonic origins of true continents. Smaller highlands areas are called *regiones*, although the term is applied to broad geographic regions delineated simply by brightness in radar maps, as well.

◆ UNIQUE TERRAIN

Venus has several unique features not seen on the other worlds of the Solar System. Of these, the *coronae* are widely regarded as the most dramatic. Consisting of vast, circular regions of uplifted crust, coronae are visible from orbit as bright, wispy arcs of terrain hundreds of kilometers in radius. Created by an upwelling intrusion of material from Venus' mantle, the weight of the crust forms distinctive concentric and radial features in the surrounding terrain. Coronae are rich sources of valuable ores for Venusian mining concerns. Although the fractured crust provides relatively easy access to the mineral-rich cores, the faults pose significant hazard, and more than one mining platform has met with disaster. Coronae often form the foundations of Venus' highlands.

Tessera terrain is another category of unique Venusian surface feature. Also known as complex ridge terrain, tesserae resemble large fields of irregular tile (indeed, the word “tessera” is Latin for “tile”). Characterized by multiple sets of intersecting ridges, the internal structure of a tessera field typically includes complex faults, trenches and folded terrain. The complex patterns formed by the ridges make imaging the interior of a tessera field extremely difficult from orbit and from the air. As a result, many fields hide secret military and civilian facilities. The terrain also provides a unique challenge for ground travel, which has led to tessera fields being popular for exo-racing events as well. These two purposes do not mix well, however, and more than one race has been summarily canceled after its planned path came across a secret military base.

◇ OLD PLANET, YOUNG FACE

Before humanity began Project New Earth, there was little in the way of surface erosion on Venus; impact cratering was the most prominent mechanism. Despite this fact, the surface was known to be relatively young compared to the age of the planet as a whole. By measuring impact crater size and spatial distributions, scientists estimated the planetary surface to be about 500 million years old; once human beings could sample the surface rock directly, radioisotope dating corroborated this estimate. Clues to the mystery of Venus' surprisingly young surface were found in some of the oldest impact craters, which had been almost entirely buried by ancient lava flows. Indeed, it appeared the entire surface of the planet had undergone a cataclysmic volcanic event 500 million years in the past that had wiped out nearly every trace of the surface prior to the global catastrophe. One of the "Holy Grails" of modern Venusian planetary science is the search for evidence that the 500-million-year event was not unique. Several geologic research stations dot the planet to carry out this research.

NORTHERN GEOGRAPHIC ZONES ◀

The Northern Hemisphere is where the largest companies — especially the First Corporations — built their arcologies at the outset of Venusian surface colonization. It ranges from 30° North to the North Pole. Always substantially more powerful than the South, the North has, over time, solidified its hold on Venusian political and social power. The only major gap in its dominance is the planet’s primary commercial spaceport, the Helen Space Center, which is located on Helen Planitia in the South. The Northern Corporations are still at a loss to explain how or why such a situation has come about. Still, it is a small concession when compared to the North’s greatest prize: the military-industrial complex that is based in Atalanta Planitia.

2.E

ISHTAR GEOGRAPHIC ZONE ▼

The Ishtar Geographic Zone, at the very top of the world, is the political heart of the planet: most of the First Corporations have their headquarters on Ishtar Terra, the zone’s namesake. Although Ishtar strongly dominates the region, it makes up slightly less than half of its total surface area. The rest of the zone consists of plains such as the polar Snegurochka and Louhi Planitiae, the northern extent of Atalanta Planitia, and several other, lesser plains. The terrain to either side of Ishtar is riddled with coronae, many of which form highlands such as Metis Regio and Tethus Regio.

1.2.E

LAKSHMI PLANUM ◇

Lakshmi Planum, named for the Indian goddess of love and war, is a broad, circular plateau atop Ishtar Terra. Rising three to four kilometers above the surrounding plains, Lakshmi is the site of more arcologies than any other region on Venus. Shinohara Arcology, the capital of Venus, is found on the southern edge of the plateau, near the Danu Montes, where its buoyant estates have a symbolic commanding view of the world from its very top. New Tokyo, the VenusBank arcology, sits as far away from Shinohara as it can get, on the northern edge of Lakshmi at the base of the Freya Montes. Other, lesser arcologies dot the plateau, as do several research stations. With a climate that comes closest to being bearable and with all the population centers and the roads that interconnect them, visitors regard Lakshmi Planum as almost normal compared to the rest of the planet. The ruins of Anya Arcology quickly cure them of their innocence, however: destroyed by a freak structural failure in 2155, the arcology rest at the western edge of the plateau in the foothills of Akna Montes. There, the remains serve as a tomb for the hundreds of thousands who lost their lives in the disaster and as a stark reminder that the planet is still very much dangerous to Humankind.

Despite being a relatively flat plateau on the western end of Ishtar Terra, Lakshmi Planum holds its own in terms of amazing topography. It is surrounded on all sides by mountain ranges, the most spectacular of which is the Maxwell Montes to the east. Lakshmi boasts two astonishingly deep volcanic calderas, Colette Patera (3 km deep) and Sacajawea Patera (2.5 km deep). These two calderas are scheduled to be filled with water within a few decades, well in advance of the formation of the global oceans.

MAXWELL MONTES ◇

The tallest mountain range on Venus, the Maxwell Montes rise some six kilometers above Lakshmi Planum, itself three to four kilometers above the surrounding lowland plains. The western edge of the mountain range is a very steep 45° slope. The interior of the range is a rocky, uneven plateau that, to the east, yields to a more gradual slope that drops down into Fortuna Tessera. Cleopatra Crater lies on the eastern slope: one of the top-ten largest impact craters on Venus, Cleopatra is particularly noteworthy for showing up clearly within the Maxwell Montes, primarily because it is a relatively large, flat area that contrasts sharply (on radar) with the jagged slopes of the rest of the range.

The Maxwell Montes are the home of the Tokai Corporation, and its headquarters, in the Tokai Arcology, are located at the top of Skadi Mons at the very top of the range. Reportedly, when Tokai Akima was rebuked by the rest of the New Earth Consortium for attempting to rename the Maxwell Montes after himself, he momentarily acquiesced and considered attempting to rename Skadi Mons instead. Tokai historians claim such rumors are revisionism at best and ridiculous attempts by the rest of Venus to discredit Akima further. Regardless, the Maxwell Montes are virtually inaccessible by any means other than by air, which makes travel there expensive. Tokai is rumored to have constructed a massive freight elevator within the Montes, but attempts to locate either of its entry/exit points have proven unsuccessful.

3.2.3

► EQUATORIAL GEOGRAPHIC ZONES

The planet’s equator is presently unsuited for permanent habitation, although it is thick with mining concerns. While it was just as possible to build arcologies in this region during the early days as it was to build them at the poles, the Venusians chose not to, since the region would remain inhospitable for the longest. This choice is somewhat ironic, however, since the equatorial band is where the bulk of the planet’s highlands are located. Once the plains are flooded to become seas and the atmosphere has become bearable, the equatorial band will likely become prime real estate. The equatorial zones reach from 30° North to 30° South.

▼ APHRODITE GEOGRAPHIC ZONE

Stretching from 60° East to 180° East, the Aphrodite Geographic Zone includes nearly all of Aphrodite Terra, for which it is named. By far the largest region of highlands on the planet, Aphrodite Terra is also home to most of the non-sinkpool mineral wealth and, indeed, is the richest. Despite the lack of permanent settlements, this zone is literally crawling with mining vehicles. Ovda Regio in particular (on the western end of Aphrodite Terra) is often said to be a pond with swarming summertime fireflies as massive Ogura mining platforms roam slowly up and down the terrain. The eastern end of Aphrodite Terra is substantially less rich with valuable minerals, and so it is largely deserted.

Historically, the Aphrodite Zone is the site of the Aphrodite Affair of 2116. The zone is still littered with wreckage from the skirmishes, and many of the abandoned Southern bases remain along the edges of Aphrodite Terra. A century of harsh Venusian equatorial climate has not been kind to these remains, however, and very little has survived in any sort of useful condition.

◇ ADIVAR CRATER

Prior to the beginning of Project: New Earth, the primary source of dust and sand-like particles was the cataclysmic events that formed the planet’s impact craters. Being far more powerful than any weapon of mass destruction, these impacts pulverized and vaporized the planet’s surface where they occurred, scattering small particles far and wide. Huge regions of the planet were covered up to several meters in this material, creating graceful, parabolic arcs that surrounded the impact craters and that appeared dark to orbiting radar. By far the most fascinating of these deposits was the one surrounding Adivar crater just northwest of Ovda Regio. With a bright linear “jet” that ran radially from the crater’s center to the edge of the deposit, the Adivar parabola was considered one of the Seven Natural Wonders of Venus.

Project: New Earth has wiped the planet clean of these deposits, however. The slow but constant “snowfall” of the carbon and carbonates from the atmosphere has buried them forever. Even if the material could be moved away, the process would destroy the underlying deposits, which consist of fine dust and sand of a similar grain size. While Venusians celebrate the continued evolution of their planet, they mourn the loss of some of its natural beauty. Today, visitors to the area can view holographic images and navigational overlays of Adivar in its glory (beamed by orbital satellite), but the original feature is long gone. The irony of the loss is that the parabolic feature was never visible to the naked eye anyway; it was only ever visible on radar.

▼ ALPHA AND BETA GEOGRAPHIC ZONES

The Alpha Geographic Zone, from 300° East to 60° East, and the Beta Geographic Zone, from 180° East to 300° East, make up the remainder of the Venusian equatorial zones. Both regiones are modestly rich in mineral resources, and small, independent mining companies run operations on each. The Alpha Zone is dominated by Guinevere Planitia, which makes up a full quarter of its area. Many of the zone’s minor highlands will become small, island-like landmasses when Guinevere is flooded.

The Beta Zone includes Atla Regio to the west and the southern half of Ulfrun Regio to the east. Atla Regio is primarily noted for Maat Mons, the large mountain where Northern forces dealt the South its final defeat during the Aphrodite Affair. Beta Regio itself is actually part of a larger complex of regiones, with Hyndla to the east, Asteria to the west, and Phoebe to the south. Linking Beta and Phoebe is Devana Chasma, which begins at Theia Mons in the center of Beta Regio. Devana is a roughly 3000-km long network of canyons. In places, it is as deep as 2.5 km, and it hides numerous military research installations. Most notable is Waldsen-Nishiyama’s Ground Warfare Proving Grounds, where the Er-Lang exo-armor was put through its paces. Finally, the Parga Chasmata are located in the Beta Zone. Although each individual canyon is smaller than Devana, as a whole, the chasmata stretch across 11,000 kilometers of Venusian planetary surface.

SOUTHERN GEOGRAPHIC ZONES ◀

Ranging from 30° South to the South Pole, the Southern Hemisphere has always been the weaker of the two hemispheres. When the domineering and powerful First Corporations set up their colonies in the north, the smaller corporations chose the south. Although there was plenty of unclaimed land in the north, these corporations felt it would be best to keep their distance in order to avoid being caught up in the power struggles that played on behind the scenes amongst the First. While they did manage to keep their intellectual freedom (by and large), the Southern Corporations soon discovered that they were considered second-class citizens in the eyes of the Northern Corporations. As a result, political dissention and radical behavior is more outspoken and even somewhat accepted in the South.

LADA GEOGRAPHIC ZONE ▼

The Lada Geographic Zone encompasses the portion of the planet's surface from 60° South to the South Pole. Named for Venus' smallest terra highlands, the Lada Zone is home to most of the Southern Corporations. Two of the planet's largest arcologies, Sakura and Sakhalin are located there, Sakura on the central highlands and Sakhalin along the western edge, near the Seo-Ne Chasma. Lada Terra is the highest point in the Lada Zone; other than the terra and a few regiones (Neringa and Ishkus), however, the region is dominated by plains. Lada Terra itself includes numerous coronae, however, making it reasonably rich with valuable ores. Most notable is Quetzalpetlatl Corona, the fourth-largest on Venus, which covers most of Lada Terra's highest expanses. With a diameter of 780 km, Quetzalpetlatl is the site of dozens of profitable mining ventures. In fact, it is from Quetzalpetlatl that materials for new Lada arcologies are typically mined, thanks to its location. In addition to its coronae, Lada Terra also includes several tesserae, which provide homes for a significant handful of important Southern military contractors.

LADA FOREST ◇

Just to the west of the Cocomama Tessera and northwest of Sakhalin Arcology, a fascinating experiment in Venusian genetic engineering exists. Located 500 kilometers from the nearest population center, Lada Forest is the test site for uncontrolled fungus forest growth. Researchers from the Sakhalin Biotechnical Institute have seeded a five square kilometer area with engineered fungus spores and have let the giant mushrooms grow mostly unattended for four years. Waste materials (nutrients for the fungi) are pumped to the site from Sakhalin Arcology along an overland pipeline. Although the fungi cannot replicate themselves (a stipulation of the Edicts), the forest has fared well, losing only about 15% of its population per year. Lost fungi are replaced with hardier breeds, and the loss rate has been slowly declining. Current projections predict a pseudo-non-diminishing population will be achieved between 2217 and 2219, with marginal losses incurred solely because of old age rather than imperfections in the breeds.

The experiment is conducted under the watchful eye of the Venusian Ecology Commission, which makes monthly reports to the Solar Police Edicts Enforcement Bureau. The EEB itself conducts annual surveys of the site; the possibility that a fungus might mutate a reproductive function is one the EEB takes very seriously, despite the derision of the Sakhalin team. The public can view the forest at any time. Representatives of the Institute, however, must accompany visitors, and samples may not be removed from the forest.

THE FAERIE GARDENS OF LADA ◇

Located 25 kilometers north of Lada Forest, the Faerie Gardens of Lada showcase a second major bioengineering experiment conducted by the Institute. In 2212, researchers began seeding a two square kilometer area with an engineered coral-like organism designed to work with the precipitated carbonates. The coral was designed to operate like lichen, deriving nutrients from the rock and regolith (soil). The carbonates form the organism's external skeleton, which in turn should — in theory — develop into fantastic reef-like formations. Laboratory experiments have been largely successful, with small but beautiful structures resembling those found in caves on Earth. In the wild, however, the coral hybrid has fared poorly, and the Faerie Gardens have yet to show any signs of becoming more than the piles of precipitated carbonates from which they started.

As with Lada Forest, the Faerie Gardens are under careful observation by both the Venusian Ecology Commission and the EEB. Because the hybrid coral is so new, however, the scrutiny is much more intense. Public viewing of the gardens is possible (if extremely boring), although visitors are not allowed beyond an enclosed pavilion that shows holographic displays of what the Gardens should one day be.

▼ DIONE GEOGRAPHIC ZONE

The Dione Geographic Zone (300° E to 60° E) is named for Dione Regio, a small stretch of highlands defined by Ushas Mons in the north and Hathor and Innini Montes in the south. The zone also includes several planitiae, most notably Lavinia Planitia, the site of Spaceport Lavinia, a secondary spaceport to augment the Helen Space Center on the Helen Planitia in the Themis Geographic Zone. The southeastern portion of the Dione Zone features the northern extent of Lada Terra, including Astkhik Planum, the smaller of Venus' two highlands plains. Several small Southern corporations have recently begun pooling their resources in order to develop the unpopulated plateau into an entertainment mecca for Venus. Plans have been drawn up for a series of small, interlinked arcologies that will collectively be called "Ultra Las Vegas." Construction on one of the arcologies began in early 2214, and the region is poised to become a major tourist attraction by 2218.

◆ THE WRECK OF THE NEW WORLD

In 2100, the commercial transport *New World* entered Venusian orbit along with dozens of other ships packed with refugees. The Venusian government made every effort to accommodate them, but the situation was out of control. With life support reserves aboard running low, the first mate forcibly wrested control of the ship and made a desperate attempt to dock with Venera Station III. Recognizing that doing so would endanger more than just the *New World*, the comm officer attempted to override the first mate's command console. This action, unfortunately, sent the vessel tumbling along an uncontrolled orbit that carried it into the planet's atmosphere. All aboard perished in the intense heat of re-entry, and the ship's hulk crashed into the side of Sephira Mons, at approximately 43° S, 28° E, in the middle portion of the Dione Zone.

It was just one tragedy in a series of tragedies, and those aboard were spared the agonizing death by starvation that claimed many of the victims of the Birthing. The crash of the *New World*, however, brought a new element of fear to the populations on the planet. While there were no arcologies anywhere near the crash site, there could easily have been. Much of the wreckage still remains, and a small, concrete memorial has been erected nearby. Due to the harsh climate of the area, the site receives very few visitors.

▼ AINO GEOGRAPHIC ZONE

Aino Planitia marks the Aino Geographic Zone (60° East to 180° East). The zone includes three highlands: the southern-most extent of Aphrodite Terra, a portion of the North Lada Terra and the very small Dsonkwa Regio. Running east-west in a band dividing Lada and Dnorkwa from Aphrodite is a belt of plains: Aino, Laimdota, Imapinua, Zhibek and Nsomeka. The region is sparsely populated, with only a few small arcologies perched on the northern edge of Lada Terra. There is currently talk amongst the Southern Corporations of building an HDF arcology on Aino Planitia to match (if not rival) the HDF headquarters in Shinohara Arcology in the North. Many analysts see this plan as an attempt by the South to force the HDF to reveal the location of its actual headquarters on the Atalanta Planitia, and HDF Intelligence has infiltrated a handful of spies into the Southern Corporations to determine just how much they know about the HDF's true extent.

◆ ARTEMIS CHASMA

Artemis Chasma is without a doubt one of the Seven Natural Wonders of Venus. Slightly over 3000 km in diameter, Artemis is Venus' Grand Canyon or Valles Marineris. Jutting off the southern edge of Aphrodite Terra, Artemis Chasma is more than a kilometer deep, with an additional kilometer of plateau — called Artemis Corona — rising above it. The origin of the 2600 km Artemis is a mystery: although the corona shares many of the characteristics of coronae in general, it is more than twice as large as the next largest corona, Heng-O, which is 1060 km in diameter. Coronae are normally formed by upwelling intrusions of material from the mantle. Artemis Corona, however, is thought by some to have been formed by a deep mantle thermal plume not unlike the so-called “hot-spot” volcanism that formed the Hawaiian island chain on Earth. Debate over the precise mechanism of formation rages on, as it has for over two centuries.

In 2012, scientists at Shinohara University finally secured funding for the development and construction of an enormous tunneling vehicle with which to probe the interior of Artemis Corona and solve the mystery at last. The machine, code-named "MEGAMOLE," will feature a set of massive drills augmented by an array of close-range tunneling lasers. Current engineering models estimate it will take about thirty-seven months for the machine to tunnel through to the center of the corona from the inner wall of the chasm. This route, while much longer than tunneling down from the center, will allow geologists to plot an accurate cross-section.

THEMIS GEOGRAPHIC ZONE ▼

Named for Themis Regio, the Themis Geographic Zone stretches from 180° East to 300° East. Its namesake (located in the eastern half of the zone) is unusual for a regio in that it is composed almost entirely of coronae: more than dozen of these regions of volcanic uplift have interacted in this area, creating one of the richest regions of the planet. The Konyo Corporation owns most of the mineral wealth of Themis Regio, but since mining is not its primary industry, it leases the mineral rights to other corporations for a modest percentage of the profits. On the other side of the zone lies Imdr Regio, almost Themis' exact opposite as highlands go. Consisting of a single mountain (Idunn Mons) and a chasma (Olapa, to the northwest), there is very little of interest there.

Located in Wawalag Planitia just on the border between the Themis Zone and the equatorial Beta Geographic Zone, Isabella Crater is the second largest impact crater on Venus. Isabella Station, a major geological research center, is situated on the southern rim of the 175-km diameter crater. This station is one of the primary centers for the study of Venus' past resurfacing history, and much of the work conducted at the station focuses on piecing together the planet's ancient geologic past. It is a popular field trip destination for prestigious high schools and universities. The much smaller Cohn Crater lies roughly 300 km to the south-east of Isabella. The craters are joined by their extensive lava flows, which meet at the midway point between the two; school trips to Isabella Station often feature excursions to these two lava flows as well.

Due west of Themis Regio is Wollstonecraft Crater, one of the most avidly discussed features amongst teenaged schoolchildren and conspiracy theorists alike. Wollstonecraft is reportedly the site of an advanced bioengineering lab operated by a mysterious shadow corporation to develop a breed of supersoldiers. The lab is said to be the site of Edict violations so perverse and severe, the other Solar Nations would wage open war against Venus were they to learn of its existence. Of course, there is no truth to these rumors.

HELEN PLANITIA ◇

Helen Planitia, in the heart of the eastern half of the Themis Geographic Zone, is home to the Konyo Arcology, located near Adaiah Crater. The planitia is also the location of Venus' largest commercial spaceport, Helen Space Center. Sometimes known as Port Helen, the center is situated at 55° South latitude near the Rokapi Dorsa ("ridges"). At this latitude, the average air temperature is around 80° C, which is quite intolerable to humans, but the region does provide a large, open expanse that is mostly uninhabited. This site affords greater safety for the general Venusian populace: an accident will most likely not affect any arcologies. Unfortunately, the facility is located squarely in what will become the Helen Ocean in a few decades, so it will have to be relocated eventually. Current plans call for it to be moved to the western edge of Themis Regio, with launches and landings being conducted out over the ocean.

Helen Space Center covers approximately 120 square kilometers. It includes six launch complexes of three gantries each, plus an aerospace shuttle landing facility that has four two-kilometer long runways and one three-kilometer long one. A conventional airport provides service to and from all major Venusian arcologies. Most of the space center's administrative and passenger facilities are gathered together in a single building (the Agatha Lumley Memorial Building), which includes both the shuttle and airport terminals. The Lumley Building also houses a combined-arms HDF unit, which conducts spaceport security and defense.

EUDOCIA CRATER ◇

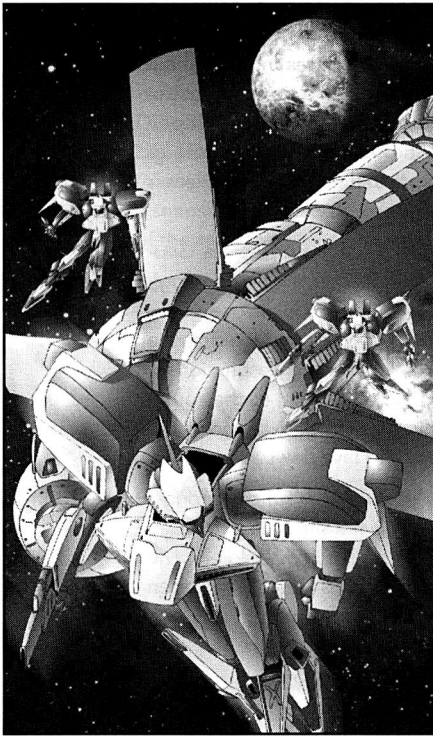
Eudocia Crater, located at the eastern edge of Nsomeka Planitia, is fairly unremarkable in and of itself. Named for a 5th-century Byzantine empress, it is an average-sized impact crater roughly 27 km in diameter. Perched along the eastern rim of the crater is Eudocia Base, a large facility owned and operated by the Koralev Corporation. The base serves as the home port for the KLS *Eudocia*, a mobile research vehicle that plies the southern plains. The *Eudocia* primarily searches for exploitable mineral wealth, but it engages in pure geological research as well.

At the heart of the vehicle is a Bricriu-class corvette that the HDF had been planning on scrapping for parts. Koralev, which had been involved in moving the Stanton II comet to Venus, purchased the hull, stripped it down to its essential components, and attached a pair of OTV thrusters left over from its comet-moving days. The resulting vessel had sufficient thrust to make a soft landing in the Eudocia Crater, where Koralev engineers removed the plasma drive, OTV thrusters and fuel tanks. The latter were used as the foundation for Eudocia Base while work began to convert the hull into a vehicle similar to the giant Ogura mining vehicles.

3.4.4

end of section 3.4 southern geographic zones

► STATIONS, SKYHOOKS AND ARCOLOGIES



The original home of the settlers to Venus, the various stations and orbital facilities still have an important role to play in the creation of New Earth. The terraforming skyhooks are serviced, maintained and supplied from the orbital stations, while the industrial autofacs provide finished goods used across the entire Solar System.

Almost seven million people make their homes in the orbitals, as well as several corporations. Most of the major corporations also maintain offices in these stations, and most off-worlders will conduct their business far above the scorched surface of the world below.

Despite their distance from the surface, the orbitals show no tendency to relax the relatively strict rules and etiquette of the surface-dwellers. Habitats and orbital facilities are very cramped and crowded environments, and these conditions tend to reinforce and even intensify the reserved social customs of the arcologies.

Venusian orbital space has the densest population of stations in any given volume of space in the Solar System. The most numerous of these are simple workshacks and autofacs, zero-gravity stations for research and manufacturing. There are literally hundreds of these small stations, from ones that are little more a solar array and a lab module, up to the big autofacs, with dozen of factory and storage modules coupled to immense solar arrays.

■ FIELD REPORT

Policing all these little stations is a nightmare. We get word that Company Z is doing a little illegal research, but we can't track them down. There's so many stations and satellites that the ephemeris gets updated, like, once in a blue moon. And Venus ain't got no moon.

— Transcript of a report from Senior Field Agent Wallace Grumby to SolaPol liaison office, Stanton Station

▼ DRAGON'S TEETH

Next up from the short-term stations are middle-sized stations, like the *Drachenzahn*, (Dragon's Teeth) designed by Waldsen-Nishiyama. These serve a multitude of roles, from orbital warehouses and hotels to the hubs of manufacturing zones. The mid-size stations typically feature a large torus, spun for gravity. This gravity wheel is coupled to the hub, which is the site of zero-gravity manufacturing or an extensive "tree" that can contain hundreds of standard 10x10x20 cargo modules. There is some evidence that many of these mid-size stations contain hidden weapon arrays, likely disguised as cargo modules. Station staff may even be unaware of this dual role they play. If such weapons exist, their use would likely be remotely coordinated by the HDF, or perhaps the CVNA. The *Drachenzahn* stations are named for the curved sections of the spoke modules, which look rather like fangs where they meet the habitat ring. Like most Venusian stations, ships and facilities, aesthetics are as much a concern as function.

■ VIDEOBOARDS

Almost all the stations in Venus' orbit share a peculiar characteristic with Venusian merchant vessels: videoboards. Whether it's artwork or advertising, the exterior of most stations is awash in bright images and full of motion. This can make approach somewhat confusing to the uninitiated, as a visual cacophony competes for their attention. On the *Venera* stations, these videoboards can be truly colossal, often many kilometers across. Most stations have an aesthetics director whose job is it to ensure that the videoboards are tastefully arrayed, and do not clash. The *Venera* stations, though, have a full team that works with artists and advertisers to achieve the best effect for the station's exterior.



THE VENERA STATIONS ▼

The largest of the stations are full-sized O'Neill islands, classed as the Venera stations, and are similar to the Orbitals around Earth. The most noticeable differences are the smaller mirrors and tinted windows of the habitats due to the increased light and radiation Venus receives. Most of the Venera stations are about 20 kilometers long and about 5 kilometers in diameter, with a population of 750,000-1,000,000. Each of these stations is accompanied by its ring of agricultural modules, and several smaller support stations. These stations are still the source of much of the high-value foodstuffs in the Venus system.

When first built, these huge stations just had a number, and over time their residents gave them a name. The initial production, just before and during the Birthing, was seven stations. More of this class have been added since, but these later additions do not have a number.

STATION VII ▣

Station VII was abandoned shortly after the Birthing, its people moved to other stations. In 2132, shortly after its completion, a major spin instability was discovered, later pinned down to a load-balancing fault. The instability grew worse over time, and repair was not considered cost-effective. Its spin was drastically reduced, and the station abandoned and sealed. In 2155, it was declared a monument to the trials of the Birthing.

A great, big, empty station, still with gravity, though low. That "instability" seems to have disappeared, too. We have reason to believe that one or more corporations are using Venera VII for illegal labs. We've tried to get permission to go inside, but it is always denied. The PAB says the station is too unsafe to allow anyone inside. Personally, I think it's a coverup.

— Special Agent Muhamed Assif

STANTON STATION (VENERA VI) ▼

Stanton station was built up from the remnants of the Stanton II comet, which had been used to supply fuel and other volatiles for the construction of the other stations. It was the last (and largest) of the original Venera stations to be built and went online in 2154. The small lake at the centre of the habitat area is a tribute to the comet, distilled from the last of its ice.

Stanton station is over thirty kilometers long, with a radius of nearly 6 kilometers. Within that enormous volume, nearly 1.5 million people make their home in relative comfort. The primary industries are the spaceport and shipyard, which is responsible for much of Venus' commercial shipping tonnage.

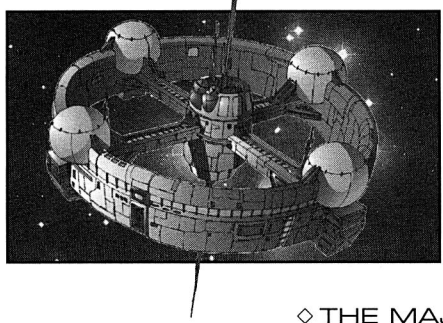
All of the major Venusian corporations maintain branch offices on Stanton, giving it the status as an unofficial orbital capital. Because of the corporate presence, the other Solar Nations, including the USN, maintain consulate offices on Stanton station. Access to Venus orbital space is much easier than the surface, and the consulate staff tend to prefer life on the station to the tight confines of the arcologies. Venus prefers to have all the representatives in one place as well, minimizing their security exposure, though they are not as paranoid as the Mercurians.

Behind the heavy walls of the station, Stanton is a heavily built-up city. It was originally intended to be mostly open parkland, with housing underneath, but the population crunch has caught up with it. The quarters available are no more roomier than those of the surface arcologies, and are often even more crowded. The space habitats don't have the expansion options of the surface cities, and so just end up getting more and more crowded.

One unusual feature of Stanton is the baseball stadium. Built shortly after the station came on line, the stadium was only used a few times by professional players.. Minor leagues from the station use it now, but no professional from the surface will ever play there. The Coriolis effect from the rotating station has very odd effects on a baseball in flight, causing it to dip up or down, or veer right to left, depending on the direction thrown or hit. Planet-based teams simply can't get used to it. For the station-based teams, it's just something else they grew up with, but they, in turn, have a hard time adapting to the dynamics of a planet-based game.

h
3.5.4

▼ THE PLEIADES



Drifting along in a stationary orbit is the cluster of stations known as the Pleiades Cluster. These seven stations are a popular destination for tourists and fun-seekers from across the inner system. These brightly-lit stations seem to drift through the night like a cluster of jewels, all curves and sharp, faceted angles. Elektra is the largest, a small Venera-type station with a permanent population of about 750,000 people. Another 40,000 transients, on average, might also be present, sampling the pleasures of the cluster.

◇ THE MAJOR PLEIADES

Elektra (Venera II) boasts an extensive amusement park, one that makes full use of the twists and turns provided by the Coriolis force imparted by the station's spin. Some of the rides are described as the wildest in the Solar System, including the Singularity, a roller-coaster that starts from the north pole spin axis of the station and eventually ends up winding across most of the interior before ending up at the south pole.

Alcyone is a much smaller station, in the same size range as a Drachenzahn. The habitat ring on this station is very small, just for the benefit of those who live there. The main attraction is at the hub, where a zero-gravity amusement park resides, including the biggest zero-gravity pool in the solar system.

The pool is what grabs most people's attention. Aside from Earth, the other planets and settlements are always on the edge of a water shortage. And here, above the hottest and driest planet, is a pool. A hollow tube of water, it's shape maintained by fans in the air and impellers in the water, floats at the core of the station. It's 50 meters long, and another 15 in diameter. The hollow part in the middle is likewise 50 meters long, but only 10 in diameter. The pool is so popular that there is generally a long waiting list to get access.

◇ THE MINOR PLEIADES

Pleione, **Merope** and **Maia** are typical small Venera-class O'Neills. They were built after the initial run of Venera stations, and so don't have a number. Their most notable feature is how beautiful they all are. Graceful curves and sharp, precise angles add emphasis to the long, thin structure of the habitat itself. This, combined with the tasteful array of videoboards and the well-lit exteriors, make these stations very attractive destinations for the pleasure-seekers.

Pleione is also home to some of the largest casinos off Earth. In addition to the gambling, though, there are live shows, including music, comedy and dancing. Accommodation prices are typically inexpensive, with the hotels hoping to make it back on the gambling.

Merope's attractions are somewhat more cerebral, concentrating on museums of colonization and art galleries. The interior architecture of Merope is an art form in and of itself, used laser-carved asteroidal rock.

Asterope holds yet another theme park, this one hosted by some of Venus' more successful VR production studios. The rides, hotels, and restaurants of the station are based on the companys' biggest hits.

Nobody likes to talk much about **Taygete**, one of the smallest Venera stations in orbit. If they do, it's often to wonder why the government doesn't move in and shut it down. Taygete has a population of about 500,000, most of whom are employed in service and support for the station and the small luxury shipyard it houses. There is a sector of the economy, however, that provides other services. Taygete is widely known as the place to go if you want something illegal. Given that Venus' vice laws aren't overly strict, what it considers to be illegal is often very disturbing.

Members of the Planetary Advisory Board, when questioned about Taygete, usually have no comment. Solapol has learned the real reason for their silence, and that's simple pragmatism. People being people, something like Taygete was bound to happen. By letting it happen, they are able to keep an eye on it rather than driving it underground, and ensure that it doesn't get out of hand.

SKYHOOKS ▼

The New Earth project would not be possible without the skyhooks. Over 3000 of them are currently in use, with more going online all the time. Extending down towards the surface from orbit, the skyhooks allow the inexpensive and efficient transportation of materials to and from the planetary surface. Unlike Mars' now destroyed orbital elevator, skyhooks stop just inside the stratosphere, allowing suitably modified aircraft to fly up to them, dock, and transfer cargo. This type of skyhook, called a transfer hook, also has facilities in orbit, allowing orbital transfer of cargo, and the tether must extend as far out from this point as it extends below, to keep the structure stable. This extended tether can serve as a boost for vehicles, allowing cargo to be flicked across the solar system with no cost in fuel.

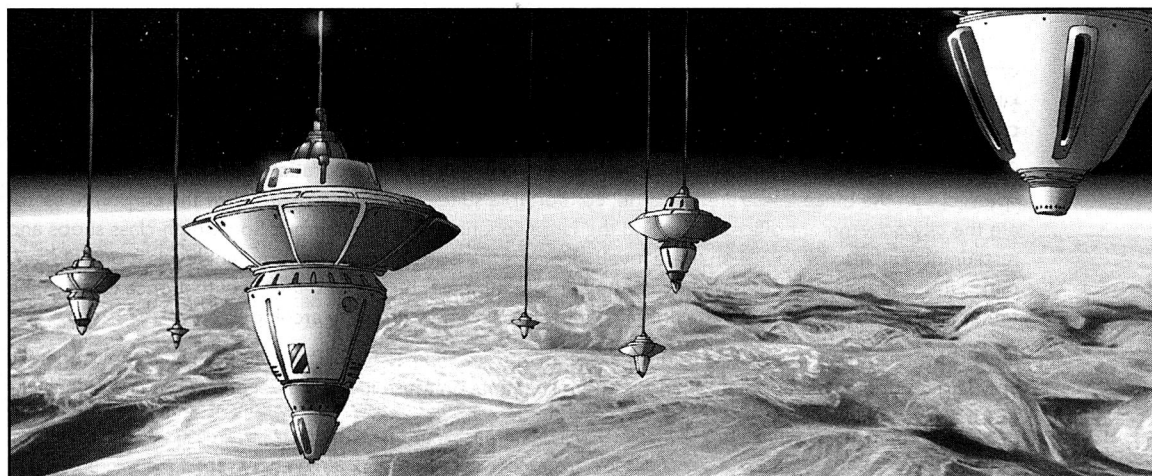
The other type of skyhook used on (or above) Venus is even more important, and this is the terraforming skyhook. Up in orbit, these installations have a mass-catcher designed to receive reactive metals from Mercury. The factories at the orbital site grind the sails up into a fine powder, which the atmospheric end of the skyhook, called the seeder, distributes through the atmosphere as it speeds through the Venusian sky.

A common problem for both types is the high, dense cloud layer that still shrouds the planet. Despite all the engineering, this cloud layer, up to ten kilometers thick, is still composed of dilute sulfuric acid. Over time, all components can become fatigued by the acid, resulting in the difficult task of raising the skyhook above the atmosphere so it can be repaired and resurfaced. This is a major undertaking, almost as difficult as putting in a new skyhook.

The passage of either type through the atmosphere is a spectacular sight, when cloud cover permits viewing, as they burn across the sky at a few thousand kilometers per hour. Each skyhook circles Venus in just under 18 hours, so there are always a few in view at any given time.

DUSTFALL ▲

Project: New Earth is one of the most dramatic undertakings ever engineered by the human race. The primary objective in the terraforming process is the reduction of Venus' massive carbon dioxide atmosphere into something closer to Earth's own. A number of mechanisms were proposed to achieve this goal. Ultimately, a combination of methods was chosen, including the method proposed by Stephen Gillett in 1991. Gillett's portion of the process employs a chemical reaction between carbon dioxide gas and calcium (or magnesium, which is chemically similar enough to calcium to be used). The reaction results in non-volatile carbonates and carbon, which precipitate out of the atmosphere. It is the last point that is most often overlooked: for the past 140 years, carbonates and carbon have been falling out of the atmosphere as a kind of "snow." When the process is finished, a layer of roughly 800 meters of carbonates and 40 meters of carbon will have been precipitated out, leaving behind an atmosphere that, with a little help from genetically engineered bacteria, will be breathable by terrestrial life. It is the carbonate and carbon laying on the surface, however, that will pose something of a problem. Much of it will be washed away during the global rains that will form during the creation of the planetary oceans, but a fair amount will be left behind. Scientists are hard at work on various engineered life forms to process the precipitates somehow, preferably into something that is pleasing to the eye.



3-5.5

SCIENTIFIC FACTS

end of section 3.5 stations, skyhooks and arcologies

▼ ARCOLOGY CONSTRUCTION

Next down are the levels reserved for managers and lower executives. The apartments are not generally very large, but are well-appointed. Shops and restaurants on these levels are very nice, but not as fancy as those above.

▷ ARCOLOGIES CONSTRUCTION CONTINUED

The bulk of the living area of the arcology is given to middle-class housing. Here live the junior managers, technicians and support staff. Services available here are of good quality, but nothing outstanding.

There isn't really any space set aside for lower-class types. On Venus, everyone works, and everyone can at least afford the middle-class life-style. Those who choose not to are often subjected to re-education and forced labor. Venusian society has no room for deadbeats.

A single person would have a small apartment assigned (typically about 3x4 m), and would share sanitary and kitchen facilities with 3-5 other apartments. That apartment space is capable of multiple configurations, thanks to fold out and inflatable furniture and integrated electronics, and party rooms are available for large gatherings. A family would have space assigned based on the number of people, with 10 square meters per person being typical. This space allocation holds true until the executive levels, where the space available triples, and then triples again at the highest levels. This space includes kitchen and sanitary facilities.

Below the habitation levels are factories, power plants and the farms and waste reclamation facilities. Power is typically provided by generators that make use of the heat and pressure differential between the inside and outside of the arcology. Fusion plants are kept as a backup, but are seldom used because of the need to shed the waste heat.

BUOYANT ESTATES ▼

Tethered to the arcologies far below, the buoyant Estates serve as the homes and playgrounds of the Venusian elite, as well as the location of many of the corporate-owned baseball stadiums and exo-racer tracks. Transportation to and from the Estates is usually by cable car, or airship.

The Estates also serve another crucial role, acting as heat exchangers for the arcologies. The massive heat sinks on the arcologies are ground-coupled, designed to rid the terrain surrounding the arcology of heat. The heat generated by the arcology itself is another problem, and what would eventually become the Estates were developed as a way to vent it at a safe distance. The tethers between the arcologies and the Estates consist of a thermally-superconductive core wrapped with a ceramic insulating sheath. Heat is transferred along the tether, and vented by the Estate. The estates float four to six kilometers above the surface, where the temperature is up to 40 degrees cooler. Much of the waste heat is vented into the lift balloons of the Estate itself, improving its lift efficiency. Most of rest goes into heat pumps that power the Estate, while the remainder is radiated away by large fins extending below the structure.

During most storms, the Estates simply stay aloft. The tether is strong enough, with proper slack, to hold in most weather. Sometimes the Estates are evacuated, but that's a rare event. There are, however, some very rare storms that would put too much stress on the cables. If a cable should break, the Estate would rapidly lose lift, and would crash. This presents a serious risk to the arcology. In such sorts of weather, the Estates are evacuated, then reeled in to their berths at the top of the Arcology. This presents problems for the arcology, as activity has to be restricted due to heat buildup until the Estates can go aloft again.

CABLE MAINTENANCE ◇

There is a constant buzz of Lighter-Than-Air (LTA) drones up and down the cable inspecting for damage and even performing minor repairs. These drones operate with minimal human supervision, under the control of a low-level Executor. For major repairs, a hybrid LTA vehicle is used to ferry a work crew up, and provides a stable work platform for them to operate from.

HIGH TOKAI 5 ▣

One of several Estates floating above Tokai. It is home to a cluster of executive-class condos, plus six lottery units, given to a citizen for a year when they win a bi-monthly lottery. Awards are spaced out through the year. Only citizens with an exemplary work record can win this lottery.

SHINOHARA SPORTS COMPLEX ▣

This Estate boasts the largest baseball stadium on Venus, and is home to the annual championship games. It is also the location of the premiere kendo dojos on the planet, and televised bouts are extremely popular. The lift balloons of the complex are larger than normal to support the extra weight of the large stadium.

2-9-E

3-6-E

▼ BLOW-INS

In space, pressure loss is a very real danger, and one people are constantly on the watch for. Any leak can cause serious damage to a habitat's environment, not to mention lethal for any people. On Venus, the problem is reversed. The pressure difference between the interior and exterior of an arcology can be up to many atmospheres, while on a space habitat, the difference is rarely more than one. On Venus, any leak will be an inward one, letting Venus' hazardous atmosphere into a city. If the hole is large enough, a blow-in can happen: a large, forceful displacement of air. The resulting compression wave can blow open safety doors, and even briefly ignite flammable materials before the carbon dioxide of the outside air extinguishes them. Though less of a problem now than in the early days, all arcology citizens have to be on the watch for any potential leaks.

▼ FOOD AND WASTE RECLAMATION

3-6-E

Most arcologies are largely self-sufficient in food and water, needing only occasional shipments of either commodity. Recycling and reclamation are highly advanced, as much or moreso even than in the space habitats. The Venusian cities don't have the advantage of nearly unlimited energy resources, and try to make do with less intensive technologies. Food production is one of the biggest difficulties facing any arcology. The high-intensity, high yield farming practiced by space habitats is not sustainable on the surface. Due to the high, dense clouds, and the constant infall of dust from the atmospheric seeders, greenhouse farming simply isn't an option — there just isn't enough sunlight. At the same time, the extremely dense population produces huge volumes of waste, which must be recycled and reclaimed. The solution to both of these problems lies in the farms.

At the base of every arcology is a large open volume of space, a ring one or two kilometers in diameter. The ring consists of several tiers that cascade down to a small lake of clean water at the center. From here, the city takes up the water for re-use. Solid waste enters at the top tier, where the farms are. The plants here are a genetically engineered hybrid that lives off the solid waste products, and provides most of the food consumed in the city above. Over time, the water, mostly clean, cascades over on to the next tier, where different plants used in textile production clean it a bit more, with any overflow cascading down into yet another tier, where cattails and other plants scrub out heavy metals, and catfish are grown. This is repeated once more, with another set of three tiers, until the water in the lake at the center is clean. The only energy input required is the overhead sunline. When the New Earth is ready, this same method will be used to clean and recycle water on the outside.

Contrary to the beliefs of outsiders, the professionals who manage the farms are looked upon with a great deal of respect by the other citizens of the arcology. They have a difficult, demanding and vitally important job, that also happens to be very distasteful. The workers in the top tier are usually equipped with special exo-suits, but occasionally they have to go in with only a hazmat suit.

◇ PARKS

In the beginning of the New Earth program, the arcologies were intended as vast, mostly open structures, with the city built up at the edges of the open space. The Fall, and the Birthing that followed, changed all that, and the Venusian cities got crowded. Despite losing much of the open-air feeling, all the arcologies boast an extensive park system. Most consider them to be a luxury, a reward to ease the minds of the city-dwellers caught up in the maze of the arcology. Like everything else in the arcology, they have more than one role to play. Their main role is as a vital part of the ecosystem of the arcology, with the plants helping to scrub and replenish the air. Most of the plants have been modified for increased CO2 absorption and oxygen generation. These parks are frequently very crowded, though the higher up in the arcology the park, the larger and less crowded it is.

▣ SOLAPOL OPERATIVE COMMENT

I managed to get a pass to eat lunch in one of the level 40 parks. My boss gave it to me as reward. Big park, big trees, not many people. Very calm and peaceful, in such a marked contrast to the halls below. Nonetheless, I couldn't shake the feeling that I was being watched.

— Report from special agent Kiriana Ross, shortly before her disappearance.

SHINOHARA ARCOLOGY ▼

Located near the edge of Ishtar Terra, Shinohara is the capital of Venus, a massive and sprawling complex that still captures the intricate beauty the Venusians hold so dear. The core of the arcology is the old Boeing-Mitsubishi arcology, on the first to be built. The heavily-reinforced domes and towers of the old arcology are all but buried under the soaring spires and arches of the new construction. Shinohara seems to be a city constantly in flux, never quite finished.

With a population of over three million people, Shinohara is the most heavily-populated cities on the planet. Most of these people are employed in government and support services, but there is a sizable aerospace manufacturing industry based in the city as well.

Shinohara consists of the core and the seven satellite facilities that surround it. All these suburbs are strongly linked to the core, and it's difficult to see the demarcation points. Like all Venusian arcologies, the higher your status, the higher up in the arcology you live. But there is another form of distinction in Shinohara, and that's core versus suburb. Most of the core is given over to governmental functions, with the housing and manufacturing largely parceled out to the surrounding arcologies. But there is still housing reserved in the core for important government workers and support personnel. This includes the farm and recycling engineers, maintenance workers and administrative personnel. There are enough workers housed in the core of Shinohara to provide all essential functions. The core is, in fact, capable of surviving without the suburbs. This isn't widely advertised, but was deemed an essential precaution when Shinohara began its expansion twenty-five years ago.

The original, heavily reinforced domes of the Boeing-Mitsubishi facility are still there, and within their armored walls is a fully-functional arcology, based on the old design, but with modern refinements. In the case of an emergency, the Planetary Advisory Board and key support personnel would withdraw into the domes, ensuring the continued, smooth operation of government even in a crisis.

On top of the domes is built the new government offices and housing, while farms and reclamation facilities are still housed within the old arcology. It's hard to see the domes under all the new construction, which takes advantage of new techniques in molding and shaping for high-strength glass and ceramic. So while the armored core is titanium steel, the towers over it are glittering glass and ceramic, seemingly carved in intricate curves and delicate towers.

SUBURBS ◇

The outlying suburbs are all constructed with the new techniques, and their intricate and complex shapes seem out of place over the barren scorched planet below. Arranged around the core like the petals of a flower, each suburb has been assigned a specific function. Suburb one, called Nagoya, is principally a housing facility, and bedroom community. Five years ago, however, the business leaders of the city got together and started heavily advertising the specialty shops of the higher levels of the arcology. Today, Level 50 is the name given to this high-end collection of shops and boutiques, now famous over the entire planet. Nagoyans are proud of this achievement, though some feel that this cheapens the true value of the workers who live there, and can't afford to shop in the famous district.

Going clockwise around is Suburb 2, called Mitsubishi in honor of one of the founding corporations. This suburb is the site of an extensive aero-space factory. This factory is largely concerned with the manufacturing of lighter-than-air vehicles, a very common air vehicle in Venus' dense atmosphere. These hybrid vehicles use a combination of lifting-body shape and lighter-than-air gases to produce a more efficient design.

Suburb 3 is called Boeing, again in honor of one of the founding corporations. When construction first started on Boeing 25 years ago, the planetary council, along with the Shinohara council, started actively encouraging colleges and universities on Ishtar Terra to amalgamate, or at least to centralize. Many of these colleges did, faced with a reduction in funding if they didn't, and as a result Boeing is widely regarded as one of the best universities in the solar system, a real showcase for the government and the corporations. The architectural style can almost be described as classical, but on a gargantuan scale. The business sectors are heavily influenced by the student population, and feature numerous inexpensive restaurants and clubs, all in a light-hearted, youthful atmosphere.

(SUBURBS, CONTINUED)

Suburb 4 is called Naomi, in honor of Naomi Subari, who was one of the people responsible for the design of the New Earth project. As befitting a city named in her honor, Naomi has a large zoo, coupled with an extensive genetic archive. When New Earth is nearing completion, and the outside can sustain life, the plan is to release hardier plants and animals into the environment, to hasten the establishment of a new biosphere. The animals in the zoo are, for the most part, of the small and easy to take care of variety, like dogs, cats, rabbits and pygmy goats. The Venusian government, however, knowing the value of spectacle, has made sure that the zoo has two stars: Shiva and his mate, Kali, a pair of Indian tigers, long extinct on Earth. Their habitat is always watched by well-wishers, awed by the power of these animals. What would have been the main park is instead given over to the zoo, but no one seems to mind. CEGA is strongly petitioning for access to the gene archive, arguing that the contents are a legacy of Earth, and should be shared with the homeworld. So far, though, the Planetary Advisory Board and the zoo's Board of Governors are putting them off.

FIELD AGENT REPORT

You gotta watch these jokers. We have no idea where these tigers came from, and don't accept the official story that they came out of a private collection on Earth. We think someone is playing fast-and-loose with the gene banks, and the Edicts boys are on a hair-trigger.

— *Special Agent Nav Cortez, EEB liaison*

◇ HIROSAKI AND MIYAZAKI SUBURBS

The fifth suburb, Hirosaki, is the official headquarters of the Home Defense Force, but is currently in the process of shifting much of its operational staff to the new Combined Venusian Naval Authority. Much of the population is military, including the security force assigned to the government core. From above, the arcology structure is a six-sided figure, leading to the common nickname of "The Hexagon" for the military headquarters.

In the sixth suburb, Miyazaki, we find the homes of much of the support staff for the whole conglomerate arcology. This is a heavily residential city, with little remarkable to it. Population of this suburb alone is over 700,000. The last suburb, Okazaki, is unremarkable save for its architecture. The last of the suburbs to be built, it was only completed two years ago, and makes use of the very latest materials. The intricate twisted spiral of its central stack is reminiscent of the DNA spiral, and the many structures branching off of it likewise have a biological ambience to them.

Floating high overhead, nearly forty Buoyant Estates help regulate the internal temperature of this immense island of humanity. Most of these Estates are attached to the core of the arcology, but each satellite city has at least two Estates tethered to the central spire. The most famous of these is the Shinohara sports complex (see page 39).

As no one corporation can be allowed to dominate the capital city, corporate representation on the city council is sharply limited. Instead, the Planetary Advisory Board holds the executive position on the city council that would normally be reserved for the sponsoring corporation. Mayor Chari Moore is often at odds with the PAB, as she is opposed to continued new construction. She wants a moratorium on new construction until things have settled down, as she doesn't appreciate the stress the constant construction puts on the citizens of the city.

NEW TOKYO ▼

New Tokyo is the home of the Venus Bank, and like the bank it is shrouded in mystery. The core of the arcology was completed in 2150, shortly before the mysterious death of the Bank's first chairman. Major expansions occurred in 2172, 2190, and the latest just finished in 2211, shortly before the Odyssey. Unlike Shinohara, which expanded by adding satellite cities, New Tokyo expanded by adding concentric rings. From within the city its hard to see, but from the air the expansion points are clearly defined.

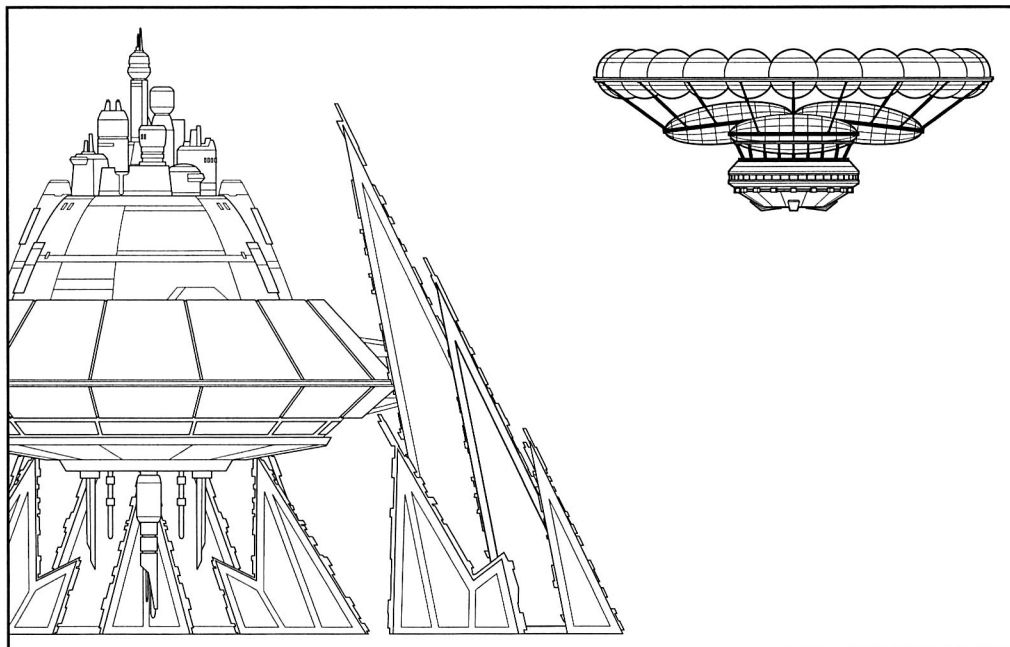
Much of the arcology is sealed off, with only a small portion open to the general public. What few agents SolaPol has on the inside did give us some information. Most of the 1.2 million people in New Tokyo work for the Bank in some capacity, or are involved in support industries, which are usually Bank-owned as well. Industrial capacity is light, limited primarily to items needed by the arcology itself. The sixteen Buoyant Estates are, for the most part, luxury condos, but three of them are reserved for high officers in the Bank, with only four homes in each Estate.

New Tokyo, more than any other arcology, rigidly enforces the divisions between the various castes. Here you would never find an administrative support worker living next to an administrator. At the same time, hard work and loyalty are well-rewarded, and few think to complain about the system.

The only place where this rigid structure is relaxed is the University. Students from all levels mix here, as there is no guarantee with the Banks that a person will find employment at the same level as their parents. Everyone attends the University, where they are all sorted into their professions over the course of a grueling four-year program. No one is permitted to drop out, and suicide rate amongst the students is more than double the normal population.

One of the most interesting features of New Tokyo, aside from the Bank itself, is Founding Park, at the heart of the original arcology. One of the few places open to the public, it is a very large, open space filled with huge trees and various plants, and even has birds flying around. The sunline above is very bright, as bright as the sun would be on the surface if Venus had no clouds. Numerous plaques and statues are dedicated to the original settlers and their vision for a New Earth. Founding Park is supposed to represent what the surface will look like after the terraforming process is finished.

In the sealed sections of the arcology, nothing is open and straightforward. Even the corridors themselves seem maze-like, with little in the way of identifying signs or markings. Workers are expected to know their sections, and not be curious about others. Security is incredibly tight, with passcodes and retina scans required to gain access anywhere. Right at the top of the central spire are the offices and homes of the inner circle, effectively unreachable through all the security.



2.9.3

Yukio appears to be just another corporate-owned arcology, though one with ties to the military. Most speculation has Yukio as the site of a civilian contractor for food and supplies to the military bases on Atalanta. This helps explain the large numbers of flights going into and out of the city, and the large, but not inordinately so, guard force.

Yukio is a fairly large city, with the arcology standing 120 meters off the ground, and about 4 kilometers in radius. Its shape is unremarkable, several low domes with an elongated dome for a central spire. Ten Buoyant Estates are attached to the central spire, and each one is thought to conceal a defensive weapons suite and/or sensors to help defend the arcology should it ever come under attack.

To the north of Yukio are the extensive Yuka proving grounds, and it was here that the Guan-Gong exo-transport was first tested. We have reports that one of the Venusian corporations is field-testing a tank that uses exo control technology. This would confirm reports this agency has that Venus is gearing up for a ground war, but where and against whom is uncertain.

Despite being a military installation, Yukio has a large number of civilians who perform many of the support tasks for the city. These citizens are governed by an elected city council, but final say lies with the military governor of the arcology. Sho-sho Jorge van Dios is the HDF officer in charge of the city, and he reports to the general staff. He is not answerable to the civilian bureaucracy of the city or the Atalanta District.

३.५.३

The Tokai arcology has an unique history. The Tokai Corporation is one of the First Corporations, and used to exercise a great deal of power in planetary affairs. The breaking point came when they attempted to rename the Maxwell Montes to Tokai Montes. The other corporations were opposed to the idea of renaming any geographic features, especially the tallest mountains on the planet. Tokai went ahead and renamed them, but everyone else refused to accept the name, and thereafter refused to take Tokai seriously. So on most maps, including the official ones, the mountains are still called the Maxwell Montes. On Tokai-produced maps, though, they refer to the mountains as the Tokai Mountains.

The current Tokai Arcology is a complete rebuild of the old one. Dissatisfied with the results from building on the old arcology's core, the Tokai Corporation undertook to build a completely new one, and leveled off the top of a mountain to do it. The new generation of advanced heliostats contributed greatly to the building program, and the new city was completed in ten years. Rising up 200 meters above the peak on its great fractal heat sinks, Tokai looks like a great metallic jewel, shining down on the rest of the world. The faceted titanium shell rises a further 1400 meters from its base. Ten likewise bejeweled buoyant Estates float serenely above the city, with huge searchlights shining down on the arcology below. From the city's height, and with the brand new arcology, the citizens of Tokai have a tendency to look down on the rest of the planet, literally and figuratively.

Construction of the new arcology ran way over budget, and the corporation was forced to sell the old Tokai to the planetary government. The arcology is now used as a relocation and reeducation center for malcontents. This use of their old city has angered some in the corporation, but with their current reduction in power, there's not much they can do.

A center for malcontents, Hah! More like a political prison. Don't fit in anywhere else, off you go. Don't leave until you've proven yourself, or got killed trying. The city is like some sort of deranged Darwinian experiment, and to rub it in, that new city is just up the slope, lookin' down on us."

6:4:9

There are twelve buoyant estates tethered above Sakura, and they are the reason for the arcology's fame. Two of them are luxury hotels, eight of them are luxury condos, and the other two are exo-racing tracks. The Sakura Invitational 500 is run from one, while the other is used for speed trials and amateur races. The Invitational is a grueling 500-kilometer race that starts from the buoyant track, then continues on the surface, finally looping back to the arcology itself, to a special facility that rests on a thick layer of aerogel on the surface.

04:4:10

Like all arcologies, Konyo has buoyant estates. Aside from the one small ball diamond (home to the Konyo Roughnecks), these estates are used for nothing more than heat exchangers. Konyo seems to be too busy to worry about that sort of luxury. As well, with the high-volume of air traffic Konyo sees, the estates are risky structures. In 2178, an incoming hypersonic transport clipped the cable of the one of the heat exchangers, setting it adrift. It crashed two days later, killing the 20-man maintenance crew. All attempts at rescue failed due to the estate's uncontrolled, erratic fall. Since then, all the estates have been equipped with emergency airships, as a sort of life raft.

8-6-77

Completed in 2153, Sakhalin is at the center of a small, but vocal, Russian counter-culture on Lada Terra. Sakhalin enjoys a culture at odds with the rest of the planet, and the people seem to enjoy flaunting that fact. Though everyone learns the Venusian dialect, Russian is the main language of everyday life here. This arcology is also the home of much secessionist rumbling and covert rebellion, first against the planetary council, and now the PAB. As a structure, Sakhalin lacks many of the flourishes so common in Venusian design, and has a simple, straight-forward appearance. Unlike so many of the newer arcologies, Sakhalin is still built to the same design tolerances as the original arcologies, and so is a veritable fortress. This fact hasn't escaped the HDF.

THE THREE PILLARS ▼

First conceived by Sheng Mai and expanded upon by Tzen Ming-Shang, the Three Pillars are the cornerstone of Venusian moral and practical behavior. Largely made up of common-sense rules thousands of years old, the Three Pillars were written and composed specifically for what Tzen-Ming Shang predicted would be a peaceful society based on loyal service and generous reward. Venusians read and follow Tzen's writings on the Three Pillars with an almost religious reverence, often reading portions of the text at weddings, funerals, and other major occasions.

Few Venusians are intensely religious, although most families do associate themselves with a particular faith and make some token observances. For the most part, the Three Pillars serve as a behavioral, moral, and hierarchical guide, leaving only the mysteries of death and the universe to deities. Most Venusians thus have no religious prejudices, and are as happy to be left alone in their beliefs and they are to let others alone. Other nations note sourly that this is probably because Venusians spend so much time trying to convert people economically that they have no time left over to convert people religiously.

THE CORPORATION ◇

The Corporation is the First Pillar in a Venusian's life. It forms the center of his or her political, cultural, and social life. It is the means by which survival is possible, and so while it does not necessarily override one's observance of the other two pillars, it does demand precedence in certain situations. For most Venusians, this is not a problem; observing the First Pillar involves working hard and benefiting the corporation and the arcology. It is only a few Venusians, usually in lines of works not greatly publicized, that must regularly choose which Pillar to follow first; for these individuals, it is understood that the Third Pillar brings righteousness and the Second Pillar brings happiness, but only the First Pillar brings promotion, wealth, and power.

One of the most important (and commonly encountered) cornerstones of the First Pillar is discretion; it is the one of the principles that allows the remainder of the finely-balanced Venusian society to function smoothly and serenely. Venus is a society of veils and privacy, and it runs smoothly so long as its citizens do not gossip about or take undue advantage of the company's secrets or a friend's unpublicized history or actions. While serious crimes must be reported, the First Pillar still applies; the reporting must be done carefully and quietly.

An extension of the First Pillar is loyalty to Venus itself; this applies most to PAB members and citizens elected to their arcology's city committee. City committee members are usually average middle-class citizens; few executives are ever on the committees due to time restrictions combined with a desire to avoid a public presence unless absolutely necessary. Committees actually have a significant amount of control regarding the day-to-day city activities of an arcology. While the executives of the arcology's owning corporation do truly have an unspoken veto power (derived from the fact the most, if not all, of the city's revenue and budget comes from the corporation), this is seldom used; if the populace gets unhappy, productivity drops, so unless the matter is of extreme importance, the corporations allow the citizens to govern themselves. By the same token, the committees are usually respectful of executive vetoes, understanding that under the bond of trust between the ranks, there must be a good reason for such missives; since Venus has been a corporate planet since its initial colonization, the entire system is very finely tuned to keep the employees and citizens both controlled and happy.

FAMILY ◇

Family is the Second Pillar. Extended families often live together — all working for the same corporation. Within this same realm is the "Group Family" — not blood relatives, but those with whom the individual works or plays. Many Group Family relatives are higher- or lower-ranking employees of other corporations; such friendships are common and encouraged, so long as the requirements of the other two Pillars are not breached.

Group families are especially important because of Venus' population policy. One of the greater sources of social stress on Venus, the corporations and PAB all participate in a planet-wide controlled-population-growth program. Applications to have children are seldom approved, meaning that when a person in one's Group family has a child, it is a reason for the entire Group family to celebrate, and it is also common practice for the Group Family to all have a part in the child's upbringing. Illegal pregnancies have the option of termination or exile for the parents; the protests resulting from this policy are quelled with the realistic statement that Venus' arcologies cannot support many more people comfortably, and also the hopeful promise that someday far in the future, as the New Earth Project proceeds, the restrictions will be lifted.

◆ HONOR

The Third Support is Honor, which is largely a function of how the Venusian interacts with his or her corporation, family, and peers. Honor is said to be the most important Pillar, since it is the only Pillar that a Venusian always carries within, and the only Pillar that relies solely on the Venusian individual to keep it upright. Although the concept of honor has deep personal, moral and religious significance to Venusians, its most visible manifestation is in the observance and enforcement of Venusian laws.

Venusian society offers vast amounts of freedom to its citizens; the basic planetary laws, known as the Covenants, cover only human crimes like murder and kidnapping. Individual corporations have great leeway in creating and enforcing laws, so long as they remain within the guiding principles of the Covenants, but even their laws are seldom overly restrictive beyond the bounds of common sense and courtesy (for instance, the laws against public urination are seldom broken). For most minor offenses, penalties are financial or involve public apology and service. More serious offenses (such as hacking, theft, assault, etc) can result in demotion or, occasionally, assignment to a punishment detail tailored to the offender.

Misuse of power is a severe crime on Venus. In a society where the happiness and trust of the workers is predicated on the reliability and trustworthiness of the managers and executives, a breach of that trust is met with public castigation, financial penalties, and loss of advancement opportunities. Such punishments send a clear message to workers that advancement and promotion result in more responsibility and work, not less, resulting in a subtle curbing of ambition in most workers.

For extreme cases of mental instability and violent crime, the solution is exile; Venus makes a great show of its desire to find a place for everyone to be happy, even if that place isn't anywhere near Venus. Most often, violent criminals are shipped to Earth, where they are sent to a Non-Aligned state of their choice (and which accepts their entry) with whatever possessions or wealth they have remaining after paying Venusian fines; there is, at the moment, no shortage of Non-Aligned factions that can find some use for violent and sociopathic individuals. CEGA also accepts a few such exiles; what becomes of them is not publicized, and Venusians tend to care little about the fate of exiles once they are placed in someone else's care.

Although Venus planetary law does not have a death penalty, it does not specifically forbid one. All corporations take advantage of this to some extent, the most common manifestation being the waivers employees must sign before attaining certain security clearances or ranks. The waivers absolve the corporation of any legal burdens should the employee be injured or killed under any circumstance after having been reprimanded for a sufficiently high breach of security or competence. This is a publicly known and accepted convention that makes perfect sense to Venusians; those who turn against Venus after signing the waiver and gaining the pay and rank privileges associated with high security clearances and authority deserve exactly what they receive. The penalty has been applied exceedingly few times in Venusian history; those individuals who have been eliminated for the good of the company were made so far out of the public eye.

▼ THE POLITENESS OF INFORMALITY

Venusians have anglicized their naming conventions since the first days of colonization. In the early days, this was meant to reduce confusion between the various cultures present in the corporate colonies. In modern times, the family-name-last format has become the standard for the entire planet, with old-style family-name-first usage reserved for historical figures like Tzen Ming-Shang.

Venusians almost always address each other by their given names. Even executives are spoken to by subordinates without need for title or surname; a subordinate's respect is shown by actions, not titles. This holds true even in the military, where strict use of ranks is required only when on duty or alert status; in off-time, all crewmembers use each others given names, unless unusual or disciplinary actions require the reassertion of military protocol. This naming convention grew out of the informality of initial social interactions in the Venus colonies, and was retained later on as a way to subtly de-emphasize the importance of family name as opposed to individual talents. Although in a practical sense, one's family name and reputation does still carry weight on Venus, it is much less potent in Venusian society. Of course, the common use of given names does not change or mitigate the effects of rank; executives and Tai-sa still give orders, and must be obeyed.

This quirk, more than the oddness of the Venusian language itself, is the most difficult for foreign visitors to get used to. For some, it makes Venusians seem unusually friendly even to relative strangers, while for others it is unacceptably informal. Ambassadors from CEGA and the Martian Federation, in particular, have been especially discomfited at being addressed in public meetings and formal events by their given names, with only token acknowledgment of rank and status.

COLORS AND LIGHT ▼

Venus is very wealthy, and its citizens largely live in luxury, a state most clearly visible in the attire and decorations of its citizens. Appearance and adornment are very important in Venusian society; a well groomed and stylishly-dressed individual is seen as a person with the combined desirable traits of discipline, creativity, and the desire to fit into a group. In other parts of the Solar System, Venusians are usually easy to spot; one need only look for a swirl of ethereal light, artificially billowing cloth and sometimes, ghostly music drifting through a crowd. Outside Venus, Venusians have the freedom to indulge themselves to the fullest extent of their imaginations. On Venus, displays of beauty and style are valued and appreciated, so long as the user is not showing off excessive wealth, which is considered rude.

The rich use their money for long trips, vacations, or out-of-the-way balloon estates, but usually look no more outrageous than anyone else. The ability to spend money is hardly a desirable trait on Venus. Venusians are far less impressed by large, expensive gemstones than they are by tiny synthetic stones arranged in complex and pleasing patterns as part of a clothing ensemble; the purchase of a huge diamond requires only money, while an individual's personal presentation requires both intelligence and aesthetic sensibilities.

MORPHWEAR ◇

Morphwear is a collective term that encompasses a huge range of clothing engineering, from the use of miniature exo-suit muscles and medical actuators to electroreactive gels and modified plant cells, all to create clothing that moves, flows, and changes shape according to the whims (and programming skills) of its wearer. Applications range from business attire that instantly converts into formalwear and jumpsuits that form extra pockets to clothes that create wings and evening wear that shifts, slides, and vanishes. Some morphwear articles also incorporate video membranes or even small holographic projectors, which surround the wearer with floating text, images, or (for the more subtle) a gentle glow. Morphwear has practical applications, as well; for instance, Venusian body armor has "gills" that open to allow ventilation and then seal up, minimizing vulnerability while maximizing comfort.

EYEPRINTING ◇

Many Venusians are eyeprinted in one way or another. Eyeprinting is a minor (by Venusian standards) and reversible surgical process whereby a thin electrochromic membrane is grafted onto the recipient's eye. The membrane responds to impulses drawn from a memory chip implanted just under the skin of the temple; the memory chip can be reprogrammed using a standard touch-interface controller linked to a computer with commercial eyeprinting software. The membrane, when active, displays words, images, or whatever the owner wants; the images constantly shift according to preprogrammed patterns, creating the illusion of dancing flames, pools of water, flashes of lightning, or anything the user can imagine. The eyeprints draw power from nutrient-infused eyedrops; a single drop will set the prints in motion for about two hours. Some advanced versions respond to the user's mood or conscious control. Temporary eyeprinting is also possible via contact lenses, which are more expensive but less surgically invasive; control can come from a standard surgically-implanted chip or (even more expensively) a short-range radio burst from a piece of facial jewelry to a tiny receiver on the outer edge of the contact.

CHROMATS ◇

Also popular, especially among Venusian youth, are electrochromatic tattoos, or chromats. These consist of thousands of color-generating, partially organic electronic nodules inserted under the skin in an array that can be as small or large as the recipient desires (or can afford; Venusians with the money to buy full-body chromats seldom have good social reasons to display them in public, anyway). When active, the chromat looks just like a bright (sometimes even glowing) tattoo, but when inactive, the skin is completely normal-looking. Most offices have few restrictions on chromat use, but for the sake of courtesy, most Venusians keep their chromats off or only partially activated when at work.

The chroma cells are turned on by the use of a nutrient-enriched skin cream that powers the chroma cells for several hours, after which the image fades; a different lotion inactivates them, but once made so, the cells do not reactivate for about a day. Basic chromats are fixed to show only one image when activated. Advanced versions link the chroma cells in a network controlled by a chip similar to an eyeprinting control chip, allowing the use of moving images and changes to the images used. Implantation of a chromat takes a few hours with a skilled technician, followed by a few weeks of healing and integration.

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VENUSIAN BASEBALL ◇

Baseball is Venus' most popular team and spectator sport; while fencing is so commonplace on Venus as to be pedestrian, the skill and teamwork required to play the centuries-old field game draws the attention and acclaim of virtually the entire Venusian population. Venus is the only planet besides Earth that has active baseball leagues. Countless teams exist across Venus, from major professional teams to corporate, local, school, and neighborhood clubs, all the way to the street stickball played (at the risk of gentle reprimands from Public Safety officers) by young children. Baseball games are the most-watched broadcasts on Venus; exhibition games with off-world teams are especially popular, particularly those involving the modern descendants of the famed teams of pre-Fall Earth.

Corporate and city baseball teams are one of the few places where the formal stratifications of Venusian society are completely ignored; an executive who happens to be a good shortstop has no authority over other players who may come from management or worker sections. In the first days of Venusian baseball, this unconditional equality created some tensions, but over the decades, the noble camaraderie of the baseball team has become a source of Venusian pride and tradition, with membership on a team being considered an honor and privilege far more important than mere corporate standing and pay grade. As a result of this gradually-developed social niche, baseball team members tend to be the most tolerant, open-minded and diplomatic of Venusians, especially when dealing with matters of social standing.

Most professional or semi-pro Venusian baseball games are played inside large buoyant estates. The stadiums have little room for spectators; not only do most Venusians lack the time and inclination to make a trip up to a buoyant estate to peer down at a live game, but the realtime virtual-reality broadcasts of such games provide viewers with better vantage points and camera control than any physical stadium seat. The stadiums are ringed with cameras, pressure sensors, and motion trackers whose data is used to allow viewers to "stand" behind the batter, watch the game from a bird's eye view, or even travel alongside the ball at hundreds of kilometers per hour. The physical seats in stadiums are usually used only by sponsors or family members, most of whom are often engaged in parties or receptions, with the game as a nothing more than an expensive backdrop; for any such people who are actually interested in paying close attention to the game, all stadium seats are equipped with VR headsets.

EXO-RACING ◇

Exo-racers are the direct descendants of the early Venusian skimmer sleds, which were in turn derived from low-altitude marine ground-effect craft used on Earth. These small, single-pilot atmospheric craft consist of a lightweight aeroframe, big engines, hover fans, and linear-frame-operated control surfaces. They have vectored-thrust jets so they can plummet off cliffs (or off the edge of a balloon estate), make a controlled fall, and continue on their way with hardly any lost forward momentum. Exo-racers are among the fastest ground-skimming vehicles in the Solar System; they move so fast, they have dedicated navigation computers so the pilots don't have to map out where to go on overland races and can just focus on not running into anything.

Skimmer sleds were used in races (initially informal competitions, which later became sanctioned events) since the early days of Venusian colonization. Venus' recent economic boom has greatly increased the popularity and profitability of the racing industry. The exo-racers used in modern races are faster and more agile than their non-linear-frame predecessors, traits that result in more exciting and breathtaking competitions.

Races can be small, two- or three-vehicle sprints over local terrain, or high-stakes regional competitions between dozens of racers over some of Venus' most spectacular terrain. Once a year, the Sakura Invitational is held near the arcology of the same name. This grandest of races begins on a balloon estate, drops to Aphrodite Terra, continues down the slopes of Aphrodite, winds through some tessera, and concludes in the shadow of Sakura Arcology itself. The race is exceedingly dangerous, but the prizes are opulent, and there is no shortage of contenders, sponsors, or viewers, often from far offplanet.

Most arcologies have exo-racing teams, as well as amateur and enthusiast clubs. Most corporations also sponsor their own teams, as well as design groups and other support offices. Of particular note is Waldsen-Nishiyama's Group C. A design team within WN's high performance linear-frame division, Group C is a very public team designed to misdirect public scrutiny from WN's other linear-frame research. Group C builds and races exo-skimmers as well as sleek Hoplite Marathons, the latter of which compete in the Jovian Exo-Biathlons whenever possible. The members of Group C are all elaborate showmen as well as serious designers, and they enjoy their role in the spotlight enormously.



"If an organization may be likened to a human body, complete with brain, limbs, and heart, think carefully on whether it is truly worth struggling to rise from your humble post at the bottom of the heel to a more lofty position half-way up."

— Sheng Mai

VENUSBANK ◀

The Venusian Bank is the most powerful financial institution in the history of Humankind — the result of nearly a century of expert investment strategies and machinations on a truly epic scale. Independent auditors assess the collective net worth of the Bank's assets to exceed the total worth of the Martian Federation. Such an economic powerhouse is not an accident but the result of the efforts of one of the keenest minds the Solar business community has ever seen: Andrew Maiso.

Maiso ascended to the role of Chairman in 2110 with a personal vision — to take advantage of the “Tough Times” to establish the firm as the cornerstone for a system-wide recovery. Using his vast web of contacts, private knowledge and uncollected debts, the Chairman pursued an agenda of long-term, medium-risk investment combined with more traditional forms of banking. This began to quickly pay off, and his personal knack for predicting politics, economics and warfare became legendary. By the dawn of the following century, the Bank had access to investments that ensured a guiding hand not only in the affairs of Venus but also large portions of CEGA and Martian Federation as well.



THE CHAIRMAN ▼

With rumors of assassination and terrorist activity rife amongst the New Tokyo elite, the Planetary Council passed the Maiso Corporate Security Act in 2198. Among other sweeping reforms, the Act gave Venusian corporations a right of non-disclosure regarding its top level executives, with the Planetary Council granting such anonymity to applicant corporations on a case-by-case basis. Under the current amended legislation guidelines, only the administrative heads of the Planetary Advisory Board are officially allowed to have knowledge of corporate members protected under this Act and are sworn (and paid) to keep this secret in and out of public life. Maiso used this opportunity to resign as the official head of the Bank. Rumors of his timely death began to circulate; he was over one-hundred and twenty years old at the time.

Since the implementation of the Act, the identity of any sitting chairman has been a classified state secret. The office of Chairman still maintains executive control on all Bank activities, and a significant legal and economic weight is carried by its seal. Many rumors surround the secrecy of the Chairman: various Venusian officials and celebrities have been named by the populist press, and some allege that Maiso still holds the position, despite his official death in 2202. One common rumor holds that the position remains unfilled, and that an “inner circle” of ten or so board members uses the “Chairman” to approve their actions.

While almost impossible to confirm, there is growing anecdotal evidence of doctrinal and operational splits within the organization. Identifying factional leaders and motive for the escalation of internal conflicts has proved difficult, though finger-pointing in the upper echelons since the Odyssey affair has added fuel to the fire. This internal turmoil has not, however, weakened the Venus Bank much as a collective entity. The Bank continues to post record profits; its only real concerns arise from a rumored alliance between two powerhouse contenders, Han Tzen and the Waldsen-Nishyama Collective Technologies group.

SUBSIDIARIES ▣

According to independent audits conducted by SolaPol, VenusBank holdings represent an interesting slice of Solar System business. A sample of the truly diverse range of products, technologies, and services that VenusBank has standing interests in includes: a 51% silent share ownership in the Ishtar Tanaka Group (ITG), one of Venus' and the Solar System's largest and most trusted accounting, consulting, and auditing firms; an estimated 35% share in VFG (Venusian Foods Group), a mass-market food manufacturer; investments in a number of media and general industrial companies including Masuo-Panet, JVD, Misawa and Dural Defense technologies; 65% ownership in Greyneer Corporation, a medical research and product group; and a 55% share in the New Tokyo Trust, an organization established to raise awareness of financial commitments of New Tokyo's public works to Venusian corporations and private citizens. The bank is also the major contributor to the Diana Foundation, a group created to raise funds for the Venusian Ecology Commission.

▼ BOARD OF DIRECTORS

Board members are normally referred to in documentation as Director, as a prefix to their last name (e.g. "Director Tanaka"). Directors are afforded the greatest of luxuries and social respect that comes with their lofty yet relatively secret position within Venusian society. A Director is assigned his or her position based upon their previous experience with the Bank, often rising to that position to represent the needs and wishes of a division with the Bank itself.

The current Board of Directors of VenusBank is perhaps quite indicative of the dilemma facing the organization. Still fighting the perceptual fires from the Odyssey Affair at home and abroad and the partial unearthing to the solar public of Operation Methuselah, the Board of VenusBank has become both a diverse and introspective organization struggling for a new and coherent identity. The Board, as it is collectively known, is suspected to comprise some forty individuals, each representing a key leadership position with the VenusBank hierarchy. Due to the secretive nature of the firm and its business activities and supported by the Maiso Corporate Security Act, most of the activities of the Bank Directors remain shrouded in secrecy.

What is known about the Bank's internal structure has been surmised from a twenty-year concerted effort by SolaPol to examine its structure and affairs. Like any enormous corporate entity, responsibility is allocated and delegated to each of the forty or so Board members based on prior experience and also on the basis of capability. Meetings between individual Board members are frequent and usually occur out of a need to liaise at the highest level between departments or to co-ordinate major investment initiatives. A full meeting of the Board is an affair that usually only occurs during the annual general meeting or is called to cope with a specific crisis. Meetings are supposedly held in the alleged home of the Inner Circle; an area dubbed Section Z by sensationalist media, it is said to be the most secure area on Venus itself.

Turnover for minor positions within the Board is unknown to the public at large but is surprisingly high (a rate of approximately one seat per year at this time). Many a mysterious late night suicide or vehicle accident have been rumored to be the result of a major failure whilst holding a Board position.

▼ THE INNER CIRCLE

The most luxurious section of New Tokyo is not open to the general public, nor even to general employees of VenusBank. It is quite possibly the most secure urban living area in the entire Solar System, an area so well-protected it is literally sealed off from all other section of New Tokyo. This area, known only to the local police as Section Z, is the living quarters of the Venusian elite. Its residents are colloquially known as the Inner Circle by general members of New Tokyo society; it is here that the elite of the VenusBank, their friends, colleagues and guests are entertained, housed and work.

The Inner Circle is also thought to be a select group of Directors on the VenusBank board that make the executive, day-to-day decisions as to the Bank's future. These rumors of their existence are fuelled by the Bank's reluctance to publicly disclose the identity of its current Kaicho (Chairman) as well as factionalism within the Bank's hierarchal decision making processes.

Hard evidence of both structure and identity of Inner Circle members has become a top priority for foreign solar intelligence organizations. Other Venusian conglomerates have for the most part, however, very publicly avoided addressing the issue of VenusBank leadership, adding to the frustration of SolaPol investigators and New Tokyo police alike.

Since the partial revelation of the Odyssey Affair to mainstream Venusian society in 2211, an apparent rift has grown between alleged factions of this apparent Inner Circle. A series of decisions to sell off Earth and L-point based investments in 2211, only to have these assets required two months later, is perhaps one of the most famous contributions to talk of inter-factional rivalry within the Bank.

▣ SECURITY

"...and if we were to get any closer, it would invoke a security response the likes of which you may never have experienced in your days on Pyrea. They are already aware of our presence, who exactly is in this vehicle, our conversation and the potential threat that we could pose to them. Venusian security is perhaps the most efficient in the entire Solar system. Shall we move on?"

— Source: SolaPol liaising officer Cassandri Marx speaking with newly appointed SolaPol Edict investigator Quinton Estrich from inside their ground-car cabin, March 14th, 2212.

RONIN ▼

SolaPol agents were approached in 2211 by a Venusian citizen, IGS photographer and VenusBank personal assistant Rumiko Sonada. She made startling claims that both astounded and confirmed what had always been suspected — that the Venusian Bank has its own espionage agency. Called Ronin, this agency, Sonada alleged, acts in intelligence-gathering, counter-intelligence, and other “gray” and “black” operations capacities. This elite team of special operatives is estimated to number no more than one hundred key individuals, the identities of whom are known only to the Inner Circle and the Office of the Chairman. The exact details of who these shadowy agents are and the ultimate agenda they serve is still surprisingly unclear. What is clear, however, is that the masters of these Ronin strictly control the flow of information to their agents, to both maintain secrecy and limit the damage the loss of an agent can cause if recycled or uncovered.

The group is estimated to have among its ranks former members of intelligence agencies and military operations from around the Solar System, ranging from a former mercenary commander from Earth to even include former SolaPol personnel. Skill sets and capabilities among individual members is quite diverse, with a strong regime of supervised and ongoing training when not on an active mission or duty. Loyalty is maintained through a variety of means that varies between the individual agent and his or her background.

A WEB WELL SPUN ▼

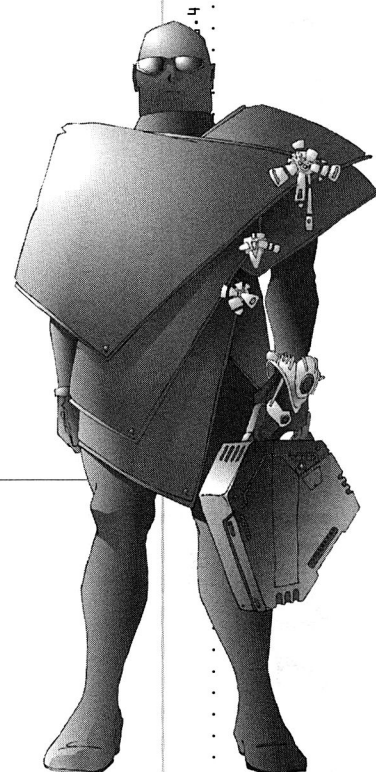
Since the very public revelations of the involvement of the Venusian Bank in the affairs of Solar politics of 2210, there has been renewed vigor on the part of investigators to piece together the level of Bank interference in Solar politics. Particular interest is being paid to Bank interests in the affairs of Earth and Mars; it is this level of “unnatural involvement” that has been the focus of most SolaPol investigations. Government officials from both CEGA and the Martian Federation have also been quick to act upon any alleged Bank involvement. Public outcry over conspirators in the “green dome” abounds. Amongst the most recent revelations brought to media and government attention:

- 1) An estimated 25% silent partnership in the Lunar Aerospace Consortium, investments officially held by Meadows Technological Investments and the Kaufmann Group, two Selenite front companies. The latter are in the process of offloading this stock, but surprisingly, the stock price has increased rather than fallen, buoyed by a collection of private buyers;
- 2) A similar stock situation involving Ares Heavy Motors and Ares Corporation, with the Martian Federation authorities suspending the trading of the shares until a full investigation into the matter is concluded;
- 3) A recent ZONet investigation uncovered a concrete link between the Venusian Bank and the pan-Solar accounting and consulting firm Ishtar Tanaka Group. Allegations by the program include the acquisition and destruction of documents relating to the Odyssey affair by key ITG staff, as well as inflating values of assets and stock value for clients, many of who were also owned by the Bank through direct or indirect means.
- 4) A diverse scattering of investments in a number of Mercurian trading companies, shipyards and rumored links to the Merchant Guild itself. The Guild flatly denies Bank involvement, making counter-accusations of Bank involvement into SolaPol investigations into alleged smuggling rings throughout human space.

CURRENT CONCERNS ▼

SolaPol investigators are primarily interested in the level of Venusian and VenusBank involvement in Edict violations. In particular, the alleged poaching of several Floater organisms from the Jovian atmosphere (see page 19) and their forced removal to Venus is of prime interest, as it carries the weight of a full-blown diplomatic incident. Agora members have called for a full investigation from the Venusian Planetary Council into these incidents and to what extent they are related to a certain rogue CEGA Fleet in the now famous Battle of Elysée. No one, least of all the Jovians, expects much to come of the investigation beyond diplomatic palliatives, however.

Further pressures from abroad and home have fractured the power of the Planetary Council; a recent vote of no-confidence in the body has seen the body disbanded and the retirement of many of its five hundred members. Accusations of stoogery to the Bank have seen many retire in disgrace, and others in turn seek retirement before accusations are made. Rival business combines Waldsen-Nishyama, Han Tzen and the small corporations collectively known as the Little Lords are seeking a more open and accountable government structure. It is hoped that the newly formed Planetary Advisory Board will reflect their collective wishes and not those of the Bank alone.



4.1.5

4.1.6

end of section 4.1 venusbank

4.2

▶

PLANETARY COUNCIL

The Planetary Council was formed to meet the need to present a seemingly untied front for Venusian politics to the Solar System at large. With increasing interest in Solar trade and commerce, the economic powerhouses of Venus required a legislative body to manage resources beyond the city-state level and present the common interest of Venus to other member Solar nations. Thus out of both self-interest and necessity, the Planetary Council was born.

Initially formed with only two hundred members, this number ballooned out over time to more than double this, with over five hundred representative officials sitting on the Council by 2211. Appointment to a Council position was dependent upon a position becoming vacant; positions were held for an eight-year period and re-election to a position based upon sponsor appointment was the norm. How many seats were available and how these seats were appropriated was the domain of the Council Register, a complex legal code used to calculate the allocation of seat numbers in the Council. The Council Register calculates seat numbers based upon a number of factors; including net worth of the company or zaibatsu, relationship and appointment in relation to city-state hierarchy and prior precedent. Groups with a vested interest were allowed the right to challenge any Council appointment, the legal process of which could take at least two years and still allow a member to sit until a final judgment was made on the matter.

▼

BANK RELATIONSHIP

As the Venusian Bank grew in power throughout the 22nd century, so too did its power on the Planetary Council. What began as a means to allow city-states to liaise between themselves became in time nothing more than an official seal wielded by Venus's most powerful conglomerate. By all accounts, Bank interference in Council votes through the proxy of its members became stifling by the latter half of the twenty-second century, the level of power and corruption growing so that by the beginning of the twenty-third century, Bank power over all Venusian foreign policy decisions was complete.

At the beginning of the 23rd century, the power of VenusBank was almost absolute over the planet, all aspects of Council decision making guided by one hand that controlled over four hundred of the five hundred votes. There was the occasional dissension from the minority faction, the occasional Council member calling for a Federal inquiry into interference from the Bank into Council affairs. This sort of dissent met with little success; the few brave individuals who made such moral stances found themselves either quickly removed from office and ridiculed by Venusian society at large, or far worse. To this day, the murder of former Southern Councilor Averi Quince remains a mystery. New Tokyo police were unable to establish a clear motive, or how her mysterious late night visitor was able to slip past police protection.

▼

CURRENT CONCERNS

Prior to the affairs of 2210-2211, the Planetary Council acted primarily and only in matters of foreign trade, foreign policy and orbital regulation and gave Venusians abroad a mechanism by which to contact and interact with Venusian law and society. Control of the HDF officially fell with the Council, however the practice of "crew stacking" on the majority of Venusian warships was notorious, and a real threat to the long-term stability of the Council's control of the organization. In fact so dire was this problem that by 2190 a Federal Ship Register was kept by the Council of all warships under the HDF command, plus a full spread of biographical data on captain and crew alike.

Despite all the Council's failings, the organization managed to enjoy a healthy reputation amongst the rank and file of Venusian society until 2211. A string of popular entertainments were produced throughout the 22nd century, extolling the virtues and lives of Council members and the role they played in Solar affairs, with particular interest in promoting the negotiated end to Mercurial-Venusian conflicts from a century ago.

The peculiar Venusian pre-occupation with politics at a city-state level managed to keep this manufactured persona of the Council alive for over a century. The mind of average citizen was far more concerned with career, water supply or a new dome repair tax than the working of a complex and removed organization they were assured was a necessity.

SPEAKER KEN NYOBI ▼

The executive head of the council, Nyobi is the appointed representative from Han Tzen Corporation. From a modest New Tokyo background, Ken has been a living example of the Venusian work ethic, rising well and truly beyond his childhood station to become a competent bureaucrat, politician, and dealmaker. His skills came to the attention of Han Tzen ten or more years ago, which employed him initially to negotiate key deals on behalf of the conglomerate. Ten years later, both are reconsidering the wisdom of allowing VenusBank and its publicity-fearing Chairman to continue to dabble in Solar politics. Only through some deft negotiating on the part of the Council was he able to avoid a more complicated and potentially dangerous situation with CEGA, the Jovian Confederation and especially with the USN and its unwanted SolaPol investigators.

Ken and Han Tzen President Alec Joao are agreed that the reign of the Maiso agenda should be put to an end and believe that the formation of the new Planetary Advisory Board is the first and healthy step to remedying the errors of the past. Ken and Han Tzen are equally determined to establish a new order within the Venusian solar house, one that reflects both the growing power of a diverse range of corporate interests and also a grim acceptance of eventual conflict with other Solar powers.

Nyobi is a no-nonsense individual, the result of years of dedicated hard work, planning and attention to detail. Perhaps the result of his dedication, he still appears to be single. Rumors abound however about a possible involvement with Board member Elizabeth Leu, adding fuel to increasing speculation that despite best intentions, Venus is again getting into bed with the Bank.

REPRESENTATIVE ELIZABETH LEU ◇

Rumored to be as shrewd and devious as she is physically striking, Elizabeth Leu has been in the employ of VenusBank her entire life. Originally a corporate ward abandoned by parents who left for parts unknown, Elizabeth was driven by a need to succeed coupled with a desire never to be rejected again. Fuelled by a fire for success rarely seen even by Venusian standards, she attained a seat on the Planetary Council in 2210, the year in which her loyalties to the Bank and to her position were both sorely tested. She has appeared to remain loyal, however, to her employers and representative, so much so that her newfound friendship with Council Chairman Ken Nyobi is perceived by political observers as nothing more than a tactic in damage control. The further rumor as to a possible relationship between the pair has been of particular interest but evidence of their involvement is yet to come to the public eye.

Elizabeth has managed to retain her position as chief Bank representative on the newly formed Planetary Advisory Board and continues to maneuver, persuade and resort to more effective tactics to continue to fight for the Bank's strangleholds on the Venusian way of life.

REPRESENTATIVE MILLAN PADAWI ◇

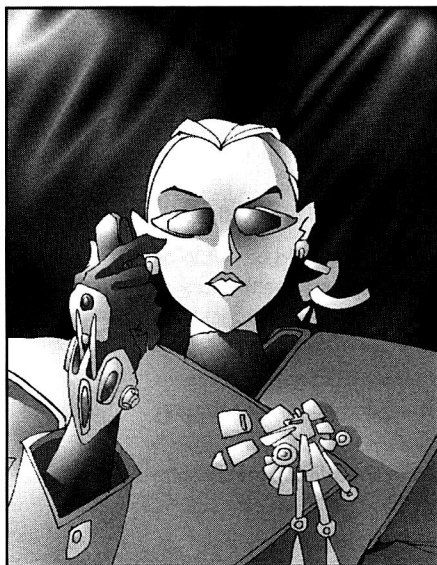
Millan Padawi, the chief representative for the Little Lords of the Southern Hemisphere, is an extreme isolationist, believing that Venus will be best served if it removes itself from the affairs of the rest of the solar system. A fervent nationalist, Padawi believes that Venusian society is the most advanced in any cultural or social sense and sees no value in association with foreign solar nations. This policy of foreign exclusion influences his politics, putting him at times in opposition to the Bank, the Speaker and with at least half of the House. Despite this, the Bank is quite fond of Millan, having privately nicknamed his political antics "our niggling conscience" and frequently invites him to Bank-sponsored events and dinners.

REPRESENTATIVE ARTHUR PANNARA ◇

Arthur Pannara is the corporate head of Artemis Weapons Technology Group (AWTG), a prominent military contractor based in Atalanta Planitia. He is also the elected representative for many other military-based companies on both the Council and the newly formed Planetary Advisory Board. He advocates a position of active aggression for Venus — starting with the forcible re-acquisition of Mercury. His extremist position on this matter has created a greater degree of Solar media interest. He appears to use this to privately push an agenda to strengthen and bolster the HDF in preparation for a perceived inevitable conflict with Jupiter, Mercury, Earth, Mars or involvement in an alliance between these Solar nations against the others.

Arthur is a frequent guest of Han Tzen, the Venusian Bank and even the Little Lords, all of whom curry his favor and that of his corporate constituency. All groups, however, are careful to avoid public acknowledgement of his views.

► PLANETARY ADVISORY BOARD



"Never before in the History of our great Nation has the need been greater for all Venusians, despite their place or station of birth, to come together and to recognize that we can no longer afford ignorance in matters of state. We must stand together and make all other nations of the system take note: We are Venus. We will take our place in the Solar System." — Excerpt from Ken Nyobi's inauguration speech as Board Speaker, November 30th, 2211.

The events of 2211 finally called the bluff of the Venusian Bank and catapulted Venus at large in the tumultuous world of Solar politics. After more than a century of public disinterest, there was planet-wide attention paid to the workings of the Planetary Council. Venusian Federal entities and corporations alike finally found themselves in the spotlight. The weight of over one hundred years of corporate rule was about to catch up with those in ivory tower. Forces of change swept almost instantly across the face of Venusian politics, sweeping aside the old rule of "dollar democracy" to something that truly resembled a greater cross-section of Venusian society's wants and wishes.

▼ A NEW BEGINNING

In the slowly burning fires of anti-Bank sentiment, the Planetary Advisory Board was born. The PAB is a much smaller body member-wise than the old Council, with less than one hundred active members sitting in its newly decorated chambers. Many of the new delegates have been elected with a rash of appointments in 2211-2212, with an old core of former Council delegates that have survived the fires of public opinion.

The new speaker of the Board is again Ken Nyobi, who has retained his speaker's position with a surprisingly increased majority of support. Most of his votes to retain the speaker's position stemmed from delegates loyal to Han Tzen, the Little Lords and those Board members who finally recognize the value in having a truly effective and non-partial federal body to address issues both domestically and across the solar divide. This new coalition also represents a new direction for Venus as a nation and a genuine recognition that no corporate entity alone can reserve the right to set a future for all Venusians.

Representatives are sent each year to the PAB Chamber on Rahana Station, where they remain for the duration of their term. Unlike its predecessor the PAB gives equal voice to all Venusians, regardless of financial worth. Voting can be rather unpredictable; in addition to personal and political conflicts between companies, there are also often disagreements between divisions of a single company, often resulting in members of the same corporate delegation taking opposite sides of an issue. General opinion is that a healthy dose of democratic process has once again returned to Venusian politics.

The United Solar Nations has officially recognized the PAB as the sole voice of Venusian foreign policy, effectively forcing VenusBank to cooperate with the new system. Although the Bank is strenuously trying to gain the same control over the PAB as it had over the old council, its bribes and threats have met with only limited success. It is hoped that Representative member Elizabeth Leu can persuade the Speaker and the house to curtail its anti-Bank agenda, but results of such assumed persuasion still remain to be seen.

Of growing interest for military analysts is a change in composition and key personnel in Venus' space navy. Lesser city-states have come to acquire much-needed persuasive clout in a military sense, with key changes in the HDF ranks.

COOPERATIVE VENUSIAN NAVAL ADMINISTRATION ▼

"We have no comment to make at this time." - Representative Arthur Pannara, reacting to media speculation of a secret PAB vote to establish a Venusian Naval group.

The fact that Venus does not officially have any Naval presence in the Solar System is perhaps one of the best, and worst, kept secrets of the Solar System. Whilst the Venusians prided themselves on their secrecy of their privately funded merchant naval fleets and their advanced weaponry, by 2211 there was more than enough anecdotal evidence to establish the existence of some form of military presence possessed by Venusian interests both home and abroad. Only a thorough understanding of the Byzantine nature of Venusian corporate politics prevented a thorough military analyst from estimating troop numbers and capabilities therein. These warships have existed since the first days of re-contact, serving as a hidden defensive line against potential enemies.

Until recently, Venusian warships were loyal only to their home corporation, operating without any knowledge of the activities of other Venusian naval ships that might be in the area. With the formation of the PAB however the various groups of Venus-built warships were gathered together and united into a single force. The Cooperative Venusian Naval Administration (CVNA) is funded by all the major Venusian corporations, and has assumed control over this previously private fleet. Formulated and planned as an organization under the strictest and most secretive of securities, the CVNA is in the process of becoming a full fledged Federal body, a military arm of the recently formed Planetary Advisory Board. The CVNA is under the direct control of the Venusian Planetary Advisory Board.

Ships are crewed by individuals drawn from multiple corporations but owe allegiance to Venus and to the CVNA hierarchy. Active efforts are taken to counter the previous practice of "crew stacking," the aim being to create and instill allegiance to Venus and to the CVNA and not to their original corporate origins. However, each company is known to have at least a few ships on which the majority of the crew is loyal more to the company than to the CVNA.

Top priority for CVNA Officers has been creating a series of benchmarkable standards for all future warships. Older ships have been phased out or shifted to civilian duty, while new designs take advantage of the increased inter-corporate cooperation and planning possible with one centralized authority. The result is the most advanced navy in the Solar System, combining heavy firepower with strategic invisibility. Only time will tell if this rush to create a new Naval authority to counter the perceived threats of Jupiter and Earth will counter the previous sins of the Bank.



4.3.2

end of section 4.3 planetary advisory board

5.5



There are some Venusian citizens who simply cannot work within the strictures of normal society. Some lack ambition. Others lack tact, patience, dignity or any of a multitude of traits required to thrive in the arcologies. As usual, Venusian society has found a place even for these misfits, one that makes them either content, busy and out of trouble, or dead and out of the way.

4.4.2

For decades, nobody on Venus really gave much thought to the HDF. The brutal training and work regime made the survivors into suitably grizzled-looking warriors to show off to the Solar nations, and the hand-me-down equipment they received was more than enough to maintain appearances. With the ever-increasing Solar tensions, however, the importance of the role of the HDF has suddenly thrust it to the forefront of public attention.

0058

VENUSIAN ESPIONAGE SERVICE ▼

No military force realizes the importance of intelligence information more than the HDF. A subdivision of the HDF, the Venusian Espionage Service (VES) serves as Venus' eyes and ears in the Solar System. Recognizing that Venus' primary espionage value is in its rich and powerful civilian presence, the HDF actively and routinely recruits and trains average Venesian citizens to act on their behalf. Particular emphasis is placed on those corporate employees most likely to travel abroad, with particular interest in auditors, public relations staff, engineering contractors, or any career positions least to be suspected of espionage activities on a military scale. These pseudo-agents often conceal even from their own families the nature of their double-life. Equipment supplied to VES field agents is among some of the most advanced and concealable in the entire Solar System, but is also low-maintenance and easy to use; most VES operatives lack the expertise or desire to anything more than wear a camera lapel pin or drop a few listening devices.

Many a foreign national has written off a small group of VES agents as a group of salarymen or office party out for a night on the town, which is exactly the image they wish to promote. For more intensive or dangerous operations, the VES usually contracts with corporate espionage offices, which usually provide black-ops services for a nominal fee plus shared information access. While this system is not ideal, from the VES' perspective, it is highly satisfactory to those corporations that maintain high-quality intelligence departments.



4.4.2

TAI-SHO SONYA NITOSEI ☆

Social outcast and misfit Sonya Nitosei was sentenced to serve as an HDF exo-pilot before her 17th birthday, the result of a violent crime of passion and a lenient arbiter of justice. Surviving the grueling training program by the seat of her pants and steeled by the experience, Sonya continued to rise further and further in the ranks. By her 30th birthday, she realized that she had achieved more than having found a place where her ashamed parents could hide her. Now 52-years old, Nitosei has defied the odds by becoming the most successful military commander in the history of the HDF. Charged with re-shaping the HDF into a truly formidable fighting force, her program of aggressive exo-armor development and fleet standardization is helping to guide the HDF and the Venus itself from corporate fiefdoms to a collective Solar nation.

PERSONALITIES

E1: Nito-Hei	E2: Heisei	E3: Jotto-Hei	E4: Go-Cho
E5: Gunso	E6: Shuijin	E7: Socho	W1: Jun-I
O1: Sho-I	O2: Chu-I	O3: Tai-I	O4: Sho-Sa
O5: Chu-Sa	O6: Tai-Sa	O7: Cho-Sho	O8: Sho-Sho

end of section 4.4 home defense force

HAN TZEN ◀

“Dammit Ken, our company literally made Venus what it is today! Those idiots pursuing this Maisoist agenda had better consider their a position, my patience for Bank antics is growing very thin indeed. We will no longer be humble, silent or yet again a victim for them. The time has come for revenge!”

— Han Tzen President Alec Joao, recorded in private conversation with Ken Nyobi, December 24th. 2211.

Venus’ premiere manufacturer and supplier of mission-critical aeronautical parts, civilian and military vessels and the occasional foray into exo-armor technology, Han Tzen has become the modern day descendant of Boeing-Mitsubishi. The history of the company has its origins in the original Project New Earth, where it provided the first initial rocket launch to Venus in 2070. It was one of the founding Five and first corporations, proud to have helped build Venus from an inhospitable world to home; and poised to help build a bright future for Venus. Instead, Han Tzen almost lost everything.



ACTIVITIES ▼

During the 22nd century Han Tzen lost control of large portions of its assets through a series of misfortunes, mismanagement and from alleged outside and undue influence on the company and its business partners. Indeed, the formal handover of Han Tzen operations to its major underwriter, the Venusian Bank, occurred on March 1st, 2165, an exact century after Amanda Shinohara founded the New Earth Consortium. The profound shame of the timing and gravity of Han Tzen’s collapse was not lost on the Board; then and now it is the major driving force behind their plans and agenda.

The Bank’s initial fire-sale attitude soon gave way to a more hands on and arguably more constructive strategy. After a series of high profile meetings between the current executive of the day and then Chairman of VenusBank, Andrew Maiso, it was decided that a complete re-structure of Han Tzen was in order. By the end of that financial year, all non-core assets and personnel of the Han Tzen were summarily dismissed, sold off or likewise disposed of.

Driven by the profound generational shame of their collapse, Han Tzen aggressively pursued regeneration and regrowth. Indeed within only eight years the company had turned around its profit woes by winning a series of civilian- and military-based contracts both on Venus and abroad. The company, slowly but surely, re-forged both its reputation and profit margin, the main difference now being its servitude to its new master, the Venusian Bank.

CURRENT CONCERNS ▼

Today, the Han Tzen has turned from a profitable takeover operation to a thorn in the Bank’s side. Despite still generating profits for the Bank, the Han Tzen Board of Directors and especially their current CEO Alec Joao work within the Bank’s structure, both overtly and under the table, to undermine the Bank’s agendas. More so than the other Venusian powerbrokers, the directors of Han Tzen understand the threat the Bank poses to the safety and security of Venus and to the entire Solar System, and have a secret agenda of their own to bring the Maisoist agenda to an end.

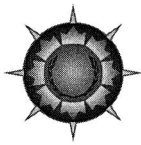
The current Han-Tzen Board has secretly been the driving force behind reform in Venus. It was Han-Tzen management that first came across hard evidence of VenusBank involvement in the Odyssey affair and in Project Methuselah, which encouraged popular opinion and forced the hand of media attention and government alike toward reform. Alec Joao firmly believes that only through a series of major political changes can an economic environment occur which can deliver a fatal blow to VenusBank.

Joao’s personal quest for change is not so much motivated by revenge but instead by a firm belief that the Bank’s influence is stifling and destroying the once vibrant corporate society of Venus. Coupled with strong politicking on behalf of speaker Ken Nyobi to the other Venusian corporations and city-states, the group is growing closer and closer to its goal of a freer and more independent corporate and societal structure, one free of the Bank’s stifling machinations.

4.6.1

4.6.2

end of section 4.6 han tzen



► THE LITTLE LORDS

The various smaller Venusian corporations that have miraculously managed to stay as independent entities are known collectively as the Little Lords. These are companies and their associated arcologies that have managed to avoid being absorbed by the big three, while still remaining sufficiently competitive in their chosen niches to sustain profitability and more importantly their independence. Many of the Little Lords' products are based on company research that the "big three" have been unable to duplicate or steal; without smaller companies looking to protect their trademarks and copyrights, many fear that the Venusian legal professional would lose all semblance of independence from their clients.

The Little Lords employ an array of techniques to stave off aggressive purchase from their larger competitors. One popular tactic is to invite offshore investment from other non-Venusian companies, who maintain a vested interest in both their investment and in the application of the technology or service in a Solar market. The investment in Southern Star Communications by Luna-based firm Lunar Aerospace Consortium stands as a fairly textbook example of investment. LAC used their investment to bring an improved version of Southern Star's communication advances to bear on new military and civilian developments and millions of credits of business to the Venusian company. Another popular tactic is to refrain from public listing. There is a small but dedicated sub-tradition of Venusian business that maintains familial control of business empires, much as confectionary and media empires functioned in previous centuries on Earth.

The advent of the Planetary Advisory Board was a major boon to the smaller companies. Up to that point, the so-called Little Lords had virtually no say in Venus' foreign policy and were forced to use internal resources to maintain market share in other nations. With the change, the Little Lords have consolidated their positions in the Venusian planetary economy. Although still small, they now have greater access to representational government and, as a result, to new market opportunities and possibilities. It remains to be seen whether their collective and newfound freedom is a continuing trend or temporary quirk of history.

► VENUSIAN ECOLOGY COMMISSION

"We here at the VEC are more than happy to address your concerns regarding the matter of genetic manipulation of soy-based foodstuffs. We've conducted our own investigation into the matter and as you can see from our report, while the levels of nutrition are somewhat unconventional, they do fall within the boundaries and guidelines of USN standards. We hope this answers all your questions on this matter but we'd be more than happy to help with any further questions or inquiries you might have on this matter." — VEC Commission liaison officer Lyla Weiss, October 21st, 2211.

The Venusian Ecology Commission (VEC) was established in 2190 to address a growing concern both on-planet and abroad with the future of food production on Venus. Investigations by the USN funded Solar Health Organization found a disturbing trend of genetic manipulation and decreasing nutritional value arising from Venusian food products. At the same time, SolaPol investigators were closing in on suspected Edicts-violating factory stations, in secret orbit around Saturn and with alleged Venusian involvement. Roused by outside influences, the Planetary Council voted that year to establish a separate Commission to officiate and enforce USN edicts codes and general health and safety regulations.

The VEC enjoys a modest budget, apparent and full co-operation with their investigations by all other Venus-based corporations and a healthy liaison relationship with SolaPol investigators and USN representatives alike. VEC employees do have certain, limited powers of search and seizure when it comes to investigation of Edict violations or other breaches of USN and PAB mandate. The organization cannot, however, initiate an investigation without a large amount of evidence, resulting in a constant cycle of preliminary investigation with no real long-term results.

Critics of the VEC cite the permissiveness of its staff to less savory research and development projects (such as those involving animal or human fetal testing) and its lack of legal power to fully investigate suspected Edicts violations as evidence that the organization is nothing more than a publicity stunt. It can certainly be argued that the VEC was established to take public focus away from some of the less legal research efforts being conducted by Venusian corporations. The majority of VEC employees, however, are not of this opinion, believing they have a vital role to play in ensuring Venus' collective compliance with USN Treaties and Laws regarding research and development, health and safety concerns and other relevant laws. The vast majority of Venusian food bought by consumers carries a bright "VEC approved" label on its packaging and is perhaps the most public and repeated way in which the VEC is retained in the public eye.

MINING CONSORTIA ◀

“Seriously, I love my job! You’ll be belting around corners in excess of 800 kilometers per hour, saddled up with over half a ton of raw ore dragging behind you on its way to the lab for analysis. In all honesty, it’s the most awesome job available off the racetrack.” — Former race car driver turned scout-courier and transport captain Rex Fujiyama, May 25th, 2212.

Mining on Venus is a relatively new endeavor. Only within the last thirty years has the atmosphere been significantly altered and tolerant enough to allow large-scale exploration of the surface for the prospect of discovering valuable ores and minerals. Driven initially by daring individuals with an entrepreneurial flair, the practice of mining has increasingly become a highly organized and capitalist affair.



4.9

ACTIVITIES ▼

Early mining efforts were nothing more than a few foolhardy individuals, taking their lives into their own hands by exploring highly unstable sinkpool areas for valuable ores brought to the surface by localized resurfacing events. Over time, and with the wealth brought by a string of early successes, the process became more formalized. The life cycle of typical mining consortium typically begins when initial interest is created with a share float to raise funds, which are then used to acquire assets and personnel for the creation of the mining company. Investors and sponsors are provided with information relating to where the new company will be exploring, how long the endeavour is expected to take, and an initial estimate of the total ore haul over that period of time. Several companies, each providing an essential component of the mining operation (e.g. heavy equipment, computers, scout vehicles, logistical consulting, etc.) form a consortium to create and maintain a mining company and share in the profits that result.

From the initial capital gained from investor seed money and resources from the contributing companies, prospecting teams will be recruited to scour available sinkpool locations for ore samples; based on these results, a short term strip-mining operation of the area will begin. Mining consortia tend to be based in a single arcology, and usually do most of their business with that arcology’s owning corporation.

4.6.1

BUSINESS PRACTICES ◀

A typical mining consortium company will enjoy a lifetime of a few years; employees of such companies will often migrate from one consortium to the next, taking their skills and experience onward once the investment ends and profits are divided. Smarter mining employees, corporate executives and government officials have all found a way to make personal fortunes outside the confines of the office with investment in a mining consortium. Former corporate rivals, political adversaries, and a host of cannier Venusian societal folk have found themselves as partners together in these short-term endeavours. Furthermore, veteran mining employees make it a point to also take part in the initial investment, thus ensuring a greater return at the end of the 12-month period.

This business practice has so far been unpopular with the major Venusian corporate players, primarily because the costs of taking over mining operations would reduce the benefit of the cheap ore they provide. Should mining profits increase further, however, it is likely that the major corporations will begin to directly fund their own mining operations.

4.6.2

RISK-TAKERS ▣

The industry makes a practice of hiring those who are prepared to take risks out in the field. Consequently, the consortia tend to attract a collection of professional race car and stunt drivers for transport duty, and former corporate accountants, scientists, technicians and even military veterans to fill the various roles required. These individuals are often looking for a break (temporary or permanent) from the stability of typical corporate work, and find their place in this industry, one of few on Venus where hardworking but independent individuals can be productive members of Venusian society without disrupting the carefully balanced corporate cultures.

Many mining professionals become addicted to the short-term monetary gain and risk associated with Consortium activities; while some return to corporate life after a stint of a few years, many more become long-term miners or find posts on offplanet mining operations. The public eye has only recently become fascinated with the Consortia practices, which are portrayed in the media as the last true “frontier” enterprise on Venus. The occasional death of a miner, courier or explorer due to mining activity is always sure to grab the media spotlight. Venusian politicians have already taken to using Consortia anecdotes to inspire audiences and invigorate interest in their own activities.

end of section 4.9 mining consortia



"A person with ambition and the tools to achieve their goals is powerful; such a person should be courted, cautiously.

"A person with ambition, but no tools, has the strength of a cornered beast; such a person should be feared, never trusted.

"A person with good tools and no ambition is a perfect resource for use by either of the other two people, and should thus strive to be cautious and untrusting."

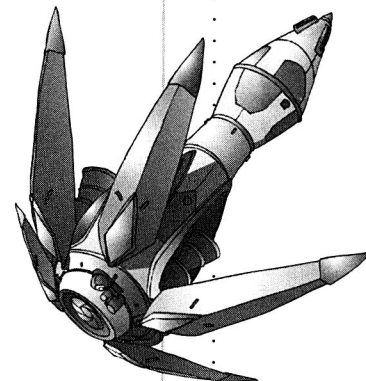
— Sheng Mai

DRONES AND EXECUTORS ◀

Despite the fact that the Edicts have placed harsh strictures on the production and use of artificial intelligences, computer brains have advanced a great deal over the centuries. In the 23rd century, a dedicated computer is capable of not only piloting a spacecraft, but also of guiding it through a battle or surveillance mission. Such uncrewed craft are collectively known as Drones, and perform a variety of work and combat roles that are either too dangerous or too precise for humans.

Although Drones are used by every Solar nation, the Venusians possess most of these expensive machines. Executors (the common name for the electronic/biological computers that act as Drone brains) are used on Venus for more than the usual tasks of rescue, drudge labor and combat; they are also found throughout Venusian arcologies as bartenders, housekeepers, cooks, pets and companions. Not only can the Venusians can afford the expense, they also possess the most refined Drone manufacturing techniques in the Solar System; their designs are smarter, sturdier, and more compact than their counterparts in other nations.

The Edicts Enforcement branch of the Solar Police keeps a close eye on the use and manufacture of Executors and Drones on and around Venus, and Venusian authorities are always very accommodating toward the regular inspections of facilities and deployed units. Venus has had the largest number of minor Edicts violations of any Solar nations; the sheer number of readily-available Executors makes such a statistic virtually inevitable. The use of Executors in white-collar crime is common, and there is also a regularly-resurfacing black market in Executor-controlled human-shaped dolls; although the replicas are impossible to mistake for real humans, moral concerns regarding legitimate uses for Executors (along with rising crime rates) have made them illegal across the Solar System. Unsurprisingly, demand for such "toys" is quite high.



5.1

TERRIER HUNTER-KILLER DRONE ◇

The Terrier is one of the most advanced military Drones in existence. Its Class III Executor brain is intelligent enough to fly toward a target, evade attacks, make attacks of its own, and then find and return to its mother craft, a difficult task by any measure. Such Executors are the most advanced pseudo-artificial-intelligences permitted under the Edicts. The Venusians, too, recognize the wisdom of limiting both the abilities and numbers of such potentially dangerous constructs, and keep tight controls on their availability and deployment. In addition, their prohibitive cost keeps a financially-based cap on production and development; although they are not as expensive to replace as human pilots and crew, Venusian commanders are constantly advised to make all reasonable efforts to recover Hunter-Killer and other Class III Drones (additional Venusian Drone types are described in the **Ships of the Fleet: Venus** book).

GAME STATS □

Threat Value:	1100	OS:	940	DS:	420	MS:	2000					
Production Type (Individual Lemon Dice):			Mass Production (3)			Crew:			0 (+0 Actions)			
Size:			4			Armor:			4/8/12			
MOVEMENT DATA												
Movement Mode			Combat Speed			Top Speed			Maneuver			
Space			20 (2.0 g)			40 (4.0 g)			-0			
Deployment Range			50 hours			Reaction Mass			100 BP			
ELECTRONICS DATA												
Sensors:			+1/2 km			Communications:			+1/10 km			
Fire Control:			+1									
PERKS & FLAWS DATA												
Name			Rating			Game Effect						
Autopilot			-			Acts as level 1 pilot						
Computer			-			CRE +1, KNO +1, PP 4, flexible						
HEP: Radiation, Vacuum			3			Space protection						
Stealth			2			Add to Concealment						
Brittle Armor			-			Double Armor loss after damage						
Difficult to Modify			-			-2 to modify or repair all systems						
Exposed AUX Systems			-			AUX hits are one level worse						
Vulnerable to Haywire			-			Haywire attacks cause three damage rolls						
OFFENSIVE & DEFENSIVE SYSTEMS DATA												
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC	
1	Najima EX44 Laser	FF	x17	3	+1	0	LUG	AD1, HEAT, Stealth	4	468	n/a	

end of section 5.1: drones and executors

▼ VEA-05 ONI

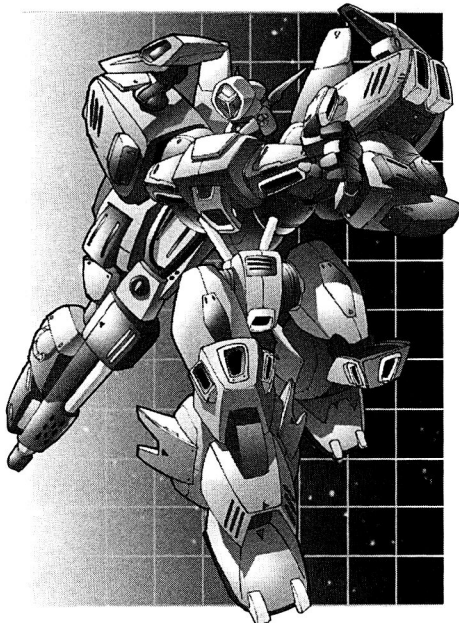


Before foreign intelligence gained knowledge of the Ryu and its brethren, it was thought that the Oni, a minor upgrade of CEGA's Wyvern, was the primary line unit of the Venusian military. While it is true that the Oni is the most numerous HDF unit in service, it is now known that it is outdated and obsolete when compared to the machines used by the security forces of the individual corporations. It seems apparent that the Oni was (and likely still is) meant to serve largely as a decoy, a plausibly effective combat unit placed in full public view to draw attention away from Venus' true military might.

Despite its purpose on a political level, the Oni is still quite a useful military vehicle. Faster than the Wyvern, the Oni is also more powerful offensively; replacing the Wyvern's oversized bazooka is a deceptively small twin-barreled beam cannon. The weapon is manufactured by Najima, the contractor responsible for most Venusian beam weapon designs; it is fully interchangeable with the weapons used by the Ryu. Modifications to the Wyvern's power generator were needed to allow the Oni to use the beam weapon, making the twin cannon unsuitable for use on CEGA-fielded Wyverns.

Modifications to Wyvern (JC Mechanical Catalog, page 15)	
Add:	Najima Er-Tou-Long Twin Cannon (Forward, DM x12, BR 5, Acc 0, Rof 4, inf. use, AD1, Haywire, HEAT)
Remove:	Bazooka, Rocket Canisters
Change:	Sensors to +1, Comm to 0/20, Space Movement to 2.8 G, Hvy Missiles and Massdrivers are Concealed (no action)
Threat Value:	6000

▼ VEA-09 ER-LANG



CEGA's CEA-09 Cerberus was the first entirely new exo-armor fielded by that nation; the Wyvern was based on the Jovian Defender, and the Syreen was little more than a converted Orbital Transfer Vehicle. Although foreign analysts were certain that CEGA must have received technical assistance in designing the Cerberus, the source of that aid was not apparent until 2212, when Waldsen-Nishiyama delivered the first batch of Er-Lang class exo-armors to the HDF.

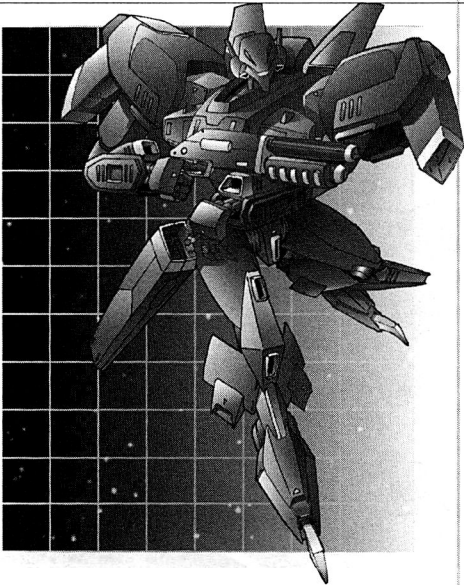
The Er-Lang is virtually the same machine as the Cerberus, albeit with slight improvements and typically Venusian aesthetic flair. Named for a Chinese hunting god, the Er-Lang is an even more effective hunter-killer and sniper unit than the already-deadly Cerberus; its Venus-manufactured components are capable of higher tolerances and performance, and the only drawback, cost, is one to which Venus pays little heed. The Er-Lang has been seen and displayed in public during HDF shows and parades, and is fast becoming the standard ace/special ops unit for the HDF. It is unknown whether Waldsen-Nishiyama is continuing to work alongside the Lunar Aerospace Consortium in order to upgrade the Cerberus to the Er-Lang's specs.

Modifications to Cerberus (JC Mechanical Catalog, page 19)	
Add:	-
Remove:	-
Change:	Space Movement to 2.9 G, Computer to PP3, Massdriver Rifle Base Range to 9
Threat Value:	5000

G-1 RYU BONEBREAKER ▼

During the late 22nd century, the Venusians were much less initially impressed with the Jovians’ exo-technology than CEGA was. Taking a more objective view of exo-vehicles’ roles on the battlefield, Venusian tacticians noted that the effectiveness of an exo tended to drop off sharply as its distance to its target increased. Although the modern Venusian military has fully embraced the usefulness of exo-armors, there is still a prevailing sense that they are primarily close-range combatants.

The Bonebreaker variant of the Popular Ryu exo-armor is the most well-known physical manifestation of this doctrine. Almost as numerous as the basic Ryu (which is itself no slouch in close combat), the Bonebreaker is designed to close quickly with an opponent or target zone and stay there, fighting at very close range while (theoretically) receiving long-range fire support from fighters. The modifications include numerous hummer blades scattered over the exo’s body (the blades are modular, enabling them to be mounted in a variety of configurations), and specialized PCC thrusters designed for massive bursts of overthrust.

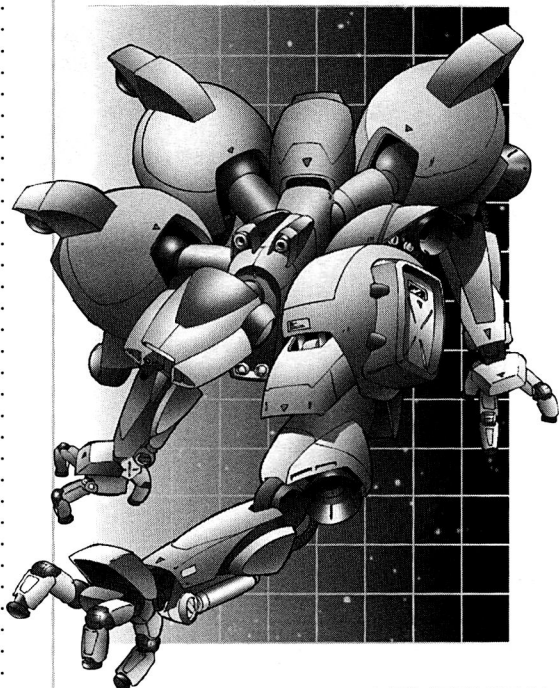


VEHICLE DATA □

Threat Value:		5500									
Production Type (Individual Lemon Dice):	Mass Production [3]	Crew:	1 (2 Actions)								
Size:	11 [34 tons]	Armor:	25/50/75								
MOVEMENT DATA											
Movement Mode	Combat Speed	Top Speed	Maneuver								
Walker	6 [36 kph]	12 [72 kph]	+1								
Space	13 [1.4 g]	40 [4.0 g]	+1								
Deployment Range	500 hours	Reaction Mass	350 BP								
ELECTRONICS DATA											
Sensors:	+1/2 km	Communications:	+1/10 km								
Fire Control:	+1										
PERKS & FLAWS DATA											
Name	Rating	Game Effect									
Autopilot	-	Acts as level 1 pilot									
Backup Systems	-	Comm, Fire Control, Life Support, Sensors									
Computer	3	CRE 0, KNO 0, PP 3, flexible									
Ejection System	-	Escape pod									
HEAT-Resistant Armor	3	Add to Armor vs. HEAT weapons									
HEP: Radiation	4	Screen									
HEP: Vacuum	-	Space protection									
Life Support	-	Limited									
2 x Manipulator Arm	11	Can punch									
Reinforced Crew Compartment	1	Absorbs first "Crew" hit									
Weapon Link	-	Head Massdrivers									
Weapon Link	-	Plasma Lance and Hummer Blades									
Annoyance	-	Specialized engines reduce Combat Speed by 1/3									
Large Sensor Profile	1	Too large to hide									
OFFENSIVE & DEFENSIVE SYSTEM DATA											
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC
2	Najima P8 Head Pulse Laser	F	x5	1	0	3	240	AM, AI, HEAT	4	220	1
2	Krauss L-225 Shotgun	F	x14	2	0	0	8	AI, AEO (25m)	-	-	-
1	Xidar-4+ Plasma Lance	F	x18	M	0	0	LU10	AC. Concealed, HEAT	-	-	-
1	Hummer Blades	T	x10	M	0	0	inf.	AP	-	-	-



► G-6 GUAN-GUNG



Name:	Guan-Gung
Production Code:	G-6
Origin:	Venus
Manufacturer:	Silver Star Heavy Industries
Type:	Infantry Support Exo-armor
Role:	Exo-suit transport, close support, patrol, area defense
Control System:	Linear Frame
Height:	11 m
Width:	12 m
Empty Weight:	43.5 tons
Loaded Weight:	53.2 tons
Main Powerplant:	16 MW
Secondary Powerplant:	1740 KW
Main Thrusters:	1 x 37,000 kg, 4 x 6,000 kg
Apogee Motors:	12
Walking Speed:	36 kph
Acceleration:	3.0 G
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	Beam Guns
Additional Armament:	Light Massdriver, Rocket Pods
Defensive Systems:	Mag Screens
Equipment:	Escape Pod

◇ OVERVIEW

The Guan-Gung fills a role that is optional in many militaries, but required for the Venusians. Because much of Venus' ground is still extremely hot, and will remain so for the foreseeable future, most long-distance Venusian vehicles are flyers or skimmers. Manufactured by Silver Star, a heavy-machinery-manufacturing firm owned by the Venusian Bank, the Guan-Gung is a natural outgrowth of the common armored personnel carrier class of vehicles, being an exo-armor designed to carry a squad of exo-suits into battle.

In the HDF, the Guan-Gung is an atmosphere-only unit, equipped with an oversized pair of wing-like back-mounted VTOL fans that allow it to skim above the fiery soil. However, being designed with modularity and easy modification in mind, the Guan-Gung can, with the switching out of a number of pods and modules, be quickly converted from its atmosphere-breathing form to a nimble space-based unit that retains the same battlefield role of transporting and supporting exo-suits. The fans are mounted to a hardpoint on the back of the exo and project out to either side on sturdy supports, where they can rotate and reposition without interfering with the Guan-Gung's ability to carry exo-suits or cargo.

◇ CAPABILITIES

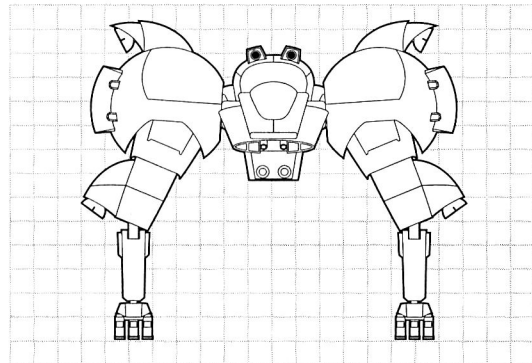
In space, the Guan-Gung's fan backpack is removed, giving the Guan-Gung a more streamlined look. For extended operations, the backpack hardpoints can be fitted with a double row of propellant tanks, producing a look commonly referred to as the "Razorback." PCC thrusters are added to each limb and to the tail end of the vehicle, conferring excellent maneuverability.

The Guan-Gung is armed with a pair of forward-facing beam guns, which serve as its primary defense against enemies that close to attack range. A light massdriver is mounted in the unit's head turret to provide additional firepower to complement the carried exo-suits' light weapons. Each "shoulder" has a hardpoint that can be used to carry a variety of ordnance as necessary; most commonly fitted are rocket pods used for light artillery support and area-suppression fire during exo-suit drop and pickup operations.

◇ VARIATIONS

True to Venusian type, the Guan Gung is marketed to perform a variety of different tasks. The most common variants include machines modified to perform arcology security, space station maintenance, asteroid prospecting, and surface mining on Venus. This last variant is commonly stationed on the large mobile mining platforms that roam Venus' surface, equipped with cargo pods and a complement of mining exo-suits.

▼ G-6 GUAN-GUNG



▼ PRODUCTION DATA

THREAT VALUE:	
OFFENSIVE:	
DEFENSIVE:	
MISCELLANEOUS:	
COST:	
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ CREW DATA

CREW:	1
ACTIONS:	2

▼ HULL DATA

SIZE:	13 (53.2 tons)
DEFAULT SIZE:	13 (53.2 tons)
STACKING SIZE:	13
ARMOR:	
LIGHT DAMAGE:	30
HEAVY DAMAGE:	60
OVERKILL:	90

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
FLIGHT:	10 (300 kph)	20 (600 kph)	-1 (Stall 0)
SPACE:	10 (1.0G)	30 (3.0G)	0
WALKER:	6 (36 kph)	11 (66 kph)	0
DEPLOYMENT RANGE:	500 hrs	Fusion/electric	
REACTION MASS:	300 BP	hydrogen	

▼ ELECTRONICS DATA

SENSORS:	+1/2 km
COMMUNICATIONS:	+1/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Autopilot / Backup Systems	-	Functions as Level 1 Pilot / Commo, Fire Control, Life Support, Sensors	y
5 x Cargo Bays	-	Open, 5^2 meters, hardpoints for 5 exo-suits	
Computer	2	CRED, KNO 0, P2	
Ejection System	-	Escape Pod	
HEP: Heat, Radiation, Vacuum	-/3/-	Protection against extreme heat, Shielding against 1000 rads/hour, Space Protection	
High Towing Capacity	-	Double (53 tons)	
Life Support	-	Limited	y
4 x Manipulator Arm	12	Can Punch	
NDE Flyer	-	Can fly at level 0	
Ram Plate	-	Half damage from rams to the front arc	
Reinforced Crew Compartment	-	Ignore first Crew hit	
Searchlight	-	400 m range, head-mounted (Forward arc)	y
Weapon Link	-	Beam Guns, Claws (2 attacks per Action)	
Annoyance	-	Specialized engines reduce Combat Speed by 1/3	
Cannot Glide	-	Must rely on engines for atmospheric flight	
Decreased Maneuver	1	Flight	
Exposed Movement Systems	-	Damage to Movement 1 stage worse	
Large Sensor Profile	1	Too big to hide	
Maximum Ceiling	-	8 km max	

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
2	Najima A9M Beam Gun	F	x9	4	0	2	inf.	Haywire, AD1, AI, HEAT			
1	Krauss MV12 Light Massdriver	F	x5	2	0	3	400	AI, AM			
4	TGI Type 44 Rocket Pod	F	x14	3	-1	4	16	Mis, IF			
4	Claws	F	x15	M	0	0	inf.	AC			

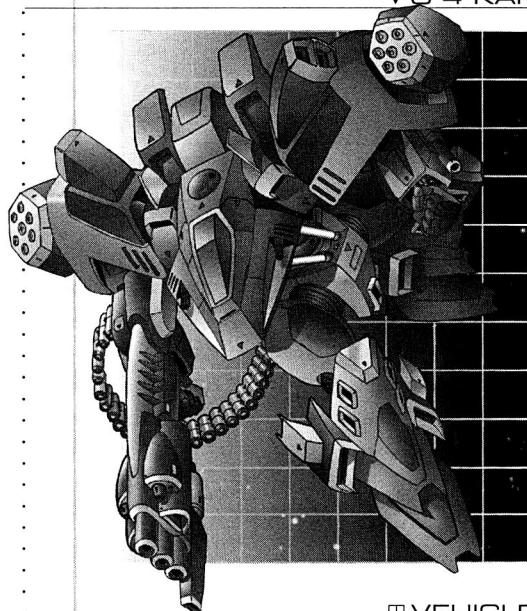
▼ NOTES

Atmospheric version has no Space Movement; Space version has no Flight Movement. Extra propellant tanks add 200 BP for +20 TV. The Guan-Gung can carry five exo-suits as cargo; the exo-suits may fire while being carried, but (obviously) cannot move.

★ **JOVIAN**
CHRONICLES



▼ G-4 KAMINARI



Designed by the Waldsen-Nishiyama corporation as a companion to the Ryu, the Kaminari is the most straightforward of Venusian exo-armors, largely similar in purpose to the Jovians' Vindicator. Relatively brutish in comparison to most Venusian war machines, the Kaminari is actually quite agile for its size, as well as being well-armored and sturdy. Unlike the Ryu, which has little in the way of built-in weaponry, most of the Kaminari's extensive armament is mounted on reinforced hardpoints and heavily protected by armor and backup systems. The main armament is a three-barreled bazooka belt-fed with missiles stored in a backpack bin; backup weapons include anti-ship missile pods and antipersonnel weapons.

The Kaminari is very effective against large, slow targets, and tends to engage such units while its accompanying Ryus handle the nimbler opponents. The Kaminari's ability to soak up large amounts of damage also tend to put it in the vanguard of warship assaults, where it can draw fire and still survive to deliver its payload.

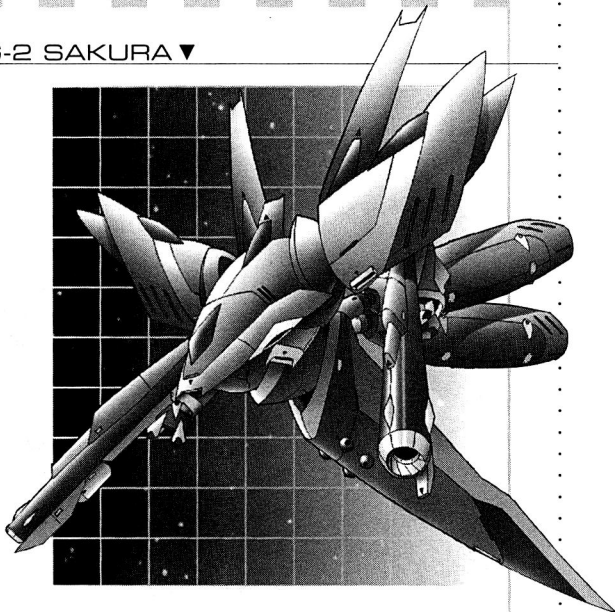
▣ VEHICLE DATA

Threat Value:		3900 (2,200,000 credits)									
Production Type (Individual Lemon Dice):		Mass Production (3)					Crew:		1 (2 Actions)		
Size:		14 (71 tons)					Armor:		34/68/102		
MOVEMENT DATA											
Movement Mode		Combat Speed					Top Speed		Maneuver		
Walker		3 (18 kph)					5 (30 kph)		-1		
Space		14 (1.4 g)					27 (2.7 g)		0		
Deployment Range		400 hours					Reaction Mass		400 BP		
ELECTRONICS DATA											
Sensors:		+1/2 km					Communications:		+1/10 km		
Fire Control:		0									
PERKS & FLAWS DATA											
Name		Rating					Game Effect				
Autopilot		-					Acts as level 1 pilot				
Backup Systems		-					Comm, Fire Control, Life Support, Sensors				
Computer		3					CRE 0, KNO 0, PP 3, flexible				
Ejection System		-					Escape pod				
HEAT-Resistant Armor		3					Add to Armor vs. HEAT weapons				
HEP: Radiation		4					Screen				
HEP: Vacuum		-					Space protection				
Life Support		-					Limited				
2 x Manipulator Arm		14					Can punch				
Reinforced Crew Compartment		1					Absorbs first "Crew" hit				
Weapon Link		-					Both Vulcans and Lt. Massdriver				
Decreased Maneuver		1					Walker				
Large Sensor Profile		1					Too large to hide				
OFFENSIVE & DEFENSIVE SYSTEM DATA											
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC
1	Krauss MC62 Bazooka	F	x24	4	0	2	120	Mis	7	800	3
1	Xidar-9 Plasma Bayonet	F	x24	M	0	0	LU5	AC, HEAT	3	200	n/a
2	TGI Missile Pod	F	x30	3	-2	2	7	Mis, Concealed, HEAT	7	1800	2
2	Solon PZF Vulcan Cannon	FF	x4	1	0	5	500	AI	3	50	1
1	Krauss MV10 Lt. Massdriver	F	x5	1	0	4	400	AI	3	70	1
1	Najima D2 AM Laser	T	x4	1	+1	6	inf.	AM, Def, HEAT	5	470	n/a

GG-2 SAKURA ▼

Once the exclusive pride and joy of the Waldsen-Nishiyama corporation, the Sakura has been successfully marketed to every other company on Venus, where it enjoys a reputation as a fearsome combat unit and a plum assignment. The Sakura (named after the arcology in which it was designed) serves as a highly-visible battlefield command unit for Venusian exo-armor and fighter squadrons. The Sakura is operated by three crewmembers: a pilot, a communications/Drone control officer, and the commanding executive, whose job consists mostly of shouting orders and occasionally shooting at something.

The Sakura is hideously expensive to maintain. Not only are its internal systems highly advanced and difficult to repair, but its primary armament of combat Drones creates many resupply difficulties. Unfortunately, due to their role in combat, Sakuras also tend to draw a great deal of unwanted attention. More than a few battlefield execs have opted for a “hands-off management style,” directing battles from a safe distance.

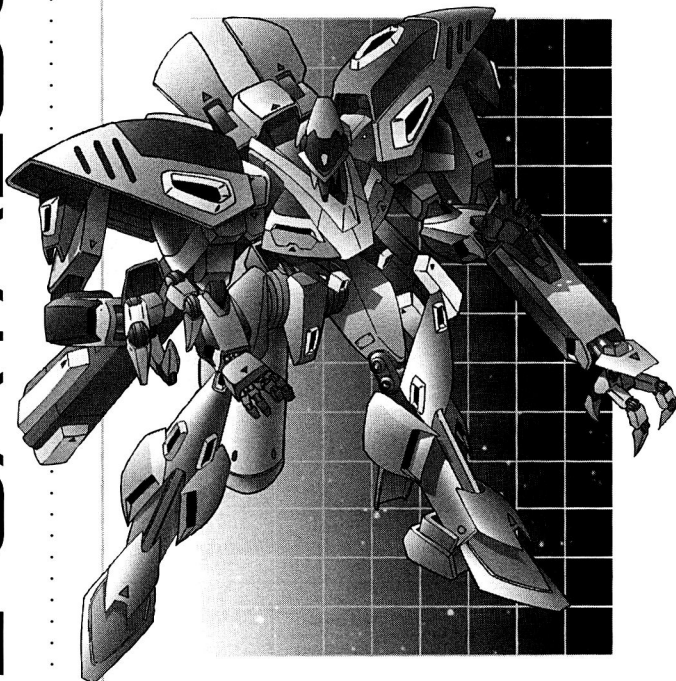


VEHICLE DATA □

Threat Value:				12000 (32,000,000 credits)							
Production Type (Individual Lemon Dice):			Limited Production (2)			Crew:			3 (3 Actions)		
Size:			17 (118 tons)			Armor:			39/78/117		
MOVEMENT DATA											
Movement Mode			Combat Speed			Top Speed			Maneuver		
Space			14 (1.4 g)			28 (2.8 g)			-1		
Deployment Range			300 hours			Reaction Mass			700 BP		
ELECTRONICS DATA											
Sensors:			+2/4 km			Communications:			+1/20 km		
Fire Control:			0								
PERKS & FLAWS DATA											
Name			Rating			Game Effect					
Autopilot			-			Acts as level 1 pilot					
Backup Systems			-			Comm, Fire Control, Life Support, Sensors					
4 x Cargo Bay			-			Drone Bays, 40 m³ each (3 Drones each)					
Computer			3			CRE 0, KNO 0, PP 3, flexible					
ECCM			4			Defensive electronic countermeasures					
Ejection System			-			Escape pod					
HEP: Radiation			4			Screen					
HEP: Vacuum			-			Space protection					
Improved Rear Defense			-			Reduced penalty for rear attack					
Life Support			-			Limited					
2 x Manipulator Arm			17			Can punch					
Reinforced Crew Compartment			1			Absorbs first "Crew" hit					
Weapon Link			-			All four Pulse Lasers					
Difficult to Modify			-			Structure, Fire Control					
Large Sensor Profile			2			Too large to hide					
Sensor Dependent			-			No windows					
OFFENSIVE & DEFENSIVE SYSTEM DATA											
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC
2	Najima "Shogun" Beam Cannon	F	x25	5	0	0	40	Haywire, AD2, HEAT	6	1300	5
2	McManess M22F Missile Pod	T	x30	3	-2	2	12	Sk1, Mis, HEAT, Concealed	10	5300	6
2	Xidar-9s Plasma Bayonet	F	x28	M	0	0	LU5	AC, HEAT	4	2700	n/a
4	Najima P8 Pulse Laser	F	x5	1	0	3	240	AM, AI, HEAT	4	220	1
2	Hummer Claws	F	x16	M	0	0	inf.	AP	5	320	n/a

Notes: The Sakura usually carries twelve Terrier-class Hunter-Killer Drones (see page 65), but it can also carry any assortment of the following Drone types from the **Ships of the Fleet: Venus** book: Shipkiller, Exokiller, Hunter-Killer, Hunter-Ripper.

▼ G-8 KORIKAZE



Name:	Korikaze
Production Code:	G-8
Origin:	Venus
Manufacturer:	Unknown
Type:	Special Operations Exo-armor
Role:	Surveillance, sabotage, demolitions, scouting, hunter-killer
Control System:	Linear Frame
Height:	14 m
Width:	14 m
Empty Weight:	25.6 tons
Loaded Weight:	33.2 tons
Main Powerplant:	14 MW
Secondary Powerplant:	1220 KW
Main Thrusters:	4 x 15,000 kg, 2 x 6,000 kg
Apogee Motors:	26
Walking Speed:	36 kph
Acceleration:	3.0 G
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	Pulse Cannon, Pulse Lasers
Additional Armament:	Plasma Lances, Hummer Claws, Limpet Mines
Defensive Systems:	Mag Screens, Holofield
Equipment:	Escape Pod

◇ OVERVIEW

For years, rumors persisted of an “invisible exo” responsible for dozens of mysterious ship and station losses throughout the Solar System. These tales were dismissed as the excuses of incompetent captains or poorly trained escort pilots, and largely ignored. However, the Lucifer and Typhon incidents demonstrated the feasibility of a cloaked combat vehicle, and when analysts asked themselves which solar nation would be able to mass-produce such a machine, only one answer presented itself.

Even after official recognition of the Korikaze's existence, the other solar nations have failed to gather much solid data it. It is known that the machine is extremely fragile, and that its delicate cloaking system often fails after sustaining a combat hit. This minor weakness is, however, more than made up for by the Korikaze's attack and evasion abilities; few disagree that the Korikaze is a technologically advanced space vehicle.

◇ CAPABILITIES

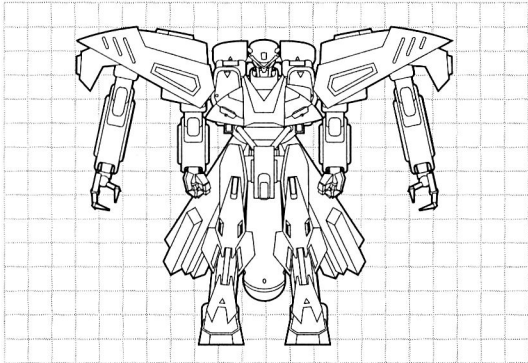
The Korikaze's holofield system is most likely derived and refined from both Jovian and CEGA projects in this technology. Since its projectors and surface coverings must be layered over the exo's armor, the system is necessarily fragile, but it is extremely efficient. Several decoy launchers are dispersed over the exo's body in small concealed dispensers; when launched, the decoys create a visual and sensor image sufficient to pass quick inspection and distract attention from the Korikaze, should it be detected in the first place.

The Korikaze's ranged firepower is effective but unremarkable. In melee combat, however, it is unmatched. Aside from the fact that most opponents never even see it coming, the Korikaze's computer-assisted multi-limb configuration is capable of executing four separate combat maneuvers at once, a capability especially designed to counter other exo-armors. Two small bays mounted on the exo's back contain a total of four plasma lances, which the Korikaze can use simultaneously. The bays also contain remote-detonated limpet mines, perfect for the covert demolition and sabotage duties to which the Korikaze is so well suited.

◇ PILOT'S COMMENTS

“Some people fear the big monsters, the hulking colossi who shake the earth with their passing and squash you beneath their little toe. Others dread the horde, the gathering of many to destroy one. We know better. The enemy one should fear the most is the small, quiet foe, beneath notice and below contempt until every caution is discarded, and every defense down; in short, an enemy so fearsome that the victim doesn't have time to fear it.” — Anonymous

▼ G-8 KORIKAZE



▼ PRODUCTION DATA

THREAT VALUE:	17000
OFFENSIVE:	22000
DEFENSIVE:	2000
MISCELLANEOUS:	26000
COST:	193,000,000 credits
PRODUCTION TYPE:	Late Prototype
INDV. LEMON DICE:	1

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Advanced Controls	-	+1 Action	
Autopilot	-	Functions as Level 1 Pilot	Y
Backup Systems	-	Commo, Fire Control, Life Support, Sensors	
Computer	3	CRE+1, KNO +1, PP3, flexible	
Decoy System	5	Visual and Sensor	Y
Ejection System	-	Escape Pod	
HEP: Radiation	3	Shielding against 1000 rads/hour	
HEP: Vacuum	-	Space Protection	
HoloField	5	Photoskin covering	Y
Improved Rear Defense	-	Reduced penalty for rear attack	
Life Support	-	Limited	Y
4 x Manipulator Arm	11	Can Punch	
Reinforced Crew Compartment	-	Ignore first Crew hit	
Satellite Uplink	-	1000 x Comm range	Y
Stealth	5	Difficult to detect	Y
Weapon Link	-	Pulse Cannon, Pulse Lasers, Claws, All four Plasma Lances (4 attacks per Action)	
Decreased Maneuver	-	Walker	
Difficult to Modify	-	Movement, Auxiliary Systems	
Exposed Auxiliary Systems	-	Damage to AUX systems is one stage worse	

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
2	Krauss XXM Pulse Cannon	F	x12	3	0	4	500	Stealth, AI	7	780	1
2	Najima PB Pulse Laser	F	x5	1	0	3	240	AM, AI, HEAT	4	220	1
2	Claws	T	x10	M	0	0	inf.	AP, Parry	5	250	n/a
4	Xidar- 4 Plasma Lance	T	x16	M	0	0	LU5	AC, HEAT	3	90	n/a
6	Limpet Mines	T	x50	M	0	0	-	SD, TD (remote), HEAT, Stealth	5	370	n/a

▼ NOTES

Notes: Roll to hit and damage with limpet mines in Melee range. Damage is applied after device is successfully remote-detonated.

▼ CREW DATA

CREW:	1
ACTIONS:	3

▼ HULL DATA

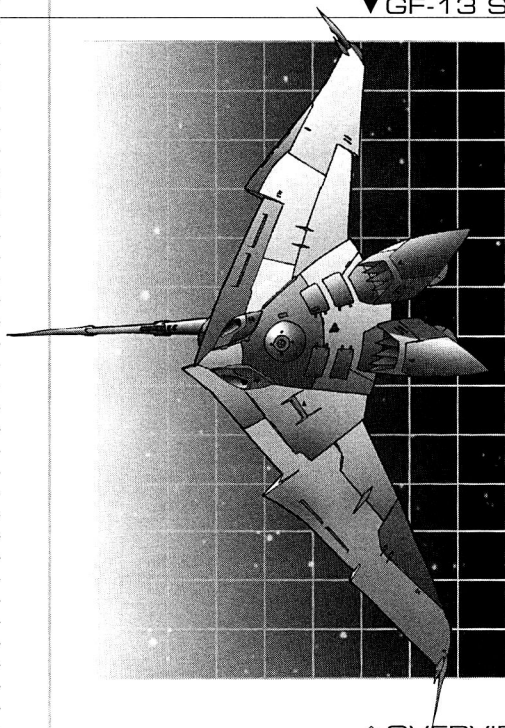
SIZE:	11 (36 tons)
DEFAULT SIZE:	25
STACKING SIZE:	11
ARMOR:	
LIGHT DAMAGE:	20
HEAVY DAMAGE:	40
OVERKILL:	60

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	15 (1.5G)	30 (3.0G)	+1
WALKER:	6 (36 kph)	11 (66 kph)	0
DEPLOYMENT RANGE:	700 hrs	Fusion/electric	
REACTION MASS:	500 BP	Hydrogen	

▼ ELECTRONICS DATA

SENSORS:	+2/5 km
COMMUNICATIONS:	+1/10 km
FIRE CONTROL:	+1



▼ GF-13 SIEGFRIED

Name:	Siegfried
Production Code:	GF-13
Origin:	Venus
Manufacturer:	Venusian Aerospace Corporation
Type:	Light Fighter
Role:	Scouting, Interception, Light Strike, Fighter
Control System:	Linear Frame
Height:	23.5 m
Width:	7.7 m
Empty Weight:	37.9 tons
Loaded Weight:	44 tons
Main Powerplant:	22 MW
Secondary Powerplant:	2240 KW
Main Thrusters:	4 x 36000 kg
Apogee Motors:	16
Ground Speed:	0 kph
Acceleration:	4.2 G
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Telescope
Fixed Armament:	Massdrivers
Additional Armament:	Payload bay
Defensive Systems:	Mag Screens, Anti-Missile System
Equipment:	Escape Pod

◇ OVERVIEW

Whereas traditional spacefighters have fallen somewhat out of favor with the other Solar nations, the Venusians make extensive use of aerodynamic fighting vehicles. Such vehicles are inherently easier to design with transatmospheric capabilities, enhancing their usefulness to the planet-based Venusians. The Venusians lavish as much attention on their fighters as they do for their exo-armors, producing an array of truly impressive multi-environment combat craft.

The Siegfried, while designated as a light fighter, is more than a match for most trooper-level exo-armors, so long as its pilot remembers to stay out of arms' reach. The fighter's shape reflects the Venusian designers' desire for a visually pleasing shape and overall distinctiveness. The rather odd result is a craft that is (in relation to the pilot) oriented with its fins in the vertical plane during spaceflight, but which rolls over onto one side for reentry and atmospheric operations.

◇ CAPABILITIES

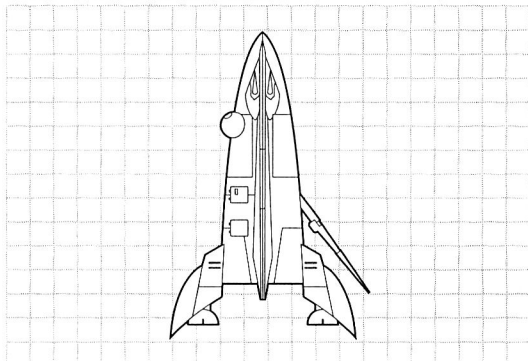
It has been said that piloting a Venusian fighter is like having wings and flying. Unlike most space fighters which use standard cockpits and acceleration couches, Venusian fighters use the same linear frame technology found in exo-armors; Venusian fighter pilots develop a certain sense of "being" the fighter, maneuvering the craft via instinctive body motions. The spherical linear frame cockpit is (like an exo-armor's) buried under layers of armor, and can fully rotate to compensate for G-stresses and orientation differences between space and atmospheric flight.

The Siegfried's role is somewhat more limited than its counterparts from other militaries; this is partially due to the aesthetic demands put upon the designers, necessitating a clean exterior and limited internal space. Thus, the Siegfried is an excellent patrol fighter and interceptor, and a passable superiority fighter, but is ill-suited for attack or strike roles. Two twin light massdriver cannon are mounted in the craft's nose for dog-fighting use, and the tiny payload bay can support a few light missiles as backup weapons.

◇ VARIATIONS

A downgraded version of the Siegfried, with a standard cockpit and low-end avionics, is commonly seen in HDF service, at air shows and patrolling publicly-visible areas of Venusian space. These units are almost as numerous as "real" Siegfrieds, but are far less likely to see combat, due to their low-intensity assignments. Most full-spec Siegs are found on Venusian warships or military stations, where they are seldom reported on.

▼ GF-13 SIEGFRIED



▼ PRODUCTION DATA

THREAT VALUE:	
OFFENSIVE:	
DEFENSIVE:	
MISCELLANEOUS:	
COST:	
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Acceleration Protection	-	+1 bonus for FIT checks due to acceleration	
Autopilot	-	Functions as Level 1 Pilot	Y
Backup Systems	-	Commo, Fire Control, Life Support, Sensors	
Computer	2	CREO, KNO O, PP2	
Easy to Modify	-	Movement	
Ejection System	-	Escape Pod	
HEP: Heat	-	Protection against extreme heat	
HEP: Radiation	3	Shielding against 1000 rads/hour	
HEP: Vacuum	-	Space Protection	
Life Support	-	Limited	Y
Reentry System	-	Permanent feature	Y
Reinforced Crew Compartment	-	Ignore first Crew hit	
Stratospheric Flight	-	Flight MP doubled in stratosphere	
Weapon Link	-	Massdrivers	
Decreased Maneuver	1	Flight	
Decreased Maneuver	3	Ground	
Requires Airstrip	-	Can only land on prepared surfaces	
Sensor Dependent	-	No windows	

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
2	Krauss K-922 Twin Massdriver	FF	x10	3	0	4	400				
1	Najima D2a AM Laser	T	x4	1	+1	6	inf.	AM, Def, HEAT			
2	ALM-22L Missile	FF	x15	4	0	0	-	SD, Mis, Sk1, Smt2, HEAT, Concealed			

▼ NOTES

Notes: Downgraded HDF version has Maneuver: -1, Top Speed: 3.5 G, Sensors, Comm and Fire Control all 0.

▼ CREW DATA

CREW:	1
ACTIONS:	2

▼ HULL DATA

SIZE:	12 (44 tons)
DEFAULT SIZE:	12 (44 tons)
STACKING SIZE:	12
ARMOR:	
LIGHT DAMAGE:	24
HEAVY DAMAGE:	48
OVERKILL:	72

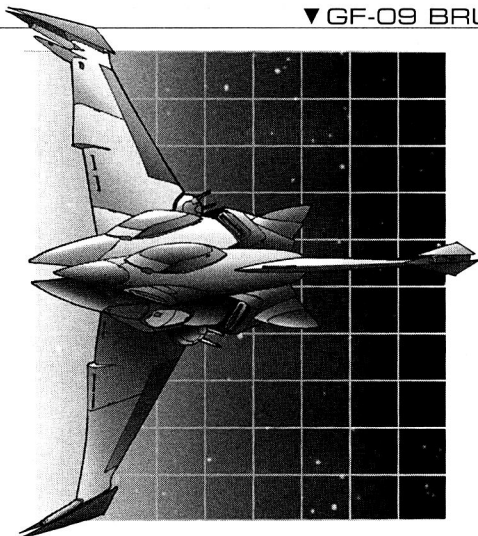
▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	21 (2.1G)	42 (4.2 G)	+1
FLIGHT:	30 (900 kph)	60 (1800 kph)	0 (Stall 1/30kph)
GROUND:	10 (60 kph)	20 (120 kph)	-2
DEPLOYMENT RANGE:	700 hrs	Fusion/electric	
REACTION MASS:	500 BP	Hydrogen	

▼ ELECTRONICS DATA

SENSORS:	+1/4 km
COMMUNICATIONS:	+1/10 km
FIRE CONTROL:	+1

▼ GF-09 BRUNNHILDE



The Brunnhilde is an excellent example of Venusian technical superiority, being a heavy fighter that moves like most other nations' light fighters. The Brunnhilde serves as a companion to the Siegfried, possessing greater firepower and armor, as well as being longer-ranged. The Brunnhilde is very common among the Venusian corporate militaries; several Venusian companies manufacture their own versions of the Brunnhilde, with only a few minor cosmetic differences between them.

The Brunnhilde's shape resembles an elegant three-edged arrowhead. One side of the craft is shielded for reentry operations, another is taken up by the payload bay, and the third side mounts the two linear frame cockpits; unlike the Siegfried, the Brunnhilde's cockpit armor is articulated, able to slide back and provide the pilot with a naked-eye view should the sensor systems fail. The Brunnhilde also exists in low-end HDF version, but in smaller numbers than the HDF Siegfried, since the stated nature of the Home Defense Force is not conducive to a large force of heavy attack fighters.

▣ VEHICLE DATA

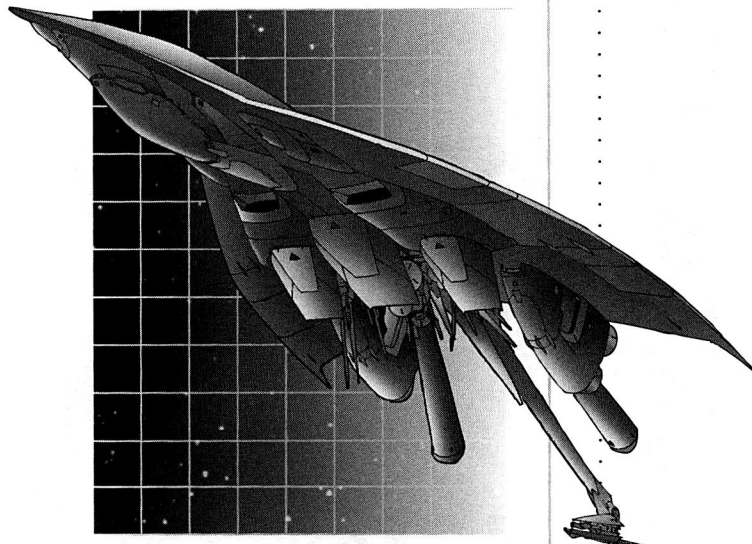
Threat Value:											
Production Type (Individual Lemon Dice):			Mass Production (3)				Crew:			2 (3 Actions)	
Size:			13 (63 tons)				Armor:			25/50/75	
MOVEMENT DATA											
Movement Mode			Combat Speed				Top Speed			Maneuver	
Space			15 (1.5 g)				30 (3.0 g)			0	
Flight			25 (750 kph)				50 (1500 kph)			-1 (Stall 1 / 30kph)	
Ground			10 (60 kph)				20 (120 kph)			-2	
Deployment Range			400 hours				Reaction Mass			700 BP	
ELECTRONICS DATA											
Sensors:			+1/2 km				Communications:			+1/10 km	
Fire Control:			+1								
PERKS & FLAWS DATA											
Name						Rating			Game Effect		
Autopilot						-			Acts as level 1 pilot		
Backup Systems						-			Comm, Fire Control, Life Support, Sensors		
Computer						2			CRE 0, KNO 0, PP 2, flexible		
Ejection System						-			Escape pod		
HEAT-Resistant Armor						2			Add to Armor vs HEAT-based weapons		
HEP: Heat/Radiation/Vacuum						-/4/-			Protection against extreme heat/Screen/Space protection		
Life Support						-			Limited		
Reentry System						-			Permanent feature (AUX)		
Reinforced Crew Compartment						-			Ignore first Crew hit		
Stratospheric Flight						-			Flight MP doubled in stratosphere		
Weapon Link						-			Beam Guns/Tail Lasers		
Decreased Maneuver						1/2			Flight/Ground		
Requires Airstrip						-			Can only land on prepared surfaces		
OFFENSIVE & DEFENSIVE SYSTEM DATA											
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC
2	Najima A12 Beam Gun	FF	x16	4	0	0	inf.	Haywire, AD1, HEAT			
1	Najima D2a AM Laser	T	x4	1	+1	6	inf.	AM, Def, HEAT			
2	Erlik P4454 Double Laser	R	x6	2	0	2	inf.	HEAT			
4	AHM-6 Heavy Missile	F	x35	3	-2	0	-	SD, Smt2, Mis, HEAT, Concealed			
4	ALM-19 Medium Missile	F	x20	4	-1	0	-	SD, Smt2, Mis, HEAT, Concealed			
2	ALM-22L Missile	F	x15	4	0	0	-	SD, Mis, Sk1, Smt2, HEAT, Concealed			

Notes: Any combination of Light, Medium and Heavy missiles can be carried. Downgraded HDF version has Maneuver: -2, Top Speed: 2.5 G, Sensors, Comm and Fire Control all 0.

GF-204 ALBERICH ▼

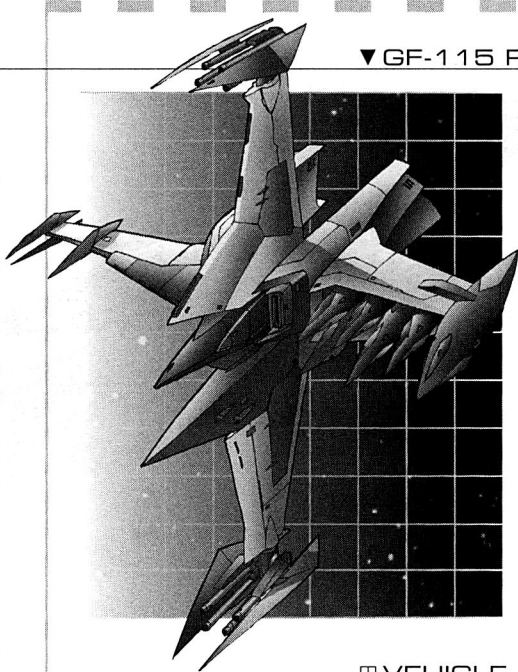
Lightly armed and designed mostly to evade enemy fire, the Alberich is the perfect electronic warfare platform. Its battlefield role generally calls for it to stay on the outskirts of a fight, using its powerful ECM/ECCM suite to take control of the battle's flow of information. One side (commonly thought of as the "top") of the craft is heat-shielded for reentry; the other side is festooned with retractable dishes and antennae, as well as a small communications/defense laser turret.

Due to their nature, Alberichs are rare in the various corporate militaries, but are very evenly distributed; they are not found in the HDF at all. Assignment to an Alberich is considered a great privilege in the eat-or-be-eaten Venusian military culture. In most militaries, EW pilots are generally looked down upon by their flashy combat-flying brethren. The Venusians, however, place great respect on an individual whose actions will affect the performance of every ally in the vicinity. Alberich pilots are thus treated very well by other pilots; nobody wants their ECM cover to "accidentally" go away at an inopportune moment.



VEHICLE DATA □

Threat Value:																			
Production Type (Individual Lemon Dice):				Limited Production (2)				Crew:				2 (3 Actions)							
Size:				14 (69 tons)				Armor:				29/58/87							
MOVEMENT DATA																			
Movement Mode				Combat Speed				Top Speed				Maneuver							
Space				14 (1.4 g)				27 (2.7 g)				0							
Flight				25 (750 kph)				50 (1500 kph)				-1 (Stall 1 / 30kph)							
Ground				10 (60 kph)				20 (120 kph)				-2							
Deployment Range				700 hours				Reaction Mass				650 BP							
ELECTRONICS DATA																			
Sensors:				+2/6 km				Communications:				+1/10 km							
Fire Control:				+1															
PERKS & FLAWS DATA																			
Name				Rating								Game Effect							
Autopilot				-												Acts as level 1 pilot			
Backup Systems				-												Comm, Fire Control, Life Support, Sensors			
Computer				3												CRE 0, KNO 0, PP 3, flexible			
Decoy System				3												Sensor and Visual (AUX)			
Ejection System				-												Escape pod			
ECM/ECCM				5/6												Offensive electronic/Defensive electronic warfare systems (AUX)			
HEP: Heat/Radiation/Vacuum				-/4/-												Protection against extreme heat/Screen/Space protection			
Improved Rear Defense				-												Reduced penalty for rear attack			
Life Support				-												Limited			
NOE flyer				-												Can fly at Level 0			
Reentry System				-												Permanent feature (AUX)			
Reinforced Crew Compartment				-												Ignore first Crew hit			
Satellite Uplink				-												1000x Comm Range (AUX)			
Stealth				5												Difficult to detect (AUX)			
Stratospheric Flight				-												Flight MP doubled in stratosphere			
Decreased Maneuver				1/2												Flight/Ground			
Exposed Aux. Systems				-												"AUX" hits are one step worse			
Large Sensor Profile				1												Too big to hide			
Requires Airstrip				-												Can only land on prepared surfaces			
OFFENSIVE & DEFENSIVE SYSTEM DATA																			
Qty	Name			Fire Arc		DM	BR	Acc	ROF	Ammo	Special		MS	WC		AC			
1	Erlik P8872 Laser			R	x4	2	+2	4	inf.	AM, HEAT									



▼ GF-115 RIENZI

The Venusians' most popular anti-ship unit, the Rienza is manufactured by VAC, along with more than half of Venus' military transatmospheric aerodynes. Like other Venusian fighters, the Rienza is capable of atmospheric reentry. During reentry and atmospheric flight, the fighter rolls onto one "side," such that its torpedo bay is on top and its retractable sensor boom on bottom; an advanced flight control system linked to the craft's attitude thrusters keeps this fairly unstable configuration both aloft and agile.

The Rienza is equipped with enough torpedo Drones to overwhelm the defenses of nearly any warship. However, despite its two defensive laser turrets, the Rienza tends to fare poorly without an escort of fighters to guide it safely to its target. Although it can release its torpedoes at standoff range, doing so leaves the torps very vulnerable to interception and defensive fire. As a result, most Rienza tactical procedures call for the bomber to close to within a few dozen kilometers of its target before dropping its payload and running home for reloads.

▣ VEHICLE DATA

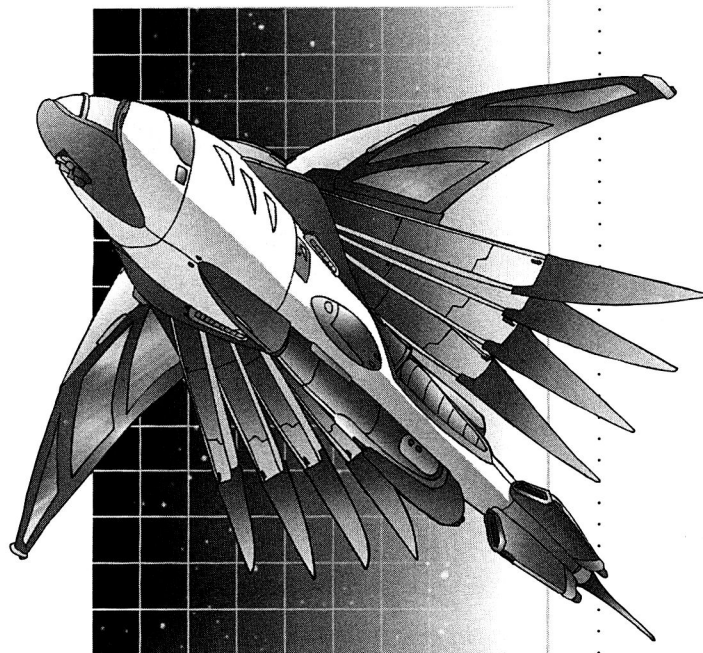
Threat Value:													
Production Type (Individual Lemon Dice):				Mass Production (3)				Crew:				1 (2 Actions)	
Size:				13 (60 tons)				Armor:				25/50/75	
MOVEMENT DATA													
Movement Mode				Combat Speed				Top Speed				Maneuver	
Space				14 (1.4 g)				28 (2.8 g)				0	
Flight				20 (600 kph)				40 (1200 kph)				-1 (Stall 2 / 60kph)	
Ground				10 (60 kph)				20 (120 kph)				-2	
Deployment Range				350 hours				Reaction Mass				600 BP	
ELECTRONICS DATA													
Sensors:				+1/2 km				Communications:				+1/10 km	
Fire Control:				+1									
PERKS & FLAWS DATA													
Name								Rating				Game Effect	
Autopilot								-				Acts as level 1 pilot	
Backup Systems								-				Comm, Fire Control, Life Support, Sensors	
Cargo Bay								-				Drone Bay, 80 m^3 each (6 Drones)	
Computer								2				CRE 0, KNO 0, PP 2, flexible	
Ejection System								-				Escape pod	
HEP: Heat/Radiation/Vacuum								-/4/-				Protection against extreme heat/Screen/Space protection	
Life Support								-				Limited	
Reentry System								-				Permanent feature (AUX)	
Reinforced Armor/Crew Compartment								2/-				Front/Ignore first Crew hit	
Rugged Movement Systems								-				Ignore first Movement hit	
Stratospheric Flight								-				Flight MP doubled in stratosphere	
Weapon Link								-				Lasers	
Cannot Glide								-				Must rely on engines at all times	
Decreased Maneuver								1/2				Flight/Ground	
Requires Airstrip								-				Can only land on prepared surfaces	
OFFENSIVE & DEFENSIVE SYSTEM DATA													
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC		
2	Erlík P44B4 Double Laser	T	x5	2	0	4	inf.	AM, HEAT					
6	Shipkiller Drones												

Note: The Shipkiller Drones may be represented using either the Space Dart missiles from the Jovian Chronicles Rulebook (page 197) or the Shipkiller on page 138 of the Venus Ship Book. Any combination of the two types may be carried.

SCHMETTERLING CORPORATE FLITTER ▼

The executives and wealthy retirees of Venus are seldom seen traveling on public transports. Most such individuals own private vehicles of one sort or another; VAC's new Schmetterling-class corporate transport sits near the top of the line of small civilian transport vehicles, with only a few custom-built creations being more expensive or coveted. Most Schmetterlings are usually accompanied by military escorts when flying outside local airspace. Even so, an anti-missile decoy launcher is a standard option, and one often found on corporate craft; few, if any, high-ranking passengers on Venus can be so sure of having no enemies as to be able to dispense entirely with a healthy sense of paranoia.

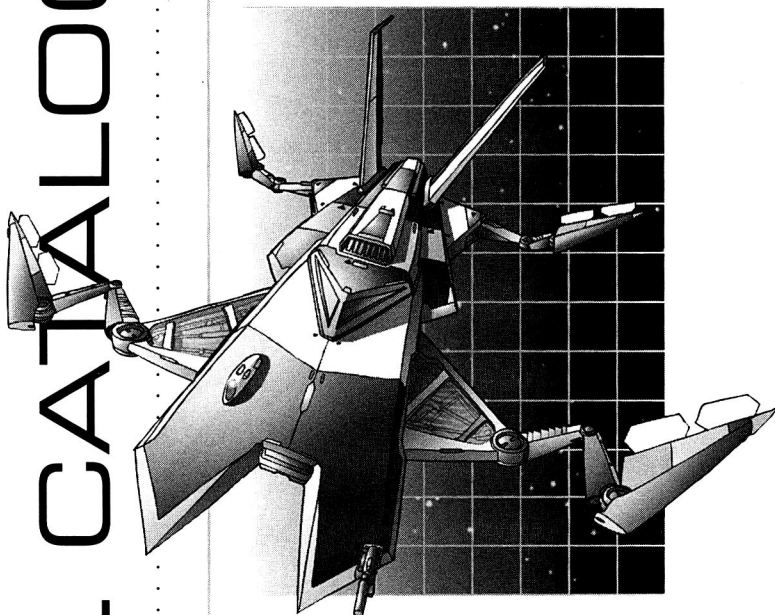
The Schmetterling is a fully capable spacecraft and reentry vehicle, but in order to attain orbit, it must use a small booster pack; booster packs are available in reusable and disposable varieties, and can be added, removed, or replenished at almost any port on Venus or in Venusian space. Such boosters are also used to provide thrust-assist for heavily loaded Venusian military aerospace craft into orbit in scramble or emergency situations. For reentry, the craft's wings fold down around the body, and a disposable (and easily replaceable) heat shield is deployed. The booster pod can remain attached throughout spaceflight and reentry; it can be removed and/or reused upon landing.



VEHICLE DATA □

Threat Value:													
Production Type (Individual Lemon Dice):				Late Prototype (2)				Crew:				1 (2 Actions)	
Size:				12 (44 tons)				Armor:				8/16/24	
MOVEMENT DATA													
Movement Mode				Combat Speed				Top Speed				Maneuver	
Flight				15 (450 kph)				30 (900 kph)				-1 (Stall 1 / 30kph)	
Space				5 (0.5 g)				10 (1.0 g)				-2	
Ground				10 (60 kph)				20 (120 kph)				-3	
Deployment Range				300 hours				Reaction Mass				300 BP	
ELECTRONICS DATA													
Sensors:				-1/2 km				Communications:				0/10 km	
Fire Control:				0									
PERKS & FLAWS DATA													
Name				Rating								Game Effect	
Autopilot				-								Acts as level 1 pilot	
Backup Life Support				-								Life support unaffected by "Aux" hits	
Cargo Bay				-								15 m³	
Computer				1								CRE -1, KNO -1, PP 1, flexible	
Easy to Modify				-								Auxiliary Systems	
Glider				-								Can glide	
HEP: Heat				-/4/-								Protection against extreme heat/Screen/Space protection	
Life Support				-								Limited, 14 people	
Passenger Seating				-								12 passengers	
Reentry System				-								One-time use (AUX)	
Stratospheric Flight				-								Flight MP doubled in stratosphere	
Decreased Maneuver				1/2								Space/Ground	
Requires Airstrip				-								Can only land on prepared surfaces	
OFFENSIVE & DEFENSIVE SYSTEM DATA													
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	MS	WC	AC		
1	Mirage Decoy Pod	T	x3	1	+2	3	inf.	AM, Def					

SHARAV EXO-RACER



Name:	Sharav
Production Code:	Various
Origin:	Venus
Manufacturer:	Vector Design
Type:	Exo-Racer
Role:	Racing, scouting, performance
Control System:	Linear Frame
Height:	1.5 m
Width:	2.0 m
Empty Weight:	1.3 tons
Loaded Weight:	2.1 tons
Main Powerplant:	Turbojet
Secondary Powerplant:	none
Main Thrusters:	1x 8000 kg
Apogee Motors:	12
Ground Speed:	1350 kph
Onboard Sensors:	Radar, Infrared/Ultraviolet, Lidar, Radcounter
Fixed Armament:	None
Additional Armament:	None
Defensive Systems:	None
Equipment:	None

◇ OVERVIEW

One of the most popular models of exo-racer produced on Venus, the Sharav is manufactured by Vector Design, a performance-vehicle company owned by Dural Defense Technologies. Vector's exo-racers get a lot of competition on the racing circuits, and often come in behind high-end limited-production models from other companies. Customized Sharav racers are impressive performers nonetheless, and the Sharav's ease of repair, high performance, and extreme customizability make it the top seller in the commercial market, where it is the vehicle of choice for many couriers, scouts, police departments and joyriders.

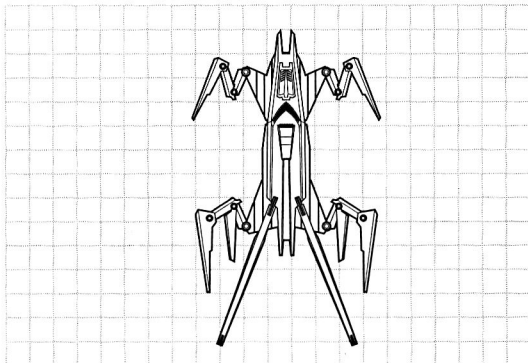
◇ CAPABILITIES

The basic-model Sharav incorporates an air-breathing thrust-vectorated turbojet that can propel the vehicle at speeds of up to 1350 kph, even in Venus' dense atmosphere. Most of the vehicle's weight and profile is taken up by the engine; the cockpit, control mechanisms, and fuel cells surround the turbojet. The Sharav's body is covered in an aerodynamic shell specially reinforced to withstand high G-stresses and speeds. Four articulated limbs mount steering vanes and exo-armor-style vernier thrusters, conferring extraordinary maneuverability on the fragile vehicle. The limbs can be drawn in close for speed or landing, or stretched out for gliding or maneuvering. Within the cramped cockpit, the pilot rests belly-down in a linear frame; limb and hand movements control the exo-racer's control vanes and verniers, while torso and hip movements actuate lateral shifts and computer-coordinated dodge and roll maneuvers. The cockpit has room for the pilot and little else; cargo space is limited to a small toolbox-sized compartment and whatever the pilot can fit into pockets or belt pouches.

◇ VARIATIONS

Once off the showroom floor, no two Sharav are alike. Sharav owners and drivers pride themselves on custom paint jobs and decorative accessories; in essence, an exo-racer is like an especially expensive clothing or jewelry ensemble, in addition to being a supersonic racing vehicle. Aside from cosmetic changes, owners seldom leave their racers unmodified on the inside, either. Most exo-racers can be customized to some extent, but the Sharav's designers went all-out in their efforts to create a racer that could be molded to fit any driver's preference or needs. Kits are available for upright seating, 360-degree cockpit video displays, afterburners, enhanced verniers and vanes, computer upgrades, and virtually any other addition that might lend an edge either in a race or when showing off. On the practical side, courier vehicles are fitted with cargo pods, and scouts are equipped with military- or mining-grade sensors and disposable fuel tanks. A few Sharavs are armed with small laser or ballistic weapons and used by local police departments to patrol perimeter areas and both major and minor roads or vehicle routes.

▼ G-8 KORIKAZE



▼ PRODUCTION DATA

THREAT VALUE:	
OFFENSIVE:	
DEFENSIVE:	
MISCELLANEOUS:	
COST:	
PRODUCTION TYPE:	Mass Production
INDV. LEMON DICE:	3

▼ CREW DATA

CREW:	1
ACTIONS:	3

▼ HULL DATA

SIZE:	4 (2 tons)
DEFAULT SIZE:	4
STACKING SIZE:	2
ARMOR:	
LIGHT DAMAGE:	3
HEAVY DAMAGE:	6
OVERKILL:	9

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
FLIGHT:	23 (690 kph)	45 (1350 kph)	+2 (Stall 0 kph)
DEPLOYMENT RANGE:	300 km	Turbojet	
REACTION MASS:	n/a		

▼ ELECTRONICS DATA

SENSORS:	0/4 km
COMMUNICATIONS:	+1/10 km
FIRE CONTROL:	-2

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	AUX
Acceleration Protection	-	+1 bonus for FIT checks due to acceleration	
Computer	1	CREO, KNO 0, PP1.	
Diving Wings		+1 bonus to pull out of dives and falls	
Easy to Modify	-	Movement, Structure, Aux Systems	
HEP: Heat	-	Protection against extreme heat	
Life Support	-	Limited	Y
NOE Flyer	-	Can fly at Altitude 0	
Reinforced Crew Compartment	-	Ignore first Crew hit	
Tool Arm	1	Four control vane arms, can punch	
Exposed Movement Systems	-	Movement hits are one step worse	
Fragile Chassis	-	Structure hits are one step worse	
Maximum Ceiling	11	1000 meter maximum ceiling	

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
None											

▼ NOTES

► OGURA MOBILE MINING PLATFORM

Name:	Ogura	Origin:	Venus
Manufacturer:	Various	Type:	Mining Platform
Control System:	Bridge	Length:	97 m
Width:	46 m	Empty Mass:	940 tons
Loaded Mass:	2030 tons	Main Drive:	35 MW
Secondary Powerplant:	2000 KW		
Onboard Sensors:	Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Radcounter		
Fixed Armament:	n/a	Additional Armament:	n/a
Defensive Systems:	n/a	Equipment:	mining devices, lift balloons

◇ OVERVIEW

Almost a hundred meters long on average, Ogura-class mining platforms are used by independent groups and various arcologies to mine valuable ores from the unstable volcanic and resurfacing zones on Venus. The platforms are designed to seek and extract ore from the mineral deposits brought to the Venusian surface by sinkpool activity; the deposits are called blooms, after the flower-like patterns that develop as they rise to the surface or cool. The platform class was named after Danele Ogura, who first proposed the mobile mining concept. The platforms are manufactured by a variety of heavy-machinery companies, and although they all have similar capabilities and features, no two are truly alike. Most arcologies have at least one or two mining consortia, and the larger and more well-established consortia in some arcologies own dozens of platforms; new ones are built whenever the needs (and the financing) presents itself.

The unit is supported by huge balloons, just like an arcology's buoyant estates, to reduce its surface pressure and allow it to be moved easily. A web of support lines, each one a heavily reinforced cable as thick as a man's arm, link the vehicle with its balloons. The latter are vast spheres filled with atmosphere that's constantly heated by waste heat from the platform; the heat is transferred up via special conductive cables. The balloons are generally emblazoned with the owning company's logo. Attachments partway up the cables lead to thin kitelike structures; these are combination radiator/steering vanes. They can move up and down the cables, and expand and contract, allowing the platform to "sail" on the wind at their highest expansion. Each platform also has twelve gigantic wheels it can use to trundle across the landscape once the landing struts are retracted.

◇ CAPABILITIES

The mining arm is equipped with a heavy duty boring drill, a robot gripper, a mining-charge dispenser, and a jawlike collector scoop that can either drop loads into the hold (when the upper hold doors are open) or move ore more slowly via a peristaltic conveyor tube that runs along the arm, back into the hold. There are cramped crew quarters for around thirty people, but most of the space is taken up by mining equipment, the automated refinery and the storage hold. There are many windows all around the hull; though the crew quarters are cramped, they all have a view.

The balloons are used to lift the whole platform and move it, either under wind power or towed by aircraft, to a new location quickly. The balloons can lift an empty platform, but not one loaded with ore; an upper limit in platform size is imposed by the necessary volume of the balloon array. Mining spots are heavily contested, and the first platform to get to a new bloom usually gets the best selection of ores as well as the most stable spot. Scouts sometimes try to "stake out" spots for their own platforms, but this seldom works; when a platform decides to land, no scouting exo-racer is going to prevent it. The platform settles down on six to eight deployable landing struts and begins mining. Scout vehicles can operate out of its hangar, and smaller transports can carry ore back to the platform's home arcology, if the bloom is especially rich.

If a mining operation lasts more than a few days, the platform's home base (or other arcologies, if suitably contracted) sends cargo dirigibles to empty the platform's hold and ferry the ore back to the arcology for refining. Often, a cargo dirigible will also stay on station near the platforms so that if the bloom suddenly turns unstable, the dirigible can move in and provide additional lift to get the platform out of danger quickly. If no dirigible is nearby, and the platform can't dump its cargo fast enough to gain positive lift from its balloons, the crew can escape via balloon-and-airfoil-equipped escape pods located along the top of the platform; experienced mining crews are far more valuable to the consortia (and Venus) than the giant vehicles, which grow cheaper each year as production methods are refined.

CREW COMMENTS ◇

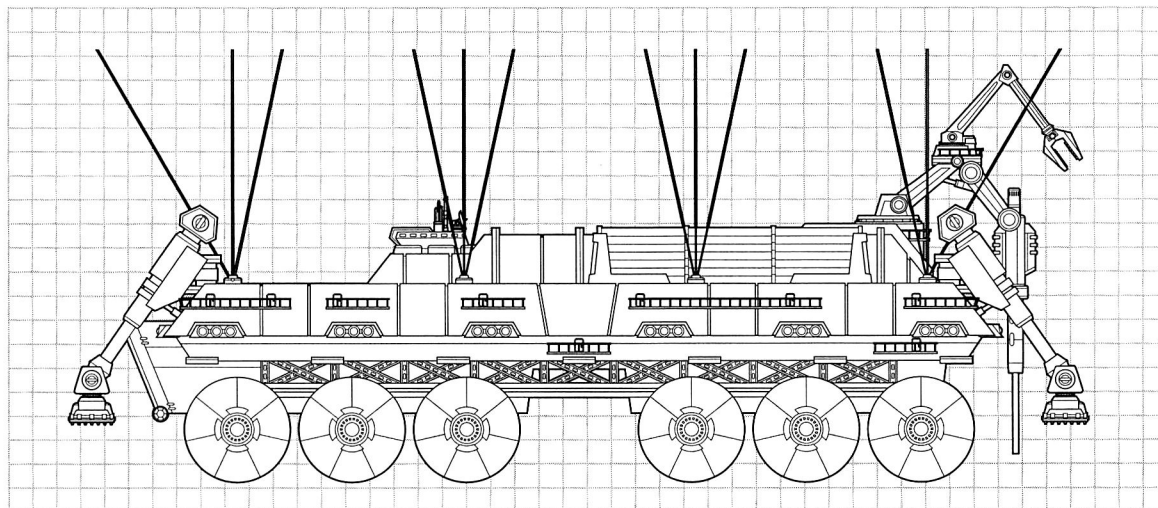
"Our platform is officially designated MMP-Sakura-21, but we just call it Socky. It's pretty new, only a year old, but it looks just like every other platform out there; it's simply not possible to keep these things looking factory-new, no matter how many coats of paint we put on. There are twenty-two or so of us assigned as its crew; if we lose someone, we get veto power over any new applicants; being stuck out by a sinkpool in a 100-meter long space for a month with the same twenty people means that, inner calm or no, everyone had better like everyone else.

"Mining trips are short and hurried. Usually, most of the crew is busy with our normal jobs when a scout team or informant sends in news of a new bloom on a sinkpool somewhere. We get called, and there's maybe an hour of prep time for us to get our office-work in order, shave down (optional, but a full head of hair is a hazard in so many ways), and say goodbye to the Second Pillar. After we pile into Socky, the main balloon array is filled with waste heat from the arcology, and we're off. If it looks like someone else might get to the bloom before us, we can usually get bush pilots or the arcology to latch on with cables and give us a tow to improve our airspeed; we also need help when the wind's blowing in the wrong direction. Once we set down at the bloom, we open the legs, whip out the mining arm, and start to fill our holds. We do a little refining, mostly to stabilize molten or overcooled ore (depending on what we're picking up), but just as often, we simply pack up raw materials.

"The excitement really begins when the bloom goes unstable, either because of a drilling error (rare) or new sinkpool activity. I've heard that some mining groups, who arrive after all the good spots are taken, send sappers out on foot to set charges on the bloom and blow it up on purpose; it's never happened to my crew, but if it does, and we catch whoever's responsible, we'll strap them to the next charge we lay. In any case, when the bloom starts to go, so do we. Some crews try to keep mining to the last second, going airborne (usually with help from carrier dirigibles) moments before the ground beneath them liquefies; occasionally, such a crew doesn't make it. We do it too, sometimes, but when we arrive early and get a good load, we just retract the legs and roll away back toward home with a full hold. It saves on costs, since we don't have to pay for the cargo pilots, and we get home in almost the same time.

"Personally, I think every Venusian should get a chance to work out here. In the arcologies, we get used to having the stability and support of the Three Pillars, despite Tzen Ming-Shang's warning about change. Out here, we get one Pillar and a big rolling metal box sitting atop a lake of molten rock. It gives a person a whole new perspective on stability, and a big reminder that a society, even one as utopian as ours, is only as good as the ground it's built on."

— Deck Chief Erik Holbein



Balloon array not shown; see page 41 for a visual sample.



▼ OGURA MOBILE MINING PLATFORM

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	
OFFENSIVE:	
DEFENSIVE:	
MISCELLANEOUS:	
COST:	
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
GROUND:	4 (24 kph)	8 (48 kph)	-5
FLIGHT:	1 (30 kph)	2 (60 kph)	-5
DEPLOYMENT RANGE:	1000 km	Fusion/Electric	
REACTION MASS:	n/a		

► MAIN HULL

COST:	
CREW:	10
ACTIONS:	5
HULL SIZE:	
DEFAULT SIZE:	
STACKING SIZE:	
INDV. LEMON DICE:	3

▼ SECTIONS

1 x Main Hull
1 x Drive Section
1 x Mining Section
1 x Balloon Section

▼ OFFE. & DEF. SYSTEMS

None

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Airlift Ready	-	Attachments for quick airlift	Passenger Accom.	-	1500 m³ cabin
Autopilot	-	Acts as Level 1 Pilot	Reinforced Crew Compartment	1	Absorbs first "Crew" hit
Backup Life Support	-	Absorbs first "Life Support" hit	Sick Bay	2	Medical Closet
Cargo Bay	-	100 m³	Large Sensor Profile	2	Too large to hide
Computer	2	CRE 0, KNO 0, PP 2, flexible			
Ejection System	-	Escape Pod Balloons (20 places)			
HEP: Heat	-	Protection against extreme heat			
Laboratory	2	Earth Sciences (Geology Lab)			
Life Support	-	Full			

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► 1 X MINING SECTION

COST:	
CREW:	6
ACTIONS:	4
HULL SIZE:	
DEFAULT SIZE:	
STACKING SIZE:	
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	20/40/60
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	1000 km
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	-1

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support/Life Support	-	Absorbs first "Life Support" hit/Full	Mining Equipment	-	Heavy-duty, can attack
Cargo Bay	-	1300 m³	Reinforced Crew Compartment	-	Absorbs the first "Crew" hit
Ejection System	-	Escape Pod Balloons (8 places)	Tool Arm	20	Mining arm, cannot punch
HEP: Heat	-	Protection against extreme heat			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

1	Mining Bore	FF	x25	M	-2	0	inf.	AC			
1	Mining Charges	FF	x60	M	-2	0	10	Remote Time Delay			

► 1 X BALLOON SECTION

COST:	
CREW:	2
ACTIONS:	3
HULL SIZE:	
DEFAULT SIZE:	
STACKING SIZE:	
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	10/20/30
MOVEMENT DATA:	Flight/1 (30 kph)/2 (60 kph)/-5
DEPLOYMENT RANGE:	1000 km
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	-3

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Absorbs first "Life Support" hit	Lighter-Than-Air	-	Floats using balloons
Ejection System	-	Escape Pod Balloons (4 places)	Reinforced Crew Compartment	1	Absorbs first "Crew" hit
High Towing Capacity	-	Triple normal towing capacity			
HEP: Heat	-	Protection against extreme heat			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Laser	R/L Side	x14	7	+1	+1	Inf.	AD2, HEAT			

► DRIVE SECTION

COST:	
CREW:	3
ACTIONS:	3
HULL SIZE:	
DEFAULT SIZE:	
STACKING SIZE:	
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	20/40/60

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
GROUND:	4 (24 kph)	8 (48 kph)	-5
Deployment Range:	1000 km		
Reaction Mass:	n/a		
SENSORS:		-3/2 km	
COMMUNICATIONS:		-3/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support/Life Support	-	Absorbs first "Life Support" hit/Full	Ejection System	-	Escape Pod Balloons (4 places)
Fuel Efficient	-	2 x Dep. Range at Combat Speed	HEP: Heat	-	Protect. against extreme heat
High Towing Capacity	-	Triple normal towing capacity	Improved Off-Road Ability	-	-1 MP cost for terrain
Computer	2	CRE 0, KNO 0, PP 2, flexible	Reinforced Crew Compartment	-	Absorbs the first "Crew" hit

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

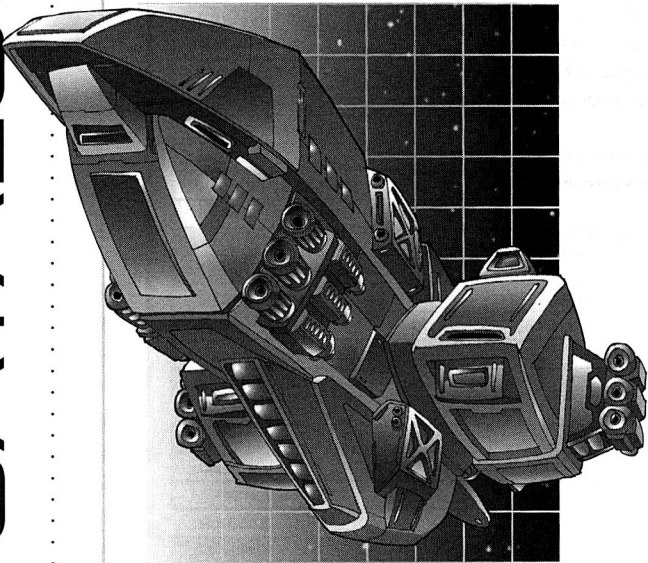
NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Absorbs first "Life Support" hit	Life Support	-	Full
Ejection System	-	Escape Pods (7 places)	Reinforced Crew Compartment	2	Absorbs the first two "Crew" hits
HEP: Radiation, Vacuum	4.-	Screen, Space Protection	Stealth	1	Adds to Concealment

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES

▼ SENATOR CORVETTE



Name:	Senator
Origin:	Venus
Manufacturer:	Venus
Type:	Corvette
Control System:	Bridge w/Astronomical Display
Length:	200m
Width:	42 m
Empty Mass:	2200 tons
Loaded Mass:	4700 tons
Main Drive:	170 MW
Secondary Powerplant:	2000 KW
Main Thruster:	1 x 1,200,000 kg
Apogee Motors:	58
Acceleration:	0.5 g
Onboard Sensors:	Fire Control Radar, Infrared/Ultraviolet, Lidar, Low-light, Magnetometer, Microwaves, Motion Detectors, Radcounter, Search Radar, Telescope
Fixed Armament:	2 x Laser Turret, 2 x KKC Turret
Additional Armament:	n/a
Defensive Systems:	Mag Screen, PDS
Equipment:	Escape Pods

◇ OVERVIEW

The Senator-class corvette is the Venusian Home Defense Force’s version of the ubiquitous and reliable Bricriu warship. Venus purchased the hulls from the fledgling CEGA during the last decade of the 22nd century when the latter was particularly eager to rid itself of some of its older vessels and anxious to acquire the capital required to start production on newer models. Venus thus purchased numerous Bricrius at extremely low prices; upgrading the old systems to the more modern Senator designs has been relatively cost-efficient, and the newer model has served the HDF well.

Senator-class ships are the most commonly-seen HDF combat vessels; the larger Gao-Tzu-class cruisers are much rarer, and are usually on assignment or patrol outside Venus’ orbit, whereas the Senators’ role as border watchers and shipping escorts puts them firmly in the public eye. Like all Venusian vessels, Senator-class corvettes are named for prominent or exemplary citizens; the rarity and relative glamour of these ships (given that most Venusians, much less the Solar System at large, knows of the existence of the CVNA’s fleet of battlewagons) makes the reward of being the namesake of such a ship much more publicly and socially valuable than having one’s name assigned to a “mere” liner or cargo ship. The Planetary Council (and now, the PAB) has a small administrative office that evaluates recommendations from all over the planet for worthy citizens; this office can freely assign names to civilian ships, but HDF approval must be obtained before an HDF ship can be christened.

◇ CAPABILITIES

Aside from changes to electronics and weapons, the Senator is almost identical to the Bricriu. The primary change, from a combat perspective, is the removal of the standard Bricriu particle beam cannon turrets; these weapons are replaced by two fast-tracking triple laser turrets, providing the Senator excellent defense against fighters, exo-armors, and small ships, which are its usual targets; publicly, Venus states that the HDF is not an assault force, and that its ships are not meant to engage other warships.

Less noticeable but far more expensive are the large vid-membranes overlaid atop the Senator’s armor. Usually serving the same advertising and decorative purpose as the vid-membranes on Venusian colony cylinders and civilian ships, the Senator’s membranes are also an integral part of its stealth system. Although not nearly as effective as the stealth suites used on the secret CVNA warships and certain exo-armors, the membranes can still absorb enough radar and lidar emissions to significantly reduce the ship’s detection profile at long ranges.

SERVICE RECORD ◇

Currently, about forty Senator-class ships patrol the space around Venus and its major holdings (e.g. trading stations, refueling depots, etc). Some of these ships also range in the space between Venus and Mars; their public mission is to cooperate with CEGA and Martian ships to prevent attacks from STRIKE or other terrorists and pirates, but it is little secret that the patrolling Senators are also busy watching CEGA and Jovian activities in the area, as well. A few Senators are assigned to patrol the Belt and are based out of Venus' Belt installations; as Venus' presence in the Belt increases, protection of Belt facilities will become the responsibility of the secret CVNA, promoting the false perception that Venus' Belt holdings are unprotected.

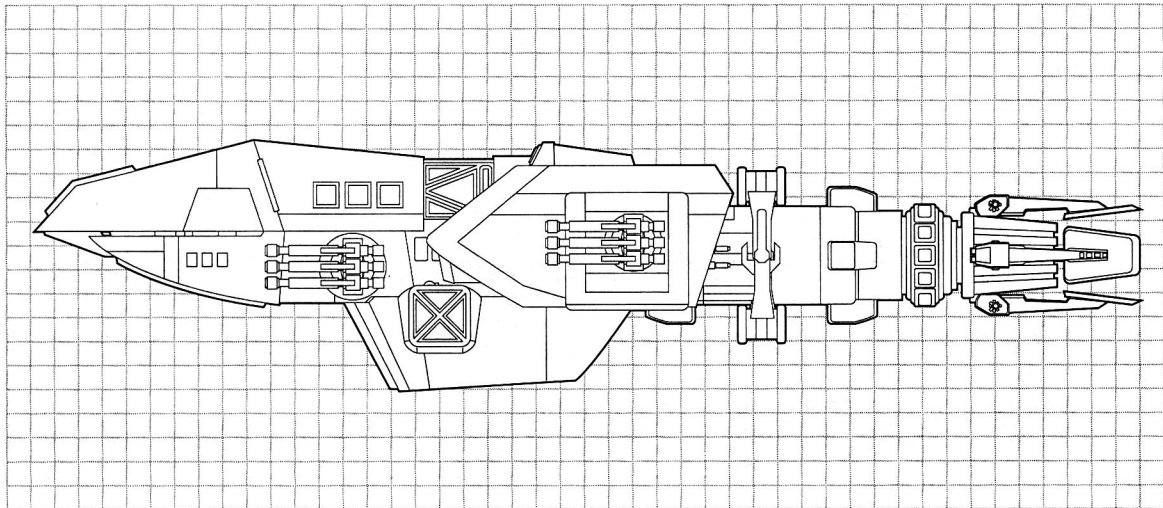
CREW COMMENTS ◇

"I've been aboard the //Leon Li// for two years now, serving as first officer. It's been a pleasant routine with some nice financial perks. We take Leon out for two-month patrols followed by three weeks of station or planetary duties. Every few rotations, we get assigned a quick escort trip, usually to Earth and back, which is a nice break without too much time commitment; I turned down a command aboard one of the Belt-patrol ships because I wasn't looking forward to spending years of my life with only two Pillars to support me; there's no way my family would move out to live on a rock surrounded by Nomads.

"Leon is pretty typical of its class. It's based off a CEGA design, so we can't expect it to be as attractive as Venus' other ship designs, but the designers still managed to do some good work. On the practical side, the ship has exactly the amount of equipment needed to do its job, and nothing more. That's why those clunky CEGA particle beams were replaced with something a little more elegant; we're not out to blow up colonies or attack fleets. If we ever get into a major fight against heavy warships, we won't have a chance, but that isn't what we're designed to do, so there's no point in lamenting what we aren't. What we //are// is a fine escort and patrol ship, just like the Bricriu, only more focused.

"The original Bricriu-class ships were, from what I understand, somewhat...cluttered on the inside. I don't think my inner peace would be nearly so well-developed if I had to live and work for two years amid exposed conduit and greasy maintenance gratings. Leon's interior is styled to be as comfortable and relaxing as any office back home; as my trainers always said, "discipline is discomfort applied by the heart to the mind, not by the chair to the buttocks." The interior designers did their best to rework the interior spaces as much as possible so that the crew could have additional living space. The downside of the ergonomics is that when we need to get into a maintenance tube or bay, all those cables and modules are packed in so tight, it's almost impossible to get at anything without filling a corridor with parts. The last time we took a combat hit, we couldn't get all the parts to fit back in the bays until we got back to port; that certainly didn't do our group synergy any good, seeing as the damage was in the corridor leading to the main washrooms. It's a minor issue, though, hardly worth complaining about, given that there's so much on this ship that's worth praising."

— Chu-i Dagmar Mitsumi, HDFS Leon Li





▼ SENATOR-CLASS CORVETTE

▼ OVERALL PRODUCTION DATA

THREAT VALUE:	
OFFENSIVE:	
DEFENSIVE:	
MISCELLANEOUS:	
COST:	
PRODUCTION TYPE:	Early Production
INDV. LEMON DICE:	3

▼ MOVEMENT DATA

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
SPACE:	5 (0.5 g)	10 (1.0 g)	-2
DEPLOYMENT RANGE:	3000 hrs	Fusion Electric	
REACTION MASS:	5000 BP	Hydrogen	

► MAIN HULL

COST:	
CREW:	18
ACTIONS:	6
HULL SIZE:	34
DEFAULT SIZE:	21
STACKING SIZE:	34
INDV. LEMON DICE:	3

▼ SECTIONS

1 x Main Hull
1 x Drive Section
2 x KKC Turret
2 x Laser Turret

▼ OFFE. & DEF. SYSTEMS

1 x Point Defense System (main hull)
1 x Shield (main hull)
2 x Kinetic Kill Cannon Turrets
2 x Laser Turret

ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	3000 hrs
SENSORS:	+1/ 3 km
COMMUNICATIONS:	+1/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Autopilot	-	Acts as Level 1 Pilot	Reinforced Crew Compartment	2	Absorbs the first two "Crew" hits
Backup Systems	-	Comm, FireCon, Life Sup. & Sens.	Stealth	1	Adds to Concealment
Cargo Bay	-	100 m³			
Computer	3	CRE 0, KNO 0, PP 3, flexible			
Ejection System	-	Escape Pods (25 places)			
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space Protection			
Life Support	-	Full			
Passenger Accom.	-	3500 m³ cabin			

▼ WEAPONS

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
1	PDS (ranged)	T	x8	1	+1	6	Inf.	AM, HEAT	10	4300	n/a
	[shield]	FF	x20	M	+1	4	Inf.	Def, E-Shield, HEAT	5	230	n/a

► 2 X KKC TURRET

COST:	6,800,000 credits
CREW:	3
ACTIONS:	3
HULL SIZE:	16
DEFAULT SIZE:	18
STACKING SIZE:	16
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	20/40/60
MOVEMENT DATA:	Towed by Drive Section
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Reinforced Crew Compartment	-	Absorbs the first "Crew" hit
HEP: Radiation	4	Screen	Weapon Link	-	All Cannons
HEP: Vacuum	-	Space Protection			
Life Support	-	Full			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Kinetic Kill Cannon	R/L Side	x25	6	-2	3	300ea.	AP	10	2900	8

► 2 X LASER TURRET

COST:	
CREW:	3
ACTIONS:	3
HULL SIZE:	7
DEFAULT SIZE:	16
STACKING SIZE:	7
INDV. LEMON DICE:	3

ARMOR:	
LIGHT/HEAVY/OVERKILL:	10/20/30
MOVEMENT DATA:	Towed by Drive Sections
DEPLOYMENT RANGE:	1000 hrs
SENSORS:	-3/2 km
COMMUNICATIONS:	-3/10 km
FIRE CONTROL:	0

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Fire Control	-	Absorbs first "FireCon" hit	Weapon Link	-	All Cannons
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space Protection			
Life Support	-	Full			
Reinforced Crew Compartment	-	Absorbs the first "Crew" hit			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC
3	Laser	R/L Side	x14	7	+1	+1	Inf.	AD2, HEAT			

► DRIVE SECTION

COST:	
CREW:	6
ACTIONS:	4
HULL SIZE:	30
DEFAULT SIZE:	21
STACKING SIZE:	30
INDV. LEMON DICE:	3
ARMOR:	
LIGHT/HEAVY/OVERKILL:	50/100/150

MOVEMENT MODE	COMBAT SPEED	TOP SPEED	MANEUVER
Space	7 [0.7 g]	14 [1.4 g]	-3
Deployment Range:	3000 hrs	Fusion/electric	
Reaction Mass:	15,000 BP	Hydrogen	
SENSORS:		-3/2 km	
COMMUNICATIONS:		-3/10 km	
FIRE CONTROL:		0	

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Absorbs first "Life Support" hit	Life Support	-	Full
Ejection System	-	Escape Pods (10 places)	Reinforced Crew Compartment	-	Absorbs first "Crew" hit
HEP: Radiation	4	Screen			
HEP: Vacuum	-	Space protection			

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

► EMPTY

COST:	-
CREW:	-
ACTIONS:	-
HULL SIZE:	-
DEFAULT SIZE:	-
STACKING SIZE:	-
INDV. LEMON DICE:	-

ARMOR:	-
LIGHT/HEAVY/OVERKILL:	-
MOVEMENT DATA:	-
DEPLOYMENT RANGE:	-
SENSORS:	-
COMMUNICATIONS:	-
FIRE CONTROL:	-

▼ PERKS AND FLAWS

NAME	RATING	GAME EFFECT	NAME	RATING	GAME EFFECT
Backup Life Support	-	Absorbs first "Life Support" hit	Life Support	-	Full
Ejection System	-	Escape Pods (7 places)	Reinforced Crew Compartment	2	Absorbs the first two "Crew" hits
HEP: Radiation,Vacuum	4,-	Screen, Space Protection	Stealth	1	Adds to Concealment

▼ OFFENSIVE & DEFENSIVE SYSTEM DATA

Qty	NAME	FIRE ARC	DM	BR	ACC	ROF	AMMO	SPECIAL	MS	WC	AC

▼ NOTES



"Always remember, Venus must change to be part of the universe around it. This time is merely a birthing, harsh, confusing, blinding. It is for this time that I teach, and this time alone. As our world grows and matures, others will teach for those times. Do not reject them, and foolishly cling to the words of a dead man; if Venus becomes mired in the wisdom of the past, it will have no defense against the children of the future."

— Tzen Ming-Shang

LIVING AS PART OF A WHOLE ◀

Players creating Venusian Characters should consider some of the following issues when coming up with concepts or actually designing characters. These are just guidelines, and may be adjusted or ignored. Players should always check their concepts with the Gamemaster before actually generating statistics. It will save a great deal of time should an idea be rejected.

Etiquette is all-important in Venusian society. In the Jovian Confederacy, one can usually get away with saying almost anything; in the Belt, actions speak louder than words; on Venus, making powerful enemies (on purpose or inadvertently) is always a matter of concern. Being a sycophant only gets you so far, however: the ruthless demands of staying on top of the rest of the Solar System, along with centuries-refined methods of accounting and employee analysis, mean that only those who can back their boastings stay aboard.

Still, the system has several positive points. Workers are respected, especially if they are noticeably happy and productive: some farmers genuinely love wading through sewage and tending the fungal hybrids entrusted to their care. In general, these employees are much more respected by Venusian society at large than the executives who care more for extra stock points than doing their jobs. Retirees also enjoy a lot of respect: they can get invited to all kinds of exclusive parties and dinners, as older folk are always assumed to be polite and able to carry themselves well in public.



COMMON VENUSIAN TRAITS ▼

Venusian body types are split between normal and Lightworlder, with a large emphasis on the former; this depends whether the individual lives in an orbital colony or on the surface. ZeeGees are practically non-existent. Typical Venusians have at least an average rating in Influence (INF) and Psyche (PSY), and tend to have strong Willpower (WIL). Ratings in Creativity (CRE) and Knowledge (KNO) likewise tend to be high, thanks to the advanced education system.

All Venusians have Survival (Space) at Level 1. Their native language is either Japanese or German, which they have at Level 2. Most Venusians also speak at least one other language, usually English or French, and often more. Etiquette-related Skills are a must for the middle-class and up. Other skills tend to be focused on either technology or business and social elements.

All Venusians use personal computers and numerous communication devices to stay in touch with friends and associates. Personal weapons of any sort are generally not carried — most Venusians would simply hire a bodyguard if combat and danger were distinct possibility. Many young Venusians indulge in skin tinting, body modifications and other extreme sports.

TYPICAL PERKS AND FLAWS ▼

Venusians have no limit in their choices of Perks with the single exception of the Property Perk. Real estate on Venus is still at a premium; unless the Character is fabulously wealthy, he will never be able to afford more than a small dwelling. The other Perks are freely available. The Prestige Perk (page 25, **Jovian Chronicles Companion**) can be used to represent good standing within the corporation where the Character works; Favor can be used to represent honor debts, thought these will have strong roleplaying connotations.

Venusians will not normally have Flaws related to health, especially the severe or long-term versions. Players will need a strong justification as to why these deficiencies were not detected in childhood and corrected. Alternately, Characters could be given the Flaw of Obligation (Therapy) to indicate ongoing treatment. Not all Flaws come from the Character, however: the pressure of Venusian society means that many individuals must live by a Code of Honor (page 28, **JCC**) or are under some kind of Obligations (page 29, **JCC**).

b.1.1
end of section 6.1 living as part of a whole
b.1.2

► CREATING A VENUSIAN CAMPAIGN

The themes of a Venusian campaign are a mirror of Sheng Mai's philosophy: Corporation, Family and Honor. Questions about the Bank, and what makes a "true Venusian" or a "good Venusian" should be considered. The rigid social organization of Venus should be questioned, but the Gamemaster should not fall into the temptation to paint everything in black and white — the corporate social order exists for a reason. One of the primary questions the Gamemaster is going to have to ask himself when approaching a Venus-based campaign is, who will the primary opponent be? It's easy enough to say "the Bank is the bad guy," but they don't automatically have to be. The corporation may be oriented towards profit, but that does not mean that the Bank does not care about the better good (as it sees it, and perhaps as the PCs see it) for Venus as a whole. In many cases, an ambitious executive (or even a whole department) can be build up as the antagonist, not the corporation as a whole.

Venus is a hostile, dangerous, deadly place — it is also a place of great beauty and incredible luxury. A skilled Gamemaster should take advantage not only of the possibility inherent within the setting (an arcology is, literally, capable of being just about anything), but also the planet itself. Nor should the orbitals be forgotten — they are a ready setting for adventures, and existing floor plans and decors can be used. The followings contain brief introduction to some potential Campaign Concepts. Each concept contains a brief overview of the PC's role, and some themes and direction.

◇ HOME DEFENSE FORCE

This is probably the most obvious Venus-based campaign setting. The Player Characters are members of the HDF, performing a standard month-long orbital patrol of the planet. This provides the Players with the most freedom; beyond the standard skirmishing with Jovian (or CEGA, or any other nation) troops, there is always the possibility of intrigue. For example, the PCs receive a signal from an emergency beacon. Responding, they find a Mercurian Guild ship which fails to respond to their hails. After boarding the ship, they find everyone dead — accident, or something more sinister?

◇ ORBITAL POLICE

The PCs, policemen on Stanton Station, have to deal with a STRIKE-inspired riot situation. A STRIKE cell has somehow ended up inside the colony and is running a massive propaganda campaign, advocating violence against corporate assets and personnel. They have to be caught before they do some real damage.

The Venera stations don't have room for prisoner lock-ups, so they usually transfer their long-term prisoners to a penal arcology on the surface. The PCs might be assigned to guard one of these transfers, be faced with a breakout attempt, or be tasked with rendezvous with a crashed flight in order to assess the situation.

◇ SOLAPOL

SolaPol teams often end up dealing with the Venusians (see the **SolaPol Sourcebook**). Most likely, the PCs will be investigating anomalous equipment shipments to small station in orbit around a remote planetary body, where possible Edict-violating research are taking place. The trail eventually leads them to Venus and the Bank, setting up a hostile espionage/action campaign. Alternatively, Beta Regio is the location of a secret HDF research base. SolaPol would love to know what happens there, and the PCs are assigned to survey or even infiltrate the base.

◇ VENUSIAN ESPIONAGE SERVICE

Hansen-Shyushyo, a military contractor located in the Atalanta Planitia, is researching a new fighter platform incorporating the cutting edge of Venusian technology. STRIKE, the Bank, the Confederation, CEGA, and competitors are all after these plans. The PCs are either assigned to protect them, or are assigned to one of the powers who want them; their cover as test pilots bring them straight in the middle of the whole mess!

The PCs can be members of the Ronin — the VenusBank's secret "black ops" agency. This is for Players who like high intrigue and convoluted storylines. For example, the Characters can assigned to kidnap a member of a CEGA's diplomatic party who is, they are told, inciting terrorist activity. Whether they succeed or fail in their mission, as the room goes into chaos and security swarms, a second shot rings out from a different location, killing a member of the Planetary Council. An unfortunate coincidence, or a set-up?

FUNGAL HYBRIDS

Fungal hybrids are a genetically-engineered food organism, about fifteen feet high, which form the base of the local ecology. Each hybrid is basically a huge mushroom: the base is wide and splits into dozens of reaching roots, much like a Baobab tree. The root network is optimized to draw nutrients from the sewage sludge pools the fungi are grown in. The stalk is ten feet tall on average, and is a food-gathering structure; it is permanently fixed to the soil, and cannot be eaten or harvested.

The cap is broad, and hangs with clusters of tiny globules; these are sugar-rich growths resembling fruit. There are no underside ridges, as in a normal mushroom, since these organisms cannot breed via spores. The cap is the primary protein repository. At full growth, it is harvested and processed into foodstuffs; the stalk remains, and begins to grow a new cap. The hanging "fruits" are also harvested, and used for different products. Atop the cap is a rich layer of furry green moss and lichen; this is a symbiotic organism that photosynthesizes light from sunlines strung at the bottom of the arcologies. The energy is used to help the fungus grow; the moss is also edible, and is harvested along with the mature cap. The caps can get pretty heavy; this is another engineered trait, selected so that the fungus cannot grow to maturity without farmers coming by to add support posts to the growing cap.

Venusian geneticists have been working on these hybrids for decades. They even have add-on symbiotic pods that can be attached to the stalk or cap, and which draw sustenance from the main stalk. In addition to being photosynthetic, the top moss is sometimes festooned with spines that are linked to the farm's alarm systems via neural/electronic connections. If the spines aren't properly disabled with a specific chemical agent (or wavelength of light, or audio code), touching the fungus will trigger an alarm. As additional deterrents to food saboteurs or thieves, the spines are also coated with a sedative (or sometimes, worse): one wrong step, and the erstwhile offender will wake up in custody, or not at all.

ADDITIONAL VENUSIAN VEHICLES

Beyond the vehicles that are listed elsewhere in this book, the Venusians employ a number of specialized designs that are seen nowhere else in the Solar System. For example, the high density of the atmosphere makes dirigibles and other Lighter-Than-Air (LTA) craft very useful. The entries below describe a few of these; stats are not listed beyond rough guidelines, since most of them will be used as transport and backdrop for the action, not combat.

Cargo Dirigibles: these are gigantic hybrid lighter-than-air vehicles used to ferry cargo, personnel, or even mobile mining platforms across the planet, so long as the weather is calm. The dirigible uses a lifting-body semi-rigid shell and inert gas (generally helium) to provide lift, and needs a short runway when fully loaded. They can carry enormous loads, often up to 1000 tons. The most common design has these characteristics: 300m long by 150 m wide and 80m tall; Max Flight Speed 200 kph; Maneuver -4, Armor 10/20/30.

Heliostats: these are heavy-lift vehicles using several helicopter-type rotor assemblies to provide lift, while the dirigible itself carries the weight of the rotors and engines. Often used in construction.

Sky-Yachts: the toys of the rich and powerful, these vehicles have luxurious fittings and can carry 6-12 passengers, plus 3-6 crew. Some never actually land, just stop at buoyant estates from time to time to take on fuel and supplies.

Passenger Dirigibles: a very common form of transport, these are similar to the cargo models, but ferry passengers instead (the cargo holds being replaced by staterooms and other living space). They can carry up to 300 passengers in well-appointed comfort.

Maintenance Zepps: these rugged vehicles use a semi-rigid design, with a rigid platform on top as a work surface. They are highly maneuverable, thanks to multiple engines and verniers.

Ground Vehicles: the Venusians use similar vehicles as other nations: cars, trucks, etc. However, theirs have huge, wide metallic mesh tires filled with silica aerogel for insulation against the surface heat. Even a small vehicle have 5-6m diameter tires.

RACERIDER

Raceriders pilot exo-racers in high-speed races across the Venusian landscape. In their off-time, they usually work as couriers, mining scouts, and patrol cops. The career is high-risk and finicky; a popular racer can make huge sums of money, but can drop into obscurity almost instantly. There's always a place in Venusian society for racers who don't make the big leagues (or who fall from them), but in the subgroup of racers, rank and prestige are more important (and easily lost) than in the rest of Venusian society.

▣ ATTRIBUTES

AGI	2	APP	0	BLD	-1	CRE	0	FIT	0
INF	0	KNO	0	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	20	UD	2	AD	2

▣ SKILLS

Skill	Lvl.	Attr.	Skill	Lvl.	Attr.	Skill	Lvl.	Attr.	Skill	Lvl.	Attr.
Acrobatics	1	2	Drive	2	2	G-Handling	1	0	Mechanics	2	0
Business	1	0	Exo-Pilot	2	2	Navigation[land]	1	0	Notice	2	1
Dodge	2	2									

▣ MISC. DATA

Other Possible Skills:	Aircraft Pilot, Space Pilot, Electronics, Parachuting
Equipment:	50,000-500,000 credits yearly income, high-impact racing suit, GPS locator, exo-racer, tools
Cost:	20 Character Points, 30 Skill Points

► POOL MINER

Miners are some of the least ostentatious of Venusians; there's just not enough room in their job for as much of the flash and style that's so important to the rest of Venusian culture. Pool Miners are very well paid, and usually alternate between a few months on-site and some time spent doing mechanical or other work in safer environments. Experienced pool miners are usually overspecialized for work offplanet, but they usually have enough money to retire comfortably anyway.

▣ ATTRIBUTES

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

▣ SKILLS

Skill	Lvl.	Attr.	Skill	Lvl.	Attr.	Skill	Lvl.	Attr.	Skill	Lvl.	Attr.
Computer	1	1	Earth Science	2	1	Mechanics	2	1	Survival	2	0
Demolitions	1	1	First Aid	1	1	Notice	2	1	Throwing	2	0

▣ MISC. DATA

Other Possible Skills:	Communications, Electronics, Electronic Warfare, Navigation
Equipment:	150,000-300,000 credits yearly salary, heatproof environmental suit, high-tension safety line, climbing gear, survival pack, wrist computer, satellite-uplink headset
Cost:	19 Character Points, 29 Skill Points

FUNGAL TENDER ◀

Simple farmers are respected folk on Venus; memories of the Birthing make those who are responsible for keeping the populace fed a valuable commodity. By the same token, farmers who screw up, even once, will probably never hear the end of it. Farmers are both gardeners and scientists; not only do they tend the fungal forests and harvest the mature foodstuffs, but they also perform and analyze regular tests on the fungi and other symbiotes to measure growth trends and safety parameters. They often work closely with Edicts Enforcement personnel to make sure no unwanted mutations occur.

ATTRIBUTES ▢

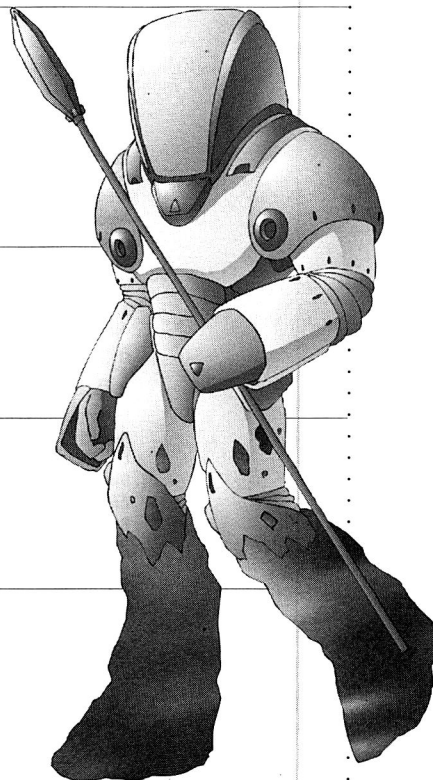
AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	0	KND	1	PER	1	PSY	1	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

SKILLS ▢

Skill	Lvl.	Attr.	Skill	Lvl.	Attr.	Skill	Lvl.	Attr.	Skill	Lvl.	Attr.
Business	1	1	First Aid	1	1	Mechanics	1	1	Notice	2	1
Farming	2	1	Life Science (Botany)	3	1						

MISC. DATA ▢

Other Possible Skills:	Camouflage, Security, Teaching, Tinker
Equipment:	60,000-120,000 credits yearly salary, wrist computer, environment suit, noseplugs, farming implements, chemical and biological test kits
Cost:	19 Character Points, 30 Skill Points



GOFER ◀

Being a gofer (also known as Efficiency Enhancement Engineer) is a common job on Venus, where robots can't be trusted to do all the tasks of a butler and secretary. Gofers work for executives, and most offices and workgroups have an assigned gofer responsible for optimizing the efficiency of several people at once. Even farming teams have a gofer to meet visitors, transfer communications, and collate data while the farmers are wading around in the sludge. The gofer wears a stylish and capacious robe, decorated in company colors. It contains a vast number of pouches, in which virtually everything an executive might need is stored: office supplies, batteries, notepads, snacks, glue, tools, storage media, etc.

ATTRIBUTES ▢

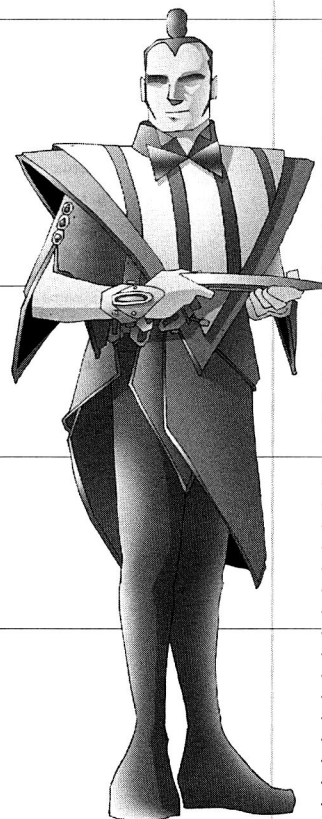
AGI	0	APP	0	BLD	0	CRE	0	FIT	0
INF	1	KNO	1	PER	1	PSY	0	WIL	0
STR	0	HEA	0	STA	25	UD	3	AD	3

SKILLS ▢

Skill	Lvl.	Attr.	Skill	Lvl.	Attr.	Skill	Lvl.	Attr.	Skill	Lvl.	Attr.
Bureaucracy	2	1	Computer	1	1	Etiquette	2	1	Notice	2	1
Business	1	1	Dodge	1	0	Foreign Lang. (pick one)	2	1			

MISC. DATA ▢

Other Possible Skills:	Communications, Drive, First Aid, Grooming, Human Perception, Security, Sleight of Hand
Equipment:	50,000-100,000 credits yearly income, uniform with many, many pockets, rollerskates, communications headset, wrist computer, anything an employee might need in the office
Cost:	19 Character Points, 25 Skill Points



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★ JOVIAN

CHRONICLES



"We, the adopted children of the Golden Star, have come to resemble our world in a great many ways. As it floated, bright and unequalled, in the skies of past centuries, so do we bring illumination and inspiration to the struggling civilization of Humanity. As it gave up its secrets slowly, grudgingly, so do we speak only what others need to hear and show only what needs to be seen. As it was molded to be a home and haven for us, so have we ourselves proven adaptable and accommodating to the harsh impositions of life on a new world."

— Sheng Mai

The Venus Sourcebook is a Silhouette game manual covering the wealthy and secretive nation of Venus. The Venusian colonists have begun terraforming their fiery world into a livable home; since then, they have risen from poverty and starvation to become the most respected economic power in the Solar System of the 23rd century.

Within these covers, you will find:

- A complete history of the colonization of Venus;
- An overview of Venusian culture and politics;
- Descriptions of the major Venusian corporations;
 - Venusian archetypes and equipment;
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