

JOVIAN
CHRONICLES

JUPITER

PLANET SOURCEBOOK



FROM DREAM POD 9

♀
♀
⊕
♂
2
♂
♂
♂
♀
♀

★ JOVIAN

CHRONICLES



The Jupiter Planet Book is a Silhouette sourcebook for Dream Pod 9's exciting Jovian Chronicles science fiction game. This manual describes the human colonies that surround the planet Jupiter and its Trojan orbital points; in addition to an historical overview, the book examines the culture and way of life of what may well be the most powerful nation that Humanity has ever seen. The entire sourcebook is presented as a SolaPol field report, giving additional insight to the hidden strengths and weaknesses of the Jovian Confederation.

Within these covers you will find:

- A complete history of the Jovian Confederation
- Overview of the Jovian society and way of life
- Descriptions of all the main Jovian settlements
 - Maps of three of the largest colony cylinders
- Overview of the Agora, Jovian Armed Forces and Jovian Intelligence Service
- New JAF vehicles, including three space fighters



ISBN: 1-896776-64-7



9 781896 776644

ISBN 1-896776-64-7
PRINTED IN CANADA

JOVIAN
CHRONICLES



TABLE OF CONTENTS

► DREAM POD 9

▼ WRITING

Wunji Lau	Writer
Justin Bacon	Writer
Marc A. Vézina	Line Editor/ Developer
Hilary Doda	Copy Editor
Esteban Oceana	Game Stats Editing

▼ PRODUCTION

Pierre Ouellette	Art Direction/ Designer
Jean-Francois Fortier	Layout Artist
John Wu	Illustrator/Colorist
Ghislain Barbe	Illustrator/Colorist
Marc Ouellette	Computer Illustrator

▼ ADMINISTRATION

Robert Dubois	Sales/Marketing
---------------	-----------------

▼ SILHOUETTE

Gene Marcl	System Designer
Stephane I. Matis	System Designer
Marc A. Vézina	System Developer

▼ SPECIAL THANKS

Lloyd D. Jesse, official handler/
whipper for Wunji;

Wunji to Wendy. By her will,
order is brought from chaos, and
vice versa;

Justin to Jolani and Phillippe, my
steadfast friends and cheering
section. Also to Peter Cattermole,
Eugene O'Neill, Eric Drexler, and
Arthur C. Clarke — visionaries
and dreamers who paved my way.

▼ DEDICATION

To Wunji and Doug, for pulling
yet another floater out of the
depth of the Jovian atmosphere.

▼ CHAPTER 1: INTRODUCTION 4

1.1 Heaven in the Stars	5
Field Reports as Game Manuals	5
1.2 General Overview	6
1.2.1 Factors of Power	6
1.2.2 Current Situations	6
Hope	6
1.3 Report Content	7
Hooks and Tips	7

▼ CHAPTER 2: HISTORY OF THE CONFED. 8

2.1 A World of Moons	9
2.1.1 Wealth Among the Stars	9
Galileo II	9
2.2 Jovian Space Race	10
2.2.3 Trojan Pioneers	10
2.3 Exodus	11
2.3.1 Olympus	11
2.3.2 The Trojans	11
2.4 A Touch of Independence	12
2.4.1 An Emerging Jovian Culture	12
2.4.2 Desperate Times	12
2.4.3 The Pilgrimage	13
Messengers of Mercy	13
Elisabeth Bisset	14
2.5 Road to Confederation	15
Alfred Decker	15
The Unity Hymn	15
2.6 Rise to Superpower	16
2.6.1 Friendship of Necessity	16
2.6.2 Economy	17
The Jovian Armed Forces	17
Titan	17
2.6.3 The Jovian Military	18
2.7 The Return of Earth	19
2.7.1 Martian peace	19
2.7.2 Cold War	19
The Sagittarius Incident	19
2.8 The Odyssey	20
2.8.1 The Battle of Elysee	21
Security Addendum	21

▼ CHAPTER 3: WORLD CYCLOPEDIA 22

3.1 Beneath the Crimson Heart	23
3.1.1 The Trojan States	23

The Jovian Colonies	23
3.2 Government	24
3.2.1 The Agora	24
3.2.2 Office of the President	24
3.2.3 Local Government	25
Colony Admin Building	25
3.2.4 State Governments	25
3.3 Crime and Punishment	26
3.3.1 The Court System	26
3.3.2 Punishment	26
3.4 Sample Colonies	27
Colony Cylinders	27
3.4.1 2 ElysEe	28
Station Diagram: 2 ElysEe	29
3.4.2 6 Joshua's Station	30
The Good	30
The Bad and the Ugly	31
Station Diagram: 6 Joshua's Station	32
3.4.3 18 Khannan Station	33
Khannan Update	33
Station Diagram: 18 Khannan	34
3.4.4 33 Zagadka	35
Elisabeth's Legacy	35
3.4.5 The Galilean Colonies	36
Ganymede	36
Io	37
Europa	37
Callisto	37
3.4.6 3 Heorot	38
3.4.7 7 Priam	39
Rats	39
Maelstrom Electronics	40
Dzechek Cosmoves	40
Jovian Optics	40
3.4.8 28 Gap	41
Accommodations	41
Shadow in Paradise	41
3.4.9 1 Vanguard Mountain	42
Structure	42
Fluid Resources	42
Nakasu Fusion	43
The Tunnels	43
3.4.10 34 Geiersburg	44
New Leadership	44



3.5 Life in the Jovian Confederation	45
Where Are You Going?	45
3.5.1 Daily Schedule	46
Holidays	46
3.5.2 Food	47
3.5.3 Health	47
3.5.4 Morality	48
3.5.5 Religion	48
3.5.6 The Hanson Circuit	49
The Journey	49
3.6 Arts and Media	50
3.6.1 Visual Media	50
3.6.2 Audio Media	51
3.6.3 SysInstruum	51
3.6.4 Hobbies	51
3.6.5 Exo-Ball	52
3.7 Economy and Trade	53
Fuel Moguls	53
3.8 Foreign Relations	54
3.9 The Jovian Floaters	55
Graceful Singers	55
▼ CHAPTER 4: KNOWN ORGANIZATIONS	56
4.1 Jovian Armed Forces	57
4.1.1 Current Concerns	57
4.1.2 Organization	58
Alpha Division	59
Beta Division	59
Gamma Division	59
4.1.3 Jovian Exo Training Program	60
Selected Exo-armor Squadrons	60
4.2 The Agora	61
4.2.1 Organization	61

Gardiens D'Honneur	61
4.2.2 Current Concerns	62
4.2.3 Alexandra Itangre	62
4.3 Jovian Intelligence Service	63
4.3.1 Organization	63
4.3.2 Current Concerns	63
The School	63
Gaia	64
Morae	64
Nornor	64
Kolibri	65
Nationalistic Sedition	65
▼ CHAPTER 5: MECHANICAL CATALOG	66
5.1 Jovian Armor Works	67
5.1.1 Organization	68
5.1.2 Current Concerns	68
EAH-07 Stormrider	69
EAH-02 Deliverer	70
ES-09 Decker	71
EAT-02 Mentor	72
EAT-02LRS Sensei	73
EAL-04NA Hector	74
IM-04 Archer	75
IM-05 Intruder	76
IM-07 Peacekeeper	77
▼ APPENDIX	78
Clotho Agent	78
Praetor	78
Gardien D'Honneur	79
Atropos Operative	79
▼ INDEX	80

**▼ PRODUCED
AND PUBLISHED BY:**



Dream Pod 9
5000 Iberville, # 332
Montreal, QC
Canada
H2H 2S6

All art, characters and designs ©1992,
1994, 1997, 1998, 1999, 2000 Dream
Pod 9, Inc.

The Dream Pod 9 logo, Jovian
Chronicles, Silhouette, Exo-Armor, Exo-
Suit, Exo-Fighter, Jovian
Confederation, Central Earth
Government & Administration and all
distinctive logos and terms are
trademarks of Dream Pod 9, Inc.
Copyright ©1992, 1994, 1997, 1998,
1999, 2000 Dream Pod 9, Inc. All Rights
Reserved.

No part of this book can be
reproduced without written permission
from the publisher, except for short
excerpts for review purposes. Any
similarities to characters, situations,
institutions, corporations, etc. without
satirical intent, are strictly coincidental.

WARNING! Jovian Chronicles is a work
of fiction intended to be used in a
game context only. It contains
elements which may be deemed
inappropriate for younger readers.
Dream Pod 9, Inc. does not condone or
encourage the use of violence or
weapons. Parental discretion is
advised.

The use of the male gender throughout
this manual should not imply exclusion
of the female gender. It is meant only
in order to avoid pronouns like "him/
her/it", making the text lighter and
easier to read.

Dream Pod 9 can be reached through
the Internet. Look for our page on the
World Wide Web at
<http://www.dp9.com>

Also, check out the alt.games.dp9,
rec.games.mecha and
rec.games.frp.misc newsgroups for
support and information about the
Jovian Chronicles.

Stock # DP9-317
Legal Deposit: February 2000
Bibliothèque Nationale du Québec
National Library of Canada

ISBN 1-896776-64-7
Printed in Canada

INTRODUCTION

P Ψ Ô 2 2 ♂ ⊕ ♀ ☿



This manual comprises the SolaPol Field Report on the Jovian Confederation. It has been designed to provide a general overview of the only major political entity in the outer solar system. The material contained herein has been collated from various texts and media sources as well as SolaPol internal documents. In the case of the latter, appropriate omissions have been made for security maintenance.

THIS DOCUMENT IS CLASSIFIED LEVEL A2, AND MUST BE DISPOSED OF ACCORDING TO SOLAPOL REGULATIONS.

HEAVEN IN THE STARS ◀

"A heaven in the stars; a wisp on the edge of the abyss." So the future colonies of the Jovian Confederation were described by the poet Elisabeth Bisset over a century ago in *Jovian Hope*. These words have never been more true than they are today. The Confederation emerged from the Tough Times of 2120-2180 far stronger for its struggles. Since then, the combined might of its military, economy, scientific knowledge and population has proven to be unmatched by any power in the solar system. It has established itself as a beacon to the rest of humanity.

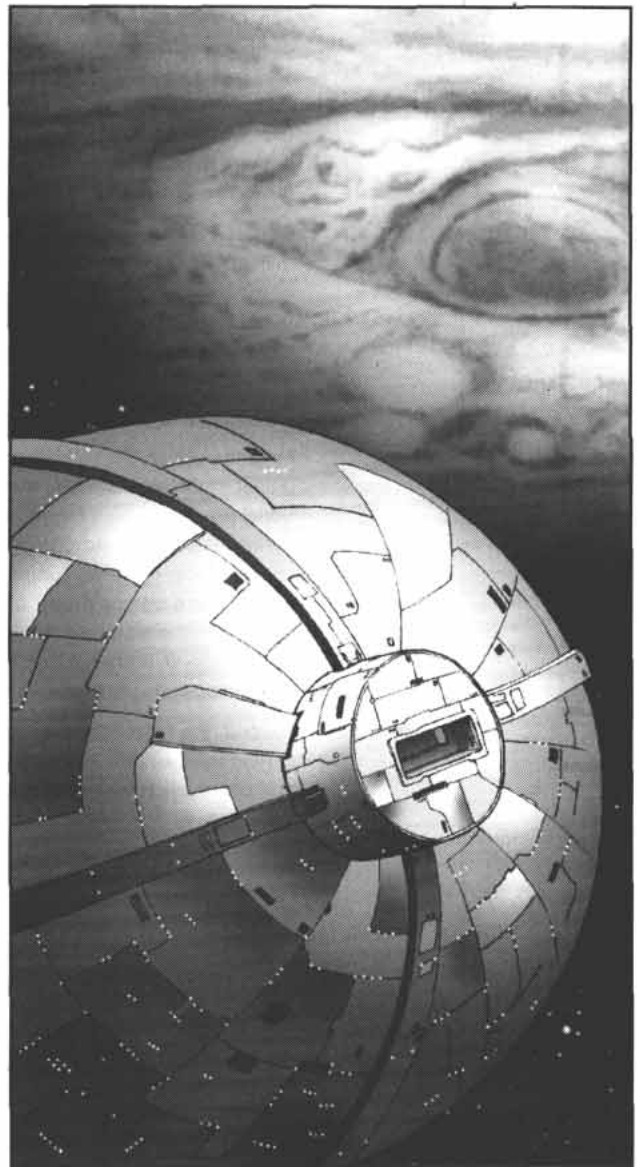
Recent activities, however, have raised concerns regarding the Confederation. Their rapid build-up of military strength during the past two decades, for example, seemed to be nothing more than a reasonable precaution against similar build-ups elsewhere in the solar system (most notably by CEGA). The events of the so-called "Odyssey," however, which have never been satisfactorily explained, suggest the possibility of a far more sinister motivation lying behind this seeming innocence.

Even as the military intentions of the Confederation become uncertain, its internal politics are entering a period of extreme flux: President Alexandra Itangre has announced her intention to seek a second term, making her the first president to have done so in the history of the Confederation. This fact is made all the more worrisome by her life-long friendship with General Thorsen, the much-maligned Traitor of Elysée.

— Source: Excerpted from the winning entry in the 2211 Zagadka Young Agora Essay Contest, Age 9-12 Category

The Jovian Confederation is balanced precariously upon a fulcrum of immense proportions. It is likely, given the Confederation's military and economic competence, that its next actions will play a significant role in determining the future of the entire solar system. The path taken by the Jovians will be a path which all of us must tread.

With the stakes so high, it is vital for all SolaPol personnel to be at least cursorily familiar with the basic society and structure of the Jovian Confederation. This field report is designed to provide a brief overview and basic introduction to the history, culture, and reality of Jovian society, as well as an update of recent events relative to the Confederation.



FIELD REPORTS AS GAME MANUALS ▣

This book is somewhat outside the usual style for a **Jovian Chronicles** roleplaying supplement. Rather than present the facts in a cold and clinical matter, the text thrusts the reader firmly into the middle of the twenty-third century. This book's content consists mostly of excerpts from the 2211 Solar Police's *Jovian Confederation Field Report* and, as such, contains a number of terms unique to SolaPol that may be unfamiliar to readers:

Resource: SolaPol term for a human agent; *This Agency*: term used by SolaPol to refer to itself; *Centerpoint*: term used by SolaPol to refer to itself; *Recycle*: SolaPol term for assassination; *Tourist*: SolaPol term for an agent infiltrating another intelligence agency.

Changes to the original SolaPol text include the insertion of Silhouette game stats for vehicles and equipment. Having been edited for relatively low-level SolaPol agents, this book contains several noted omissions. These are retained for the Gamemaster's sake; the missing information can be used for flavor, or can be used and filled in by the GM for his own campaign.

HOOKS AND TIPS
... end of section 1.1 heaven in the stars

1.2

1.2.1

1.2.2



► GENERAL OVERVIEW

The Jovian Confederation is comprised of three states, Olympus, Vanguard Mountain and Newhome, each of which is as far from its neighbor as it is from the sun. Olympus, home to Elysée, the Confederation capital, encompasses all of the settlements in the Jovian sub-system, including those found on Jupiter's moons. Vanguard Mountain and Newhome, on the other hand, were built using the resources of the Trojan Asteroids located at the Jovian L4 and L5 points. As a result they are known as the Trojan States, and are located about a third of the way in front of and behind Jupiter's orbital path around the sun, respectively more than 800 million kilometers away from the gas giant itself.

Between the three states, according to the 2208 census, the Confederation has a total population of 540 million. Although considerably smaller than the population of Earth, this is the largest population among all of the colonial powers. This sheer mass of citizenry alone would secure the Confederation a place of importance in international affairs, but it is only one of many factors which have helped to make the Confederation arguably the most powerful nation in the solar system.

▼ FACTORS OF POWER

First, the Jovian Confederation has at its disposal an abundance of natural resources. Jupiter is the largest planet in the solar system, more than three times as large as Saturn, the next in size. This massive gravitational presence holds huge quantities of hydrogen and helium, which function as chemical catalysts in the dynamically active atmosphere, producing a variety of rare molecules. In addition to serving as a natural source of raw material, Jupiter is also the only body in the solar system other than the sun to significantly radiate more energy than it absorbs, in the form of heat produced by the planet's slow contraction. Combined with the water and building materials freely available from the Jovian satellites, Olympus is rich real estate indeed, and whatever it lacks can likely be found among the resources of the Trojan Asteroids, which are compositionally similar to those found in the Belt.

Second, the citizens of the Confederation clearly have both the knowledge and intelligence necessary to exploit their wealth. Their educational systems are the envy of the rest of humanity, and serve as a foundation upon which they have become possessed of some of the best scientific and engineering minds in the solar system.

Finally, the Confederation's treasure trove is safeguarded by a military might which is rivaled only by CEGA. Funded through their wealth, built upon their expertise, and powered by their patriotic youth, the Jovian Armed Forces are rightfully feared and respected wherever they go.

▼ CURRENT SITUATION

The current situation of the Confederation vis-à-vis the remainder of the solar system is becoming increasingly uncertain with the events of the past year. The Jovians publicly tout themselves as the finest example of Humanity, and their nation as a paradise of dreams made real. The counter to that largely pleasant view, however, is that the Confederation's intentions are backed by a deadly military force and guided by a leader whose goals are ambiguous, at best. As for the noted patriotism of the Confederation's populace, the following sidebar transcript should adequately illustrate reasons both for hope and concern for the future of SolaPol operations in the outer solar system.

★ HOPE

The Jovian Confederation was born in the chaos of the Exodus in the latter years of the 21st century. As the bright dreams of humanity faded among the inner worlds, Jovian visionaries forged the foundations of a new future. Those who had fled their homes built a new and better abode among the most distant outposts of humanity, in the glowing embrace of Father Jupiter. Embracing the manifest destiny which was their only inheritance, the Jovians not only survived under the most deadly conditions known to man, they thrived and prospered.

Now, more than a hundred years later, every citizen of the Confederation benefits from the wisdom and foresight of those who came before them.

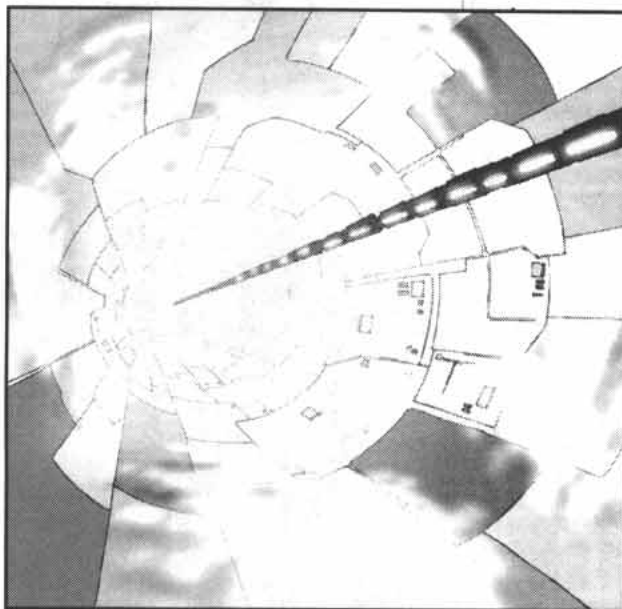
— Source: Recorded greeting, main entrance, Jovian Museum of History, Elysée.

REPORT CONTENT ◀

This manual should be considered a primer for further, more detailed studies of the Confederation based on individual requirements. By no means should it be considered as a sole resource for field operatives and analysts involved in Confederation-based assignments.

Chapter 2, *History of the Confederation*, is excerpted from the textbook "Modern Solar History." The text provides a brief overview of the historical context on which the Confederation was built, starting with the earliest manned explorations of Jupiter and proceeding to the events of the Odyssey.

Chapter 3 is a cultural briefing compiled from various reports provided by (or acquired from) various intelligence agencies. These excerpts are, as usual, annotated by this agency as necessary. With some mild analytical thought on the part of the reader, this chapter should provide an in-depth analysis of the Confederation as it exists today. This coverage is then expanded in Chapter 4, *Known Organizations*, where the political, military and commercial organizations which constitute the major structures of Jovian society are briefly discussed. Chapter 5, the *Mechanical Catalog*, then looks at a few common Jovian military vehicles.



HOOKS AND TIPS ▣

There is a great deal of information packed into this sourcebook. At its most basic level, of course, the book is written to be read through cohesively — from one cover to the other. Certainly any GM who is planning to run a campaign set in (or with considerable exposure to) the Confederation should take the time to familiarize themselves with all that this manual has to offer.

On the other hand, this sourcebook has been designed with a number of specific tools, which can be used to make the task of running a **Jovian Chronicles** campaign using this information a little bit easier. First, the primary resource material for the Confederation is found in the *World Cyclopaedia* (Chapter 3). This chapter is useful if, for instance, a GM needs a quick information fix because the players have suddenly decided to go to Elysée instead of Mercury. This chapter will also prove, most likely, to be the most useful resource in the long-term — providing a baseline for the Jovian Confederation.

This information is primarily supplemented by the material found in Chapter 2 and Chapter 4 — covering the Confederations' history and prominent Confederation organizations, respectively. The former gives more depth to the Confederation, in much the same way that understanding who Nixon was would give one a better cultural understanding of certain elements of the United States as it exists today.

Chapter 4, on the other hand, provides a peek inside some of the major players of the Confederation, providing a slightly different kind of depth and foresight. The organizations found here can be used as enemies, allies, backdrop, or a combination of all three.

GMs should also consider some non-traditional ways of using the material found within — particularly in terms of taking advantage of the field report format. For example, large portions of the book can be given to the players as actual hand-outs during play, particularly if they're SolaPol agents who might actually have a copy of the report available to them.

HISTORY OF THE CONFED

P Ψ Ô Ȯ 2 ♂ ⊕ ♀ ☿



In time, old wounds forget. In time, new bonds begin. In time, strife bears a fruit of peace. In time, let glory ring.

— Elisabeth Bisset, *A Peace of Ages*

A WORLD OF MOONS ◀

Jupiter, king of the planets.

Since the dawn of civilization, Jupiter has captured the imagination of humanity. The fourth or fifth brightest object in the Terran sky (depending on the distance between the Earth and Mars), it has often drawn to it the eye of the stargazer. The slow, methodic course of its planetary wanderings across the heavens so often ascribed to it a stately character that it became the king of planets and gods to the Romans, an appellation that remains in use in modern times.

As humanity's eye turned from the religious to the scientific, Jupiter's importance did not diminish. The tiny system of planetary bodies which orbited the gassy giant, discovered through the observations of Galileo in the 17th century, confirmed to the secular world that the Earth did not serve as the center of all creation and opened the floodgates of scientific revolution.

Eventually, though, the vastness of space which separated humanity from its largest solar companion presented a barrier that would not be surmounted for centuries. No significant new Jovian observations were made until the latter half of the 20th century, when humankind first extended its reach beyond its birthplace. Roughly half a dozen probes would be sent to Jovian space over a period of about twenty-five years (from the 1970s through the 1990s), more than were sent to any of the other outer planets during this early period of exploration.

As the 21st century dawned, however, the joint effort of humanity's push into space turned toward colonization. As a result of resources being poured into near-Earth development, human eyes turned away from the outer worlds.



WEALTH AMONG THE STARS ▼

Despite the fact that Jupiter is four times farther from Earth than the sun (and eight times farther away than either Mars or Mercury), it was almost inevitable that human expansion would quickly reach toward the great gas giant, for Jupiter and its satellites are possessed of almost unlimited wealth. The Jovian atmosphere is composed primarily of hydrogen and helium (90/10% by number of atoms and 75/25% by mass), along with trace amounts of methane, water, ammonia, and various solids — a composition very close to that of the primordial solar nebula from which the entire solar system was formed. Combined with the local natural energy sources and the resources of the moons, the Jovian system had the potential to be a bottomless resource pool and the salvation of the increasingly depleted home planet. In 2037, the Jovian Gas Mining Corporation was formed in order to exploit the treasures of Jupiter's orbit.

GALILEO II ★

It was the Jovian Gas Mining, Co. which established the first permanent settlements in Jovian space, but it was the *Galileo II* mission in 2032 which paved the way. Preceded by the six Copernican probes, the *Galileo II* was manned by a six-person crew — Captain John Morris, Lieutenant Jane Matheson, and a team of four scientists headed by Dr. Peyton Anthony — which spent a total of six months in the Jovian sub-system, carrying out a variety of scientific experiments. Without this mission, later exploration of Jupiter would have proved much more difficult.

Despite its great success, the mission almost met with disaster several times, starting with sabotage attempts by radical groups in Earth orbit. The ship was later struck by a micro-meteor at high speeds while entering orbit around Jupiter; the resulting explosion nearly crippled the *Galileo II*. Only the desperate efforts of the crew to build a makeshift energy-collection array allowed the vessel to limp to a rendezvous with a hastily-scrambled rescue ship. The crews of the *Galileo II* and the rescue ship *Jahrling* have become heroic figures, and the events of their voyage have been immortalized in literature and film countless times.

2.1.1

HISTORICAL FACTS
end of section 2.1 a world of moons



► JOVIAN SPACE RACE

When it was formed in 2037, the Jovian Gas Mining Corporation (JGM) was given an exclusive, internationally-approved monopolistic license over the development of Jupiter's resources and their commercial distribution. In 2038 the corporation established Ironwheel Station, the first permanent base in Jovian space. Instead of developing Jupiter's resources for themselves, JGM issued licenses to secondary corporations. As a result, over the next ten years, a space race ensued, with a large array of Earth-based corporations vying in technological innovation to seize predominance over this new frontier goldmine. JGM acted as the distributor and profiteer of the mining corporations, and the international powers back on Earth skimmed revenue off the top of the whole process.

The process of what became known as the Jovian space race can be broken down into three basic components. The first is the technological struggle to see not only who could get access to previously inaccessible locations, but who could also exploit existing locations in a more effective manner. This ties directly into the second component — the race against radiation. The closer a station was positioned to Jupiter, the cheaper it became to perform the atmospheric mining necessary to extract the planet's resources. But the closer a station came to Jupiter, the more it was pelted with the deadly radiation from the vast gas giant. In some ways this could be fought against simply by layering more shielding onto a station, but after a certain point this became prohibitively expensive. There are several horrific stories from this time period of money-conscious corporations that simply ignored this deadly balancing act to the mortal suffering of their hapless workforce. Far more common, however, were ingenious scientific and engineering breakthroughs to perfect better shielding methods and material. Eventually a final solution would be found through the creation of autofacs, which removed the need for a long-term human presence in low Jovian orbit, allowing the human populace to take on supervisory tasks in the much safer environment of Ganymede's orbit. Today, autofacs continue to perform most Jovian atmospheric mining operations.

The final component of the Jovian space race consists of the marketplace posturing and positioning that took place back on Earth. Those corporations that were best able to hurdle their technological difficulties at the cheapest cost were able to secure better and larger market shares. Eventually massive conglomerate corporations were able to monopolize the Jovian system, pushing out many of the smaller operations which had previously characterized the mixture of pioneer spirit and economic possibility of the space race era.

It was this final trend which would lead to what most historians today cite as the end of the Jovian space race in 2047. Under political pressure from the Jovian conglomerates, Earth's governments revoked JGM's license. A new Coordinating Committee was named to manage the resources of the Jovian sub-system. Dominated by corporate interests, it named Elysée, a colony dating to 2039, as the new center for colonial development. Ironwheel Station was decommissioned and Jovian society entered a new era. In honor of their new capital, the variously-affiliated residents of Ganymede's orbit informally named their collection of colonies as Olympus, in reference to the Greek mythological home of the gods.

▼ TROJAN PIONEERS

In the midst of the frenetic Jovian space race, another important historical landmark was to be reached. From 2040 until 2042 a secondary space race complemented the major push to Jupiter — the race to Jupiter's Trojan Asteroids. These asteroids, found in a cluster around Jupiter's L4 and L5 points, had been specifically left outside of JGM's Jovian charter. Like the asteroid belt, which had been colonized during the 2030s, their development was left open to anyone who could move in and stake an effective claim.

In 2031, when colonization of the Belt began, it was, perforce, a Terran concern. By 2040, however, when the earliest preparations began for the Trojan expeditions, Mars, Jupiter, and the Belt itself were growing to become major centers of economic power. It was not only an intercorporate, but also an interplanetary, struggle which emerged in the rush to "blaze a trail."

Perhaps appropriately, however, it was a loose amalgamation of miners, scientists, and labor leaders who — tired of the hectic and risky life around Jupiter — sought a better life elsewhere in Jupiter's orbit. On August 7th, 2042, the Jovian Colonial Cooperative (JCC) founded Newhome Station, the first permanent station among the Trojan Asteroids and the earliest forefather of the Trojan States. Named after its intended purpose, Newhome Station served as both a mining station and a civilian community. Six weeks later the Wunderlich Consortium, an Earth-based corporation armed primarily with money and political connections, founded Vanguard Mountain at Jupiter's leading Trojan point.

2.3

As the flood of desperate colonists arrived in Jovian space, the populations of the colony cylinders doubled and then tripled, before beginning to soar hopelessly out of control. As communications between the colonies steadily worsened, however, a final flurry of messages warned ships leaving Earth of the worsening conditions at Jupiter; left with no other options, many of these vessels quickly replotted courses for the Jovian Trojan Asteroids. When all contact between the colonies finally ceased, all the Trojans knew was that in a few months, they would be swarming with refugees.

2.3.3.1

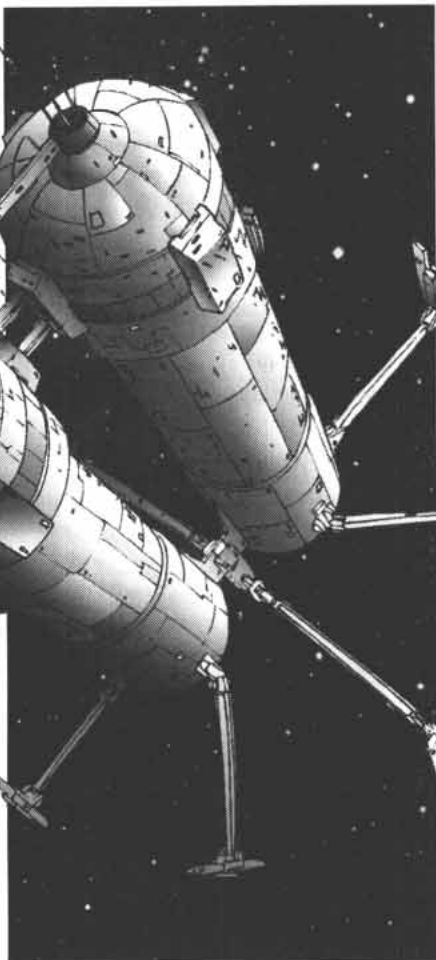
In 1982, the Coordinating Committee approved plans for the construction of new Vivarium cylinders, beehives based roughly on the O'Neill cylinders of the Earth Orbitals but with far thicker shielding. The first of these new colonies, finished in 1985 and quickly followed by many more, was a prototype named Triumph. The second completed colony was nearly twice as large; named Elysée, it replaced the former colonial capital of the same name. With the help of these new, more spacious colonies, which remain the primary design used in Jovian space today, Olympus managed to survive the storm.

2-3

Newhome, on the other hand, was hit hardest. It had come to be developed into a full-scale industrial center to the exclusion of all else, and before the Exodus even began, living space was limited and hardship was borne in the interests of commercial success. Afterward, these slim resources were pushed to their limits. Although colony-construction and water-mining efforts were stepped up through an intensely focused program, Newhome quickly discovered that they were simply unable to cope with the added burden.

► A TOUCH OF INDEPENDENCE

2.4



By 2090 the colonies were essentially independent entities, since all authority from Earth had evaporated in the growing chaos found there. On September 13th Vanguard Mountain would be the first Jovian power to formally declare its independence as a sovereign state (albeit to deaf ears, since the only response from the rest of the solar system was silence). From its founding it had acted in a far more unified manner than the other areas of human settlement in Jupiter's orbit, and the ease of its adaptation to the rapid growth in population made it far more confident in its ability to survive alone among the stars. It was not long, though, before Olympus and Newhome would be forced to do the same. The timeframe was remarkably short, considering that for all anyone knew, the other Jovian colonies might be dead and gone.

On Christmas Day, 2090, the Coordinating Committee announced the independence of the Olympian colonies. The corporate elite which controlled the Committee at this time had taken this course of action, at least partially, in an attempt to defuse the growing tide of discontent and anger that the harsh conditions were creating in the populace at large. By attempting to throw the blame on mismanagement from Earth overseers the Committee hoped that, under the new name of the Olympian Council, they would be able to maintain their monopoly on authority. They were quickly disabused of this notion, however, in the week-long, and largely bloodless, New Year's Revolution of 2091. The Council was replaced with a democratic body, which was faced with the seemingly impossible task of solving the insurmountable problems which faced the new state.

Two weeks after the end of the revolution, on January 21st, Newhome followed her brethren into independence, almost by default, although for that overcrowded and struggling enclave, the transfer was little more than a formality, absent of fanfare or general importance.

▼ AN EMERGING JOVIAN CULTURE

2.4.1

There could be no mistake made, however. Even as independence came to the former colonies, it was an era of desperation and despair. Despite this, and despite the fact that the three newly-minted nations were as far apart from one another as they were from the sun, a mutual cultural identification began to take place. Left to drift upon the outer rim of humanity, these disparate people began to forge a common bond.

Perhaps it was the common problems they were facing of overpopulation, forced growth, and independence. Perhaps it was their common environment within the orbital colonies. Perhaps it was their common past as industrial and commercial centers, or perhaps it was the complementary nature of their resources. Whatever the case, it was out of their common plight, heritage, and strength that a new character of people would be made. It would take time, but out of this unusual blend of pioneers, refugees, miners, and colonists there would come one of the most powerful nations of people history has ever seen.

▼ DESPERATE TIMES

2.4.2

Despite the fact that the three newly minted nations were out of contact and as far apart from one another as they were from the sun, a mutual cultural identification began to take place. Left alone on the outer rim of humanity, these disparate peoples began to forge three societies with important shared traits. Culture, however, was largely put aside in favor of basic survival. By the end of 2091, all of the Jovian colonies seemed on the brink of devastation. Newhome, in particular, was cracking under the strain of its rapid population growth; hunger and poverty had become the norm, and lawlessness was running rampant through the stations as people became increasingly desperate and a centralized authority failed to materialize.

DESPERATE TIMES CONTINUED

In February of 2092, on the Chalkham Ironwheel colony, a passive citizen's strike demanding larger living spaces and food allotments for families turned violent. As security forces moved in to put an end to the strike, restrained tempers burst and the situation quickly deteriorated into a full-scale riot engulfing much of the station. Five days later, the riots were still going strong and outbreaks of violence were beginning to appear on other Newhome stations.

The chain of events that followed has never been satisfactorily reconstructed in its entirety. What is known is that, at some point during the riots, the stationkeeping thrusters on the Chalkham cylinder misfired. Before anything could be done, the entire colony was sent hurtling into the asteroid it orbited, killing over 40,000 people. For a moment, all of Newhome stopped and caught its breath. The magnitude of the disaster forced the other Newhome colonies back into a semblance of sanity. However, unless a solution was found to the underlying problems facing these pressured pockets of humanity, it was just a matter of time before the Newhome destroyed itself from within.

[Note: this file remains open, even though the event predates this agency's jurisdiction in Newhome. The possibility of an intentional sabotage of the station cannot be ruled out. Given the lack of knowledge this agency possesses regarding the exact circumstances behind the ease with which Olympus formed alliances with the Trojan States, it has been deemed appropriate to continue information collection on this incident.]

THE PILGRIMAGE ▼

In 2091 Alfred Decker, the head of a trading empire, led his fleet of commercial liners, laden with Olympian supplies, in a massive trek across Jovian space in a final effort to reestablish contact with the Trojan colonies. It was an incalculable risk; ten years' worth of attempted communication had met with failure. Decker insisted, however, that only a firsthand investigation of the colonies could establish their survival, or lack thereof. Despite all efforts to dissuade him, Decker departed Olympus on August 14, 2091.

[Note: unlike the situation in the inner solar system, in which Mars and Venus simply refused to answer messages, the lack of contact among the Jovian states seems to be due to lack of attention and extremely unreliable equipment. This has, of course, been remedied.]

Known today as Decker's Pilgrimage (or simply the Pilgrimage) this act fundamentally altered the relationship of the Jovian states for all time. When Decker arrived in Newhome space on March 7th, 2092 — a date celebrated every year in Newhome as Decker's Day — he was received as a godsend. Almost simultaneous with his arrival was the long-awaited resumption of clear contact with Vanguard Mountain, relayed through Olympus. By the time he left a month later, a sense of normalcy had returned to the Trojan state, and his promise to return again with more of the much-needed supplies formed ties between Olympus and Newhome that have never been undone.

Decker's trip to Vanguard Mountain, later that same year, was not tinged with such dire necessity; from radio transmissions, Decker knew that the leading Trojan camp was in no immediate danger. Vanguard Mountain was able to approach Decker's diplomatic overtures as equals, backed by its capability to offer as much to Olympus as it offered to them. Indeed, modern residents of Vanguard Mountain often argue that they provided a priceless treasure to their sister states in the form of Elisabeth Bisset, thus giving far more than they received.

MESSENGERS OF MERCY ★

Today, Elisabeth Bisset and Alfred Decker are universally identified among the Jovian citizenry as the mother and father figures of the Confederation. Many celebrations, holidays, and rituals have derived from the significant dates of their achievements. The most curious of these, however, are the Pilgrims. In no particularly formal fashion, Thousands of travelers each year re-chart Bisset's Three Journeys and the course of Decker's historic Pilgrimage. Most common among Jovian youth, the pilgrimages are seen both as a liberation and a means of connecting with the roots of Jovian culture. Many schools and corporations sponsor pilgrimages as educational programs and team-building exercises.

2.4.3

HISTORICAL FACTS

☆ ELISABETH BISSET

In 2080, as the Exodus was just beginning, two factory workers, Jorge and Mary Bisset, fled the disintegrating remnants of Earth and came to Vanguard Mountain, along with their seven-year-old daughter. Ten years later, at the age of seventeen, that daughter, Elisabeth Bisset, would see the publication of her first collection of poetry. Elisabeth spent three years, from the time she left home at fourteen until shortly before the appearance of *Jovian Dreams*, traveling between the myriad network of colonies which formed Vanguard Mountain. As has been recorded in hundreds of biographies, she drifted between dozens of jobs and met hundreds of people. At the end of what has become known as the First Journey, Elisabeth sent a single datafile to Vanguard Mountain's primary news service.

The resulting book, entitled *Jovian Dreams*, was an account of Elisabeth's experiences over the past decade, from the starvation aboard the decrepit old transport ship, to her parents' deaths in a hull breach, and culminating with the cautious hope heralded by the declaration of independence. It captured with perfect harmony the common notes which were coming to symbolize the nascent Jovian identity. Transmissions and dog-eared printouts of the book raced from hand to hand almost as quickly as the word of mouth which swept before them. By request, the book was translated by Bisset herself from her native French to English, Japanese, German, Swedish and Spacer's Runic, languages she proved more than capable of mastering. It was followed six months later by the equally notable *Jovian Past*. The young Bisset found herself idealized as both icon and artist, the folk hero of a new nation.

Two years later, when contact with Olympus was reestablished, the first words of Vanguard Mountain's initial greeting were from Bisset's poem *Mere*.

Through this wall of frozen teardrops, I hear a vibrato lightwave, waiting for me to step higher. Wherever you are, on this side or another, we are one blood.

The greeting has become part of Jovian history. In one short message, it put forth the previously unheard idea to all inhabitants of Jupiter's orbit that mere cooperation was insufficient, and that the only true path to Eden lay in ties as strong as those between mother and daughter. A few months later, when Alfred Decker's ship arrived at Vanguard Mountain, Bisset was the chosen emissary of her state to the rest of what would one day become the Jovian Confederation.

During this trip to Newhome and Olympus, now known as the Second Journey, Bisset consciously explored what she had previously realized only within her subconscious. In 2097 she returned home with the publication of a third and largest-yet collection of poetry, *Jovian Hope*. Here, with prescient ability, she captured the vision of a Jovian culture which would not come into full existence for decades to come, a unified family 1.5 billion kilometers across, brimming with diversity and yet of a single mind.

Leaving poetry behind, she then moved onto a series of poetic novels in which she recast the myths of the past into a semi-contemporary, Jovian setting. The first of these, *Camelot*, a re-telling of the Arthur myths, is considered by many to be her finest work. While the "Jovian Myth Cycle" (as it is popularly referred to) was being published, Bisset was also working on a trilogy of realistic novels — *Newhome*, *Vanguard* and *Elysée* — which display with pristine clarity the reality of life within the Jovian colonies during the early 22nd century, casting in a clear light both their similarities and their differences.

All of this output was accompanied by a series of non-fiction essays which, among other things, called for the unification of the Jovian states. In 2110 she retired from writing, embarking on the Third Journey, a highly-publicized tour of the three independent states in support of Decker's call for unification.

Bisset's final work, *A Peace of Ages*, was not published until 2138, a few short weeks before her tragic death in a shuttle accident on the twenty-fifth anniversary of the founding of the Confederation. A mix of poetry, short fiction and essays, it is a triumphant prediction of humanity's rise out of the contemporary dark age of its composition into a new age of peace and prosperity, in which all of mankind would find itself united under a single banner. Although Bisset did not live to see this vision come to pass, her work has, long after her death, done more to create the modern Jovian mindset than any other single human influence.



ROAD TO CONFEDERATION ◀

With Bisset's cultural identification of the Jovian people as a plan and Decker's Pilgrimage as a foundation, the road to the eventual formation of the Jovian Confederation was laid. Over the twenty-year period from the end of Decker's Pilgrimage in 2093 until 2113, when the Confederation was formed, the people of all three Jovian colony states worked to strengthen relations between each other. Diplomatic relations were stepped up, economic contacts were encouraged, cultural ties were both discovered and produced, and transportation between the three nations became regularized.

Certainly, there were many who felt that the increasing cultural and political convergence of the three nations was best avoided, those who felt the loss of their "cultural purity" and their "sovereign security" was not worth the questionable benefits of close political ties with the other Jovian states. With no real organization, however, and in the face of an overwhelming majority supporting unification, the opposition eventually faded away into relative silence.

[Note: no Trojan separatist movements of consequence are known to this agency, at this security level, at this time. On the other hand, several groups who hold within their objectives the continued unity of the Confederation, willing or enforced, remain under observation (see *Principii*, page 21).]

On August 30th, 2113, the Confederation was officially formed in a ceremony performed in the new federal capital of Elysée. A few short weeks later, the first Agora (the national legislative body) and President Esperanza Sverdlova were elected.

ALFRED DECKER ☆

The Deckers were part of the first wave of colonists to arrive in Jovian space. John and Sheeda Decker, who came to Jupiter as miners, raised themselves up by the straps of their survival boots and seized upon the opportunities of this frontier. Their daughter, Halimat, would inherit the largest mining operation owned wholly by Jovian operators. By the time Alfred Decker, their grandson, was born, the Deckers were one of the richest Jovian families.

Alfred was the youngest of three siblings and, instead of inheriting the mining business, received a substantial amount of cash when he turned twenty-one in 2075. He invested the money by buying out a small shipping line specializing in runs between Jupiter and Earth. Over the next few years he would display a deft hand, diversifying and growing the company rapidly. Despite the rigors of the Fall, or perhaps even because of them, the business continued to prosper throughout the 2080's; the young Decker simply reoriented his business toward the high-demand task of shuttling raw materials from refineries to construction sites. By the time he first began planning for the Pilgrimage he was a rich man in his own right and able to fund the first of his humanitarian missions with little aid from his family.

Over the next twenty years he enmeshed himself deeply into Jovian politics. On his journeys he had learned, alongside Bisset, to see the three Jovian states as one, and he fought long and hard to see his vision made into a political reality. Throughout his life he would continue to make philanthropic donations toward the future of Jovian society, in the form of humanitarian aid, the original JAF, and countless museums, laboratories, and other cultural and scientific centers.

Alfred Decker died on August 30th, 2138, the twenty-fifth anniversary of the founding of the Confederation in the same shuttle accident that claimed the life of Elisabeth Bisset. Although he never held a political office or military post in his life, he was one of the most powerful men the solar system has ever known.

THE UNITY HYMN ★

The national anthem of the Confederation was written in 2114 by an anonymous citizen. Known as the Unity Hymn, it is a beautiful piece of work. Set to a modified version of the music once used to commemorate the Olympic Games it is composed of seven verses (only the first of which is commonly performed). The first verse celebrates the foundation of the new Confederation, the next three sing the praises of Olympus, Vanguard Mountain and Newhome, and the last three extol the natural beauties of Jupiter's orbit. There is much friendly disagreement over the appropriate order in which the second through fourth verses are to be sung, with the particular choice made by any singer or director being regarded as a statement of preference.

2.5

PERSONALITIES

HISTORICAL FACTS
end of section 2.5 road to confederation

► RISE TO SUPERPOWER



Over the course of the next decade, under its new national leadership, the Confederation stepped onto the path of growth and recovery. New economic and cultural institutions were established, education programs were improved, order was restored, and, in general, Jovian society began to regain the luxury of planning for the possibilities of tomorrow. By 2120 the former colonies had largely turned themselves around and were prepared to face the future with new hope in their hearts.

This rapid recovery from the Fall would play a major role in Jupiter's success in establishing itself as a superpower, later in the 22nd century. While the rest of the worlds of the solar system were still attempting to cope with their newfound freedom, the Confederation had laid matters to rest in their own backyard and begun to expand outwards in their interests once again. However, all the worlds of the inner solar system rebuffed Jovian diplomatic inquiries, suspicious of any direct contact with other colonies and unwilling to share their problems with outsiders. Earth was totally unresponsive, and relations with Mars and Venus were limited to one or two trade expeditions each year.

▼ FRIENDSHIP OF NECESSITY

Mercury, a former vassal state of Venus, revolted against its former masters in 2120. Busy with the continued struggle for survival, the Venusians could muster no real military effort to regain their errant colony, and were forced to negotiate terms for fair use of the newly-formed Mercurian Merchant fleet. At no point since that initial trade agreement has Mercury dealt with Venus from a position of power, and much restrained enmity still exists between the two nations. The Venusians believe that the Mercurians betrayed them, abandoning Venus in the midst of that planet's worst social and environmental difficulties in order to increase profits. The Mercurians make no comment, other than pointing out that their actions are well in line with Venusian corporate policies established after their secession.

During the early days of their independence the Mercurians converted many of the numerous ships seized from Venus into cargo barges, with the intention of creating a commercial merchant fleet serving the solar system as a whole. Although it was by this time widely known that all the old enclaves of humanity (with the notable exception of Earth) had achieved a semblance of order and self-sufficiency, no efforts to broaden contact were being made. The Mercurians realized that it was paranoia regarding the failed political meshwork of Earth that made the solar nations leery of building new ties. The nascent Mercurian Merchant Guild thus managed to reopen dialogue between nations by simply ignoring all political aspects and concentrating on fulfilling the needs of supply and demand. As expected, with time, the language of trade naturally and imperceptibly expanded into the language of diplomacy.

Many of the solar system's commercial vessels had disappeared forty years earlier along with Earth, and the impoverished colonial powers had neither the resources nor the willingness to replace them. Mercury's fleet, therefore, was a boon to many, with the exception of the Jovians, who had maintained a large fleet of ships as demanded by the geography of their nation. As a result, the Jovian response to Mercurian trade convoys was decidedly chilly, and it was only grudgingly that the Confederation (meeting with no success whatsoever in its rather hamhanded attempts at interplanetary trade) finally agreed to engage the Guild as trade intermediaries in 2129. Fortunately for both nations, relations between the Confederation and Mercury have improved somewhat over the years, as the Jovians have come to see the Mercurians less as a threat and more as a group of kindred spirits.

[Note: this source mildly understates the modern relationship between Mercury and the Jovian Confederation. Aside from the Martian Free Republic, Mercury is the only solar nation ever to be allowed to purchase Jovian exo-armors for military use. It is also known that JIS agents are routinely allowed discreet passage on Guild vessels. Field operatives are advised not to treat Mercurian citizens and materiel as neutral resources when engaged in assignments involving the Confederation.]

ECONOMY ▼

As a colonial power, the economy of the Jovian colonies had focused primarily upon the extraction of raw materials. The wealth of Jupiter came from its ability to process and export the building blocks on which humankind's outward expansion was built. Then, in the wake of the Fall, these resources were turned inward in a desperate bid to survive their newfound solitude.

However, as the Confederation grew and matured during the 22nd century, the processes pioneered for survival were turned toward the uses made possible by the luxury of security. As surpluses again began to develop, it became possible for both business and government to invest for the future.

The first goal to be accomplished was the modernization and expansion of the existing infrastructure, particularly in the Trojan States, where development had been stagnating even before the Fall. These efforts helped to reestablish the industrial base of Jovian society which had been allowed to decay in favor of projects more necessary for immediate survival.

Once this industrial base had been restored, however, there were few limits to Jovian development. The abundance of raw materials produced vast wealth, prompting investment into new commercial ventures. This progress went hand in hand with government funding for cutting-edge scientific research facilities and the establishment of one of the best educational systems in the solar system.

From the first days of the Fall, the Confederation had benefited greatly from the influx of talent that had taken place as a result of the Exodus. Many of humanity's best minds had been the first to perceive the growing troubles on Earth and thus had been among those who came to Jovian space in an effort to escape fate. Thirty years later, these same intellectuals and artists had firmly established themselves in Jovian society as teachers and innovators.

By 2150, the Jovians were an economic powerhouse whose progress far outstripped that of the other nations. They were possessed of significant (if untested) military might. Their cultural and intellectual accomplishments were advancing at an astonishing pace during a time when much of the rest of humanity was still struggling for basic survival. Where Mars and Venus traded for food and fuel, the Jovians were able to purchase art, livestock and other unabashed luxuries. The Jovian Confederation had raised itself from one colony among many to the position of seeming dominance in the solar system.

THE JOVIAN ARMED FORCES ★

One of the most significant developments during this time period, both for the short- and long-term, was the founding of the Jovian Armed Forces. Organized by Alfred Decker in 2100, the JAF was based out of Olympus and charged with the protection of the Jovian colonies from external threats as well as the maintenance of order within the Jovian colonies. Consisting almost entirely of a portion of Decker's commercial fleet, and largely manned by uninterested mercenaries, it was, at first, nothing more than a security force for the newly-opened shipping routes. More than half a century would pass before the JAF would evolve into the premier fighting force in the solar system.

TITAN ★

Titan was first visited by mankind during the exploration boom of the 21st century. The first mission, in 2035, discovered that the largest of Saturn's satellites was laced with organic liquids and contained nitrogen and oxygen. The sheer distance involved, however, coupled with the engineering difficulties posed by Titan's environment made it an unprofitable mining venture in comparison to stepped-up exploitation of Earth. The aftermath of the Fall re-ignited interest in Titan as a resource pool, but it was not until the formation of the Confederation that a nation with sufficient surplus resources to undertake a mining expedition existed. In 2128, robotic stratospheric mining equipment arrived at Titan, along with some small launch platforms to send the raw materials back to Jupiter.

These robotic platforms were the extent of humanity's presence near Saturn for decades, until a thirty-year-old Jovian business mogul named Bernardo Chandrasekhar formed the Titanian Hydrocarbon Corporation. Building huge, manned refinery stations in orbit, as well as astronomically expensive surface-based mining bases, THC managed to find unprecedented deposits of easily-harvested organics, enough to jumpstart a whole new branch of biotechnology. As the primary beneficiary of Chandrasekhar's incredible bonanza, the Confederation backed him up with military and financial aid. Today Chandrasekhar, through THC, has secured a monopoly on Titanian commerce and has become a major player in interplanetary economics.

2.1.2

HISTORICAL FACTS

HISTORICAL FACTS



▼ THE JOVIAN MILITARY

Although the JAF was founded in 2100, many experts do not mark the true beginning of the modern Jovian military machine until 2125. It was during that year, a little over a decade after the Confederation was founded, that the JAF was almost completely converted into a new organization. The first, and perhaps most important, change which would take place that year was the nationalization of the fleet. Previously subject only to the government of Olympus, the JAF would now answer directly to the Agora.

This course of action was only selected, however, after a fierce debate over a competing plan, in which each of the three Jovian states would possess its own military fleet. Jovian strategists understood that the great distances between the three states posed a strategic conundrum. If the Confederation was forced to fight a defensive war, it would effectively be fighting on three fronts.

Under the nationalization plan a stop-gap measure was conceived, to be used until a better solution presented itself. The JAF would be split into three divisions — labeled Alpha, Beta, and Gamma — each of which would be assigned to one of the three states, and each of which was capable of acting autonomously if need be. Although intended as a temporary solution, the three-division plan remains the principle of Jupiter's military organization to this day.

The weaknesses inherent in this plan meant that a proactive role was also needed, and thus an offensive fleet was also conceived, which could sweep into the inner system and take the battle to the enemy. This invasion force was also split up between the three states, so that if one should fall the others could avenge it. The fact that the Confederation had no enemies to speak of was a rare complaint that fell on deaf ears; over the past century, every imaginable misfortune had blighted humanity, and driven it to the brink of extinction. Enemies or no, the Jovians saw no harm in preparing for every eventuality.

As a result of the Jovian Armed Forces' nationalization, another important change took place. Under the control of the Agora, the military began to integrate itself more fully into Jovian society. Possibly the most important example of this was the growing role the military played as a recipient and distributor of scientific and engineering grants. The breakthroughs in basic and applied research which military funding brought about would be channeled into the growing Jovian economy, while simultaneously the military was benefitting from commercial breakthroughs and growth. The link which was forged between economic, technological, and military dominance was instrumental in maintaining the Confederation's continued superpower status.

The strength of the Confederation, in turn, helped continue the pride in Jovian society which had been forged into the average citizen during the struggles of the Exodus. The military became a focal point for this patriotic spirit, particularly in combination with the generous financial aid programs which veterans received for higher education, health care and recreational opportunities. In addition, the JAF's strong ties to research and humanitarian projects made military service of great interest to future academics and otherwise pacific individuals. The combination of these factors allowed the JAF to be formed entirely on a volunteer basis, despite its immense size. Over the next several decades, the JAF slowly evolved from a small collection of escort ships into a well-equipped and highly-trained military of a size not seen for more than a century. The advent of the military exo-armor in 2262 cemented the JAF's position as the entire solar system's primary military worry.

★ ARMOR WORKS WONDER CHILD

The most important adjunct to the military machine within the commercial world of the Jovian Confederation is, without a doubt, Jovian Armor Works. Founded by retired Major Jefferson Hower in 2155, JAW was created to research, develop and build the next generation of exo-suits for the JAF. Although some of JAW's early designs met with critical success in military circles, by 2160 it was becoming clear that Hower's start-up was going to be squeezed out of existence by Elysean Forge and Pedersen, the two primary military suppliers at the time.

In 2162, however, Hower upped the stakes. On the verge of bankruptcy, Hower hand-built a machine he called an exo-armor, a combination of exo-suit and engineering tug nicknamed the Hoplite. On July 23, 2162, despite a series of last minute sabotage attempts, Hower himself piloted the prototype before the military sub-committee of the Agora. Although still lacking several essential systems, the exo-armor's speed, agility and firepower were dazzling. An almost immediate order for more than sixty exo-armors over the next five years was placed, shaping the destinies of both the JAF and the newly-wealthy Jovian Armor Works.

THE RETURN OF EARTH ◀

While the rest of the solar system was coping with their loss, 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 humanity'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 the singular goal of reunifying the globe. Finally, in 2182, the Unification War came to an end. On New Year's Day 2184, the victors formed the Central Earth Government and Administration on the foundation of the half-built Gaia City arcology. Although CEGA did not control the entire planet, it did control much of it.

Knowing of the wealth and security of the colonies, especially Jupiter, CEGA remained silent for nearly a year, quietly mobilizing its newly-organized resources toward constructing a vast spaceborne military. It was not until the Earth Orbitals and Lunar settlements had agreed to begin production of hundreds of warships that CEGA cautiously resumed contact with its former colonies.

MARTIAN PEACE ▼

Although most historians mark the end of the Tough Times either with the end of the Unification War in 2182 or the founding of CEGA in 2184, many Martian and Jovian historians point instead to the end of the Fifth Martian Civil War in 2185. Also known as the Olympian War, the conflict was precipitated by the secession of the Olympus Mons domed cities from the Martian Federation in 2170. For the next fifteen years, a hot-and-cold war was waged between the Federation and the Martian Free Republic. Although it would be kept tightly confined to the area immediately surrounding Olympus Mons, the conflict heavily taxed the resources of both Martian powers. Finally, in 2185, Jovian diplomatic efforts succeeded at ending the conflict by persuading the Federation to cede Olympus Mons to the Free Republic in exchange for increased trade concessions. Although both sides signed the resulting treaty, the Federation always resented the loss, and blamed the Jovian Confederation through its indirect connection. Over the next twenty-five years, the Free Republic strengthened its ties to Jupiter, while the Federation proved increasingly receptive to CEGA offers of aid and cooperation.

COLD WAR ▼

For fifteen years, all the solar nations, Mercury, Venus, CEGA, the Free Republic, the Federation and the Jovian Confederation, underwent a period of extraordinary technological, social and economic advancement. During this time, differences between nations were put aside for, as people imagined, the good of all humanity. However, it was also during this time that the Venusian Bank rose to supremacy on Venus, the JAF swelled its ranks even further, and CEGA tightened its grip over the Terran states seized during the Unification War. These events all contributed to the eventual end of the temporary idyll.

Around the turn of the century, relations in the new order began to deteriorate. Feeling the continuing pressures of starvation and resource depletion on Earth, CEGA became increasingly belligerent in its foreign policies, and the Jovian Confederation refused to back down. It has been suggested that a sense of paternalistic instinct lay at the heart of the Cold War which then set in; the leaders of CEGA had expected Earth, with them at its head, to return to its former position of dominance in interplanetary affairs. During the Earth's hundred-year absence, though the void left behind had been comfortably filled by near-self-sufficiency. None of the solar nations were inclined to give an iota of control to CEGA, which was perceived as a total newcomer to solar politics.

THE SAGITTARIUS INCIDENT ★

In July of 2204, a referendum was held by the residents of Sagittarius, a small mining colony in the Belt, to determine whether to accept an offer by the Earth-based Thorion Corporation to buy out the colony. Initially it appeared that the referendum had gone in favor of the buyout, but two weeks later, evidence appeared that suggested ballot-stuffing had taken place. Attempts to resolve the issue devolved into violence, which eventually turned into a stalemate, at which point both the Jovian Confederation and CEGA dispatched carriers to the asteroid as "peacekeeping forces." When the CEGA ship attempted to use force to end the conflict in CEGA's favor, the JAF forces intervened. After a few minutes of saber-rattling, during which no shots were fired, both sides withdrew, leaving Sagittarius to eventually solve its problems in a second referendum (which went against the buy-out).

2.7

2.7.1

2.7.2

HISTORICAL FACTS
end of section 2.7 the return of earth



► THE ODYSSEY

In 2210, the events that have collectively become known as the Odyssey took place, comprising the first major fleet action since the Unification War. Although many facets of the Odyssey remain a mystery, enough recorded accounts exist to provide a fairly comprehensive picture of those disaster-laden few months.

In 2208, the Terran scientist Agram Peyarje began work on the Cyberlink Activated by Thoughts (CAT) system, an interface scheme allowing for partial thought-control and bio-sensory feedback with machinery and vehicles. CEGA quickly realized the system's military applications — most notably for exo-armor interfaces — and forcibly conscripted him. A peaceful man at heart, Peyarje succeeded, during a trip to a scientific convention on Venus in 2210, in contacting the Jovian Confederation with a request to liberate him.

[**Note:** Peyarje's later statements reveal that he attempted to contact this agency for assistance, but was rebuffed. Upon further questioning, Peyarje recalled that his contact used the name Mikal Novak. Regardless of the veracity of this individual's identity, the incident remains a serious security matter.]

[**Note:** there appears to be another catalyst. In early 2210, Jovian exo-armors destroyed a stealthed ship intruding in Olympus space. Although the ship appeared to be Martian, later events would implicate a Venusian interest. The ship's destination has been established to be a secret base in the Jovian atmosphere. It was at this point that the first recorded encounter with the Jovian life form *Pseudophysalia lovis* (see page 55) occurred, in direct relation to the CAT tests. Floaters emit pulses of radiation as a speculated means of communication; the prototype CAT system transmitted almost identical signals, inadvertently drawing the attention of the previously-unseen floaters.

It should be noted at this point the floaters are now considered a national resource of the Jovian Confederation, and their protection falls under the charter of this agency. Both unauthorized study of the floaters and any use of transmissions simulating floater signals within Olympus are Level 4 international offenses. Hunting, poaching, or live capture of a floater is an Edict violation and must be reported immediately.

Upon discovering the much-publicized multipolymerase produced by the creatures, the base was expanded and used to capture floaters for transport back to Venus. The subsequent destruction of one of the base's supply ships seems to have been the major impetus for the Jovian investigation; the publicly-avowed humanitarian goal of liberating Dr. Peyarje was not undertaken until after the Jovian team had completed a series of investigations at Ares base orbiting Mars. Indeed, records suggest that the team did not receive the assignment until after their report indicated that the Venusian operation was linked to Dr. Peyarje's research.

The preceding information is not public knowledge. Although the information has been accurately reported in a number of tabloids and fictional accounts, a sufficient amount of incorrect analyses exists to keep public uncertainty levels high. Public awareness of the extent of Venusian involvement, as well as the status of floater research, would severely hinder this agency's investigations in these arenas.]

Four Jovian tourists, Adrian Allen, Madelaine Koudriopoulos, Roxy Fujima and Nick Holly, ended up being asked by Dr. Peyarje to help him leave Venus. The Jovian citizens aided Peyarje in his escape from Venus, but were immediately and publicly branded as terrorists by CEGA.

[**Note:** Allen, Holly and Koudriopoulos were recent academy graduates with no covert operations training. Fujima was, at the time, a struggling civilian journalist. All four individuals were dispatched with the express purpose of conducting a covert observation mission. Their success has created a folk-hero image to rival that of Elisabeth Bisset; even if they had failed in their task, a similar effect would likely have been achieved, as the Confederation rallied around four martyrs. This win-win public opinion boost would likely not have occurred had a JIS team of highly-trained operatives been used to complete the mission.]

The refugees sought shelter on Earth's moon, and were offered asylum by Ismael Li, leader of the Artemis lunar independence group. In the first of many tragedies to follow Dr. Peyarje's flight, a CEGA fleet destroyed an entire Lunar dome in an effort to wipe out both the Jovians and the freedom fighters. Nearly two thousand civilians lost their lives in the attack, whose aftermath was broadcast across the solar system by a Solar Cross vessel, causing widespread condemnation of CEGA's internal human-rights policies.

Dr. Peyarje's ship made its next stop at Mars. There, the group was assisted by the Free Republic. Despite continued pursuit by CEGA, Dr. Peyarje and the Jovians attempted to prevent a terrorist attack against the Martian Federation's orbital elevator. Unfortunately, their efforts failed, and the remains of the elevator now constitute the largest manmade terrain feature in the solar system, known to all Martians simply as the 'Vator Crater.

▷ THE ODYSSEY (CONTINUED)

[**Note:** civilian news services have implicated the STRIKE organization in the bombing of the elevator. However, acquired information suggests this to be unlikely. In addition, the speed of the Jovians' flight from Mars makes it unlikely that they made significant efforts to prevent the elevator's destruction. The location and verification of recordings and other evidence pertaining to the elevator's destruction is of paramount importance; both Martian governments are alternately conducting investigations and concealing evidence, and relations between the two nations are becoming extremely tense.]

THE BATTLE OF ELYSEE

In the wake of the Copernicus and Mars tragedies, media support for the refugees allowed them to return safely to Jovian space without fear of further CEGA pursuit. One CEGA Admiral, Russel Kleb, refused to heed the order to stand down however, and ordered his fleet to attack the Jovian capital of Elysée. The attack might have been stopped short had not General Avram Thorsen, commander of the JAF's Gamma Division, arranged for the CEGA fleet to enter Jovian space unchallenged. The resulting battle cost the lives of hundreds of Jovian and CEGA citizens, ending only after several CEGA officers mutinied against Kleb, destroying the Admiral's ship in the process.

[**Note:** this ends the excerpt from *Modern Solar History*. If required, additional material regarding the Odyssey is available from Analysis and Records. The trial of General Thorsen is a matter of public record, as is his sentence to the Sabian Rehabilitation Center. A degree of uncertainty surrounds both Thorsen's motivations and the circumstances surrounding the death of his wife in 2207, however. On July 13th, 2210, Thorsen escaped from the Khannan Station Officer's Brig and vanished less than three hours later. Two observing operatives affiliated with this agency were incapacitated shortly before the escape, but were not otherwise harmed. In the past several months, full investigations by both the JIS and this agency have produced little information regarding Thorsen's whereabouts or intentions. Of greater concern is the fact that the individuals who aided Thorsen are likely still present within the ranks of the JAF.

Russel Kleb's case file remains open, as does the file of Ranho Garand, the pilot reportedly responsible for Kleb's death. Councilor Ignatius Chang's recent suggestion that Kleb was neither acting alone nor in possession of his full faculties remains a matter of speculation, although the subsequent number of accidents in which Chang has been involved is of significant interest. Insofar as personnel assigned to Jovian cases are concerned, investigation of possession of physical evidence from the Battle of Elysée is of primary importance.]

SECURITY ADDENDUM ★

The following text is Classified B2. It has been excerpted in edited form from a Special Investigations Unit report, received 5/7/11.

Originally, the Principii was a private club for exo-armor pilots, founded in 2176. Dedicated to a combination of vigilant oaths to defend the Confederation and off-hours drunken parties, the Principii were never taken seriously by anyone, including themselves. Both General Thorsen and current GamDivCom Konrad Koudriopoulos were, at one time, members of the Principii.

The Principii faded away during the 2190's when its core membership either retired or were promoted with younger pilots finding new and different ways to get drunk. In recent weeks, however, our unit has tracked several odd references to a new group which has adopted the name of this old officer's club. The references were of little importance, but our suspicions were aroused when nothing (and sir, we do mean *nothing*) could be found regarding this group from the moment we started looking. It's as if they saw us coming, folded and disappeared. You'll probably be receiving a nasty note from the JIS. We, ah, bumped into each other. They say we blocked their investigation. Our report of their obstruction of our activities is detailed on pages three through twenty-two of this report.

Addendum: Three days ago, our operative in Joshua's Station, cover name [deleted at this clearance level] was compromised. The operative's current status is unknown. At the same time, a JIS Lachesis operative was also compromised. We have been contacted by the JIS with an offer of inter-agency cooperation. Based on the JIS' similar goals to our own (that of elucidating Principii membership and objectives), we have tentatively accepted, pending agency approval. In order to facilitate combined operations, liaison duties with our unit will be performed by JIS Lachesis sub-director Rebecca Faneuil.

Our current range of operations is [remainder of report deleted at this clearance level]

2.8.1

HISTORICAL FACTS

end of section 2.8 the odyssey



• Father's crimson heartbeat above us, around us; huddled
 on this chilled shore of our ancestors' last whispers, many
 voices sing one song. Whispers turn to a single flame, and
 we stand on the edge of tomorrow.

— Elizabeth Bisset, *Jovian Dreams*

BENEATH THE CRIMSON HEART ◀

"Sorry I missed the flight up this week; I've got a ten-centimeter stack of transcript disks from Olympus to work through. Most of them contain lots of yelling.

"Hmm. It always strikes me as funny that the Olympians insist that they're to be called Jovians, even though their colonies all orbit Ganymede. I suppose 'Ganymedians' just didn't have the right ring, eh?

"I'm really worried, Jan. Kleb and Venus are one thing, but even without that, I never imagined the Jovians would be so ready for a fight. It almost makes me happy the Odyssey took place. At least now we know what we might, ancestors help us, be up against someday."

— Source: audio message from CEGA Councilor Ignatius Chang to Director-General Janus O'Grady, September 2, 2210

"I wish I had good news about the Confederation, I really do. Up here, we thought the playing field was pretty balanced, but frankly, they mopped the floor with your little task force. My resources are telling me that they'll be back to full operational strength by next week, and you and I both know how long it's going to take us Orbitals to replace all those CEGA ships Kleb lost. Makes me laugh, you know, thinking that I used to be worried about you Earthers getting too hefty for your helmet seals.

"By the way, you'd better make it up next month. There's not a single wei-chi player worthy of the name up here."

— Source: audio message from Director-General Janus O'Grady to CEGA Councilor Ignatius Chang, September 3, 2210



THE TROJAN STATES ▼

I've been in Newhome for three weeks now. No sign of the quarry, although that's not surprising. Security here is spottier than Director O'Grady's hair. In Olympus, JAW has fully-armed exo-armors guarding its grounds. Here, Dzechek Cosmoves has flower gardens. It's not that they're intentionally letting their guard down; I think it's more like these people, as a group, honestly think that no one would be mean enough to try to sneak in. I would suggest that it has something to do with Newhome's being so far out in the middle of nowhere, along with their past. Historically, outsiders have been just a bunch of really nice folks, as far as Newhomers are concerned.

It's a big change from Vanguard Mountain. They're not as gung-ho about the inner solar system as Olympus is, but they're not the friendliest people on that count, either. My cover identity could do business there, but I didn't get invited to any lunches.

— Source: Audio transcript, project update, Centerpoint Field Operative KJ22, January 2211

THE JOVIAN COLONIES ★

There are a total of 198 colony cylinders in the Confederation, containing over 540 million people (68 Olympian colonies, population 250 million; 69 Vanguardian colonies, population 160 million; 61 Newhome colonies, population 130 million). The largest cylinder is Elysée, the national capital in Olympus, with 5.2 million inhabitants; most Jovian cylinders (especially those in the Trojan States) are substantially smaller. Approximately 70,000 people live on various of Jupiter's moons; more than half of this number inhabits the Mannenburg mining city on Ganymede.

Jovian colonies in each state are both named and numbered. The numbers refer to the order in which the colonies were built, and never change, unlike the colony names themselves, which can be changed by vote of the populace. The older Ironwheel-class stations do not have numbers, being considered factories rather than colonies. All Jovian colonies cylinders are of the Vivarium type; this architecture should be considered when planning tactical operations.

3.1.1
HISTORICAL FACTS
end of section 3.1 beneath the crimson heart

► GOVERNMENT

Most Jovian government officials were previously involved in business, entertainment, intelligence, the military, or a combination of the four. Currently, two Agora Councilors, Narana West of Olympus and Vaclav Klipsch of Newhome, are notable in their lack of any such past associations. West is a data storage specialist who was thrust into the public spotlight five years ago when she single-handedly prevented the crash of a passenger shuttle on Ganymede with a combination of skill, inventiveness and luck.

Klipsch comes from an agrarian colony. While he is as intelligent and focused as one would expect an official of his level to be, there is some mystery regarding how a man with so few political or media-based ties managed to get into the Agora. Most Jovian election files are in public records. Those that are not, I have acquired and am attaching to this report for Analysis and Records to dissect, when they get the time.

The Agora building is a large, four-story edifice located in sector Alpha 7 on Elysée. There are no buildings larger than two stories within three kilometers. The Agora building is designed to look as if it is built out of stone and marble using antiquated architecture, but the façade is less than a centimeter thick; underneath is what amounts to a four-story-tall armored bunker. It is my analysis that, if the rest of Elysée were to be blown to bits, the inner sections of the Agora building would likely remain intact.

Agora security is tighter than ever. The Odyssey got them nervous, it looks like. The Gardiens d'Honneur are, if you'll forgive me, some seriously [edited] heavies, and they're all over the place. In addition to the obvious ones, dressed up like Faberge eggs, I've spotted an equal number walking around, posing as tourists, janitors, and in one case, an unruly child. Great makeup, gun in a stuffed toy — damned scary. They're all armed. I didn't stick around to see how long it would take me to be tagged as suspicious by the security cameras.

— Source: Audio transcript, initial project survey, Centerpoint Field Operative SM44, October 2210

[Note: two weeks after receipt of this report, contact was lost with SM44, and has not been reestablished.]

▼ THE AGORA

Fifty council seats, and every one of them damned uncomfortable. You know, Marko, it's just because the Gardiens are too lazy to be forced to search fifty cushions for listening devices every afternoon. Damn their eyes, all of them.

Do you know what Klipsch had the nerve to say? That presidential bootlick actually said, *out loud*, that I was unpatriotic! I had merely suggested that perhaps the seven-year presidential term limit might be best adhered to, for the sake of the Agora's powers in this government. It's in the blasted Articles, for Father's sake! Of course, I didn't get to say much more. Now that Itangre's got the Speaker in her pocket, all she has to do is blink, and the gavel comes down. I know there are other Councilors who feel the same way, but none of them are willing to jeopardize their committee positions, in case that harridan actually does get reelected. I hate this job, Marko.

Well, back to the council chamber, and those blasted chairs. It's idiocy, I tell you. If someone *really* wanted to know what was going on in the council chambers, I'm sure they'd find a way.

Oh, and Marko, make a new pot of tea, hold my calls, and tell my husband I'll be home late. We should have a . . . conference . . . this evening.

— Source: Voice-mail transcript from Councilor Jeanette Tharpe to Centerpoint Field Operative KS94, December 16, 2210

▼ OFFICE OF THE PRESIDENT

Well, it's been two months, and I do believe this office is beginning to look like something befitting a national leader. The view from atop the Agora building is quite lovely, but it really wasn't what I had in mind. I've replaced the window with a wall screen, ostensibly for security reasons. Quite honestly, though, I find that being able to work with a six-meter-wide image of Jupiter before me helps me to remember the big picture, as it were. I expect that screen will be staying up for quite some time.

In short, Avram, I love this job.

— Source: memorandum from Alexandra Itangre to Avram Thorsen, December 2, 2204

LOCAL GOVERNMENT ▼

Individual colony cylinders are permitted to govern themselves, within limits set forth in the Articles of Confederation. Colony-specific laws usually relate to unique limitations on power or food consumption, or economic restrictions. Disputes regarding the ultimate legality of any colony law can be brought before the High Praetoracy on Elysée, although such cases have been historically few.

Most Jovian colonies are administered by a Civic Council, composed of between six and thirty-two members, and presided over by a Chairperson, who also holds the (largely honorary) title of Governor. Exceptions do exist; Joshua's Station's governing body is composed of a Board of prominent citizens, and is the only Jovian colony to have a Venusian method of administration. A few small agrarian colonies do not hold regular Council meetings; whichever of the Councilors happens to show up on a given day has authority.

On the opposite end of the spectrum are the three JAF Division Headquarters, each of which is under total control of a Military Governor. This official is required to be a JAF officer of at least Commander rank. However, the power granted by such a governorship is equal to that of a flag-rank officer; JAF Military Governors have a great deal of control over personnel assignments and duty schedules, docking and repair order, Internal Investigations movements and a myriad of other administrative powers.

— Source: Audio transcript, ongoing project survey, Centerpoint Field Operative SM37, August 2203

COLONY ADMIN BUILDINGS ◇

Administrative buildings vary in form throughout the Confederation. Most of the colonies built during the Exodus use a standard, prefabricated admin building, three stories high and structurally fragile in tactical terms. The floorplans are laid out in a simple grid structure that is repeated across floors. Although a measure of modularity is possible, there are usually no interior walls capable of withstanding even a small door-opening explosive charge. The inherent lack of security in these buildings has recently prompted many colony cylinders to split off sensitive operations to newer, more secure facilities.

Such partitioning has not, however, proven necessary on the post-Exodus colonies. Being built in a time when the Confederation was both wealthy and security-minded, these possess a large variety of well-protected, as well as aesthetically pleasing, admin buildings. These modern buildings are also placed in terrain designed to be difficult to hide in or snipe from. However, since many portions of Jovian admin buildings must, by necessity, be open to the public, there are some unsealable security holes which are the likeliest routes for penetration.

The Agora is one of the few such highly-defended buildings retrofitted into an older colony. It is an exceptionally large structure containing both national and local governmental offices. Olympus' state government offices are located in a separate building, and are considered low priority both by the Jovians and myself.

— Source: Audio transcript, ongoing project survey, Centerpoint Field Operative SM37, February 2211

STATE GOVERNMENT ▼

Since the formation of the Confederation, the individual state governments have become increasingly vestigial, having passed control of the military, intelligence and extra-state travel over to the national government. The remaining state governments function much as the brain stem serves a human, controlling day-to-day activities in order to free the higher-level governing body for more important duties.

Each of the Jovian state governments is headed by a Minister, a position with no real power. The Minister is responsible for coordinating mundane operations of state function. Any intended changes to normal operations must be brought before a Provisional Council of governors (or other colony-selected representatives), which is usually convened by telepresence. Only in cases of statewide emergency, where the communications delay to Olympus is too long, does the Minister gain full Commander-in-Chief powers. However, approval of the Provisional Council is required to declare a state of emergency.

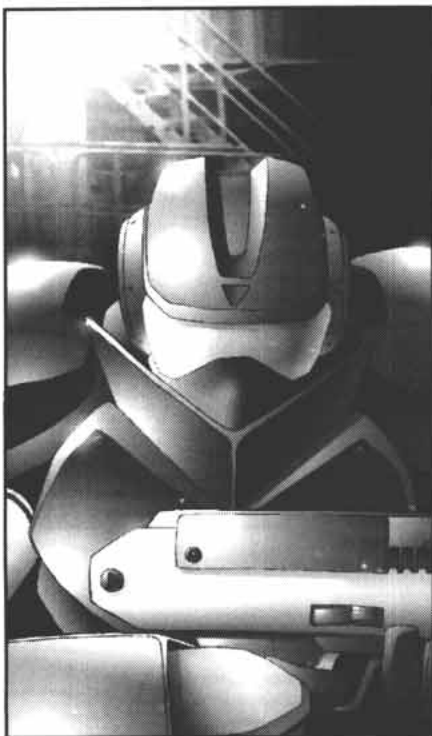
Ministers are often former Agora Councilors. Most Ministers' psych profiles reveal a limited tolerance for physical or emotional stress, coupled with exceptional mathematical and/or analytical abilities. Most past Ministers have also expressed dissatisfaction with the political structure of the Confederation, and see themselves as glorified secretaries. According to JIS evaluations, Minister Greta Langhammer of Newhome, Minister Yousuf Maharjan of Vanguard Mountain and Minister Miklos Balakushna of Olympus are all mid-level security risks, and are under constant observation and/or protection.

3.2.3

3.2.4

end of section 3.2 government

► LAW AND ORDER



Mr. Governor, our police force is on par with most other industrialized colonies, with precincts in every sector and regularly patrolling officers equipped with nonlethal weaponry. In addition, our SWAT department has proven reasonably effective in those unfortunate situations requiring lethal force. However, as last month's incident involving a snapped construction worker and a stolen industrial exo-armor shows, even the SWAT department's pistols have their limits. Of more concern is SWAT's response time in such incidents, where normal police officers can do little but observe the crime in process while waiting for SWAT's typical five-to-ten minute arrival time.

I'm sending you a proposal for funding to be used to establish an ESWAT unit similar to those present in other highly urbanized colonies. Such units, using military-grade Decker exo-suits, modified VE-778 aircraft and deployable parafoils, operate from drop bays located along a colony's central spar. ESWAT departments in colonies such as Joshua's Station have proven to be most effective, with an average on-site time of less than two minutes.

Mr. Governor, I'm not saying that military exo-suits and automatic weapons are the only way to preserve peace on our station. I'm just saying that without them, there's only so much peace we can preserve.

— Source: Audio transcript, Priam SWAT chief Emilia Kalikuli, July 19, 2209

▼ THE COURT SYSTEM

Okay, let's keep this short. I'm a busy person. Hello. I'm a Praetor, and I'm the person who sits at the front of the courtroom. It's my job to make sure that innocent people are let go, and that criminals are punished for their crimes. I also have to make sure that any trial goes smoothly and quickly, because everyone in the Confederation is busy and doesn't have time for proper justice... I mean, a long trial... oh, hell with it. Turn that thing off. I've got real work to do.

— Source: Unused footage, educational vid-file "Joshua the Justice Hound"

▼ PUNISHMENT

Hi, kids! Joshua here. Now that you've seen what a Praetor's courtroom looks like, I bet you don't ever want to be in there, right? Of course I'm right.

So, maybe you're asking, "how do I stay away from the Praetor?" Well, you should start by listening to your teachers and parents. Stealing, breaking other people's things, telling lies and hurting people are all bad. Even a little thing, like hacking a codelock or using your taser on someone with no reason, will get you in front of a Praetor. And if you do bad things over and over again, then you might get sent to rehabilitation. That's bad, kids. Remember, children: be good, or I'll be dropping in on you.

Oh, for . . . look, Cheng, this script is drivel. What about the Edicts? Treason? Murder? It's supposed to be your job to tell them about how they might just disappear into one of those centers and come out in a couple of decades with a smile that just won't go away.

Yeah, yeah, I know they're just kids, but come on. What about that boy, last year, the one whose dad talked him into programming an AI? Edict violation. Ten years rehab. Father's eyes, the kid was twelve. Knowing the Edicts is one thing, knowing why you shouldn't mess with them is something else. If somebody doesn't teach them when they're young, the Praetoracy sure as hell won't be feeling any pity.

Yeah, of course I'm fired.

— Source: Discarded footage, educational vid-file "Joshua the Justice Hound"

SAMPLE COLONIES ◀

In addition to the Jovian colonies described in detail in this section, there are several colonies that are of project-specific interest to this agency. Further information on these colonies will be made available based on security clearance.

Olympus 15 Schwarzwald

Residential colony, population 4.1 million. This colony's JIS office harbors a minor information leak used by this agency. This agency maintains several secure safe areas in this station, usable in cases of emergency.

Olympus 24 Yin-wang

Industrial colony, population 2.4 million. The shipyards here produce a significant percentage of the civilian spaceship hulls used in the Confederation. This agency knows of at least two JIS "re-fitting" slips in restricted areas of the yards. There have been difficulties in tracing the paths of ships once they leave these two bays.

Olympus 64 Nicholoid

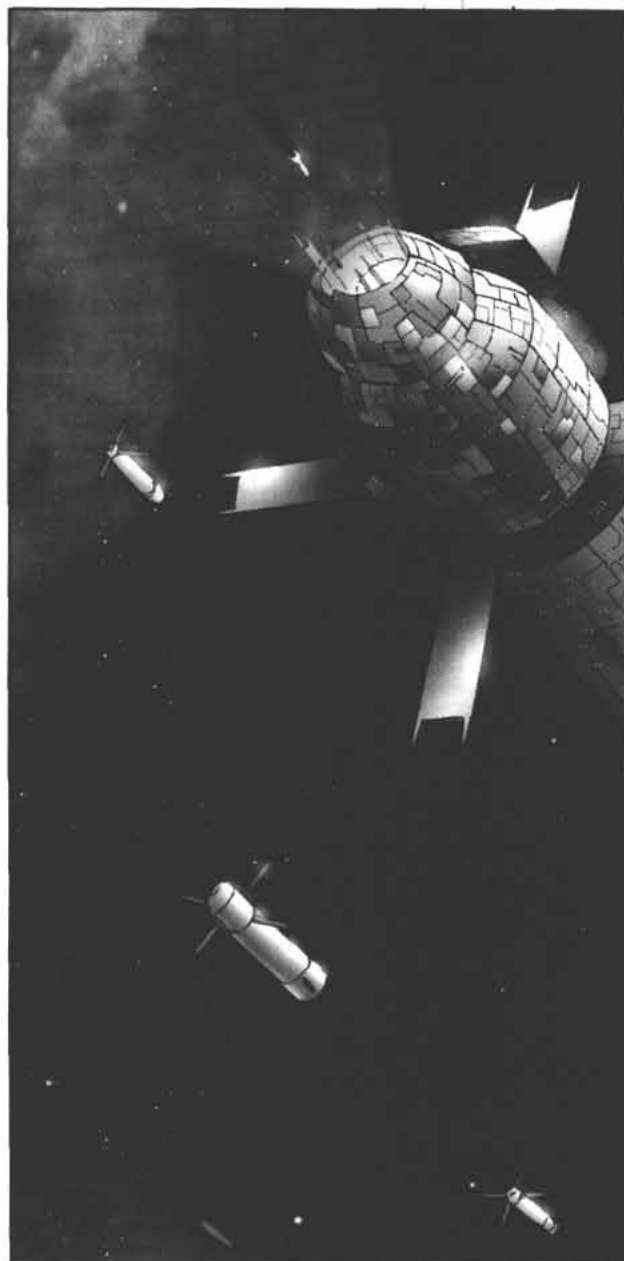
Agrarian colony, population 960,000. Otherwise of little note, this colony is the suspected location of at least two of the so-called Heroes of the Odyssey. JIS resources are numerous here, as are multiple foreign resources. In the past year, this station has experienced a number of fatal accident/incidents that is out of proportion for a colony of this type.

Newhome 44 Rashapur

Agrarian/residential colony, population 1.9 million. Newhome's largest radio telescope array is a thirty-minute shuttle ride from this station. Despite its reportedly scientific and research application, records and logs from this array have been highly classified by the Jovian government. An unusually large number of Lachesis personnel are assigned to this station.

Vanguard Mountain 22 Dalton

Industrial colony, population 2.2 million. As of May 19, 2211, this station was the site of this agency's most recent lead on the possible organization known as the Principii. The term was heard mentioned at a drinking establishment, spoken by Michael Rehan Sheely, a local freelance programmer under minor observation for possible Netzbanden association. Sheely's contact eluded pursuit. Two days later, on May 19th, Sheely was killed in a shuttle explosion. No body was found.



COLONY CYLINDERS ▲

The Jovians first built wheel-type stations, then, later, the larger O'Neill and Vivarium cylinders, in a bewildering number of configurations. Most of the modern Jovian colonies are based on the closed Vivarium model, which has no windows and thicker shielding (coincidentally, the absence of windows also offers 50% more living space). The huge cylinders vary between 25 and 40 km in length, usually with thrusters and zero-grav docking bays at both ends.

Gravity is simulated by rotation along the axis of the cylinder. The Vivarium colonies use a special "sunline" running the axis of the cylinder for light, since the whole station is thickly covered by rocks for protection against radiation and meteors. The sunline's high energy requirements are easily met by the numerous power generation plants located throughout Jovian space.

▼ 2 ELYSÉE

Welcome to the Confederation's brightest gem: our capital, Elysée.

Elysée is a large Vivarium-class colony cylinder. Like most cylinders, it is divided into Segments, numbered consecutively from one end of the colony to the other. The colony also has longitudinal demarcations, known as Plates. O'Neill colonies have three Plates each, in alternation with their large light-providing windows. The closed Jovian colonies, lacking such features, may be divided longitudinally however their city planners desire; however, for the sake of simplicity and order, a standard six-plate division is used throughout the Confederation, designated by Greek letters (Alpha, Beta, Gamma, Delta, Epsilon and Zeta). Elysée has thirteen Segments, numbered one through thirteen. So, looking at the map, one can see that the Agora building is located in sector Alpha 7.

Elysée was not always as beautiful as it is now. When it was first built in the late twenty-first century, Elysée's main purpose was to house the millions of refugees streaming outsystem from Earth. Elysée was, and still is, the largest Jovian colony ever built. It was meant to be the first of an entire series of similar colonies, but it was later decided that building a larger number of smaller colonies would allow for more flexibility. It was not until after the Confederation was formed that time and means were available to implement a comprehensive retrofit and renovation program.

[**Note:** This building strategy also meant that catastrophic failure of a colony's hull (a distinct possibility during that time period) would result in the loss of fewer lives]

The cylinder's interior was almost literally scraped clean, and rebuilt from the hull in. Elysée's unusual size permitted the creation of rolling hills and many parks, lending the capital a sense of pastoral wonder. All buildings were built according to strict aesthetic standards.

[**Note:** all buildings in Elysée are covered with a gleaming white polymer material. Curiously enough, this material appears designed to provide a measure of protection from small arms fire.]

A few remnants of the old Elysée remain, as a reminder of our nation's origins. In sector Alpha 5, the Jovian Museum of National History adjoins the largest such area, nearly a square kilometer of old prefabricated buildings and antiquated transport systems. This area is still used for habitation and business, but it also doubles as a window into the Confederation's noble past. In addition, many of the old access tunnels and reservoirs embedded in the colony's hull remain as they were a century ago. Tours of these remarkably robust engineering feats run regularly.

[**Note:** these tunnels and reservoirs are obvious security holes. The JIS doubtless uses some of them for its own purposes, but it is highly unlikely that it has the resources to completely sweep all other such areas for other organizations or agencies.]

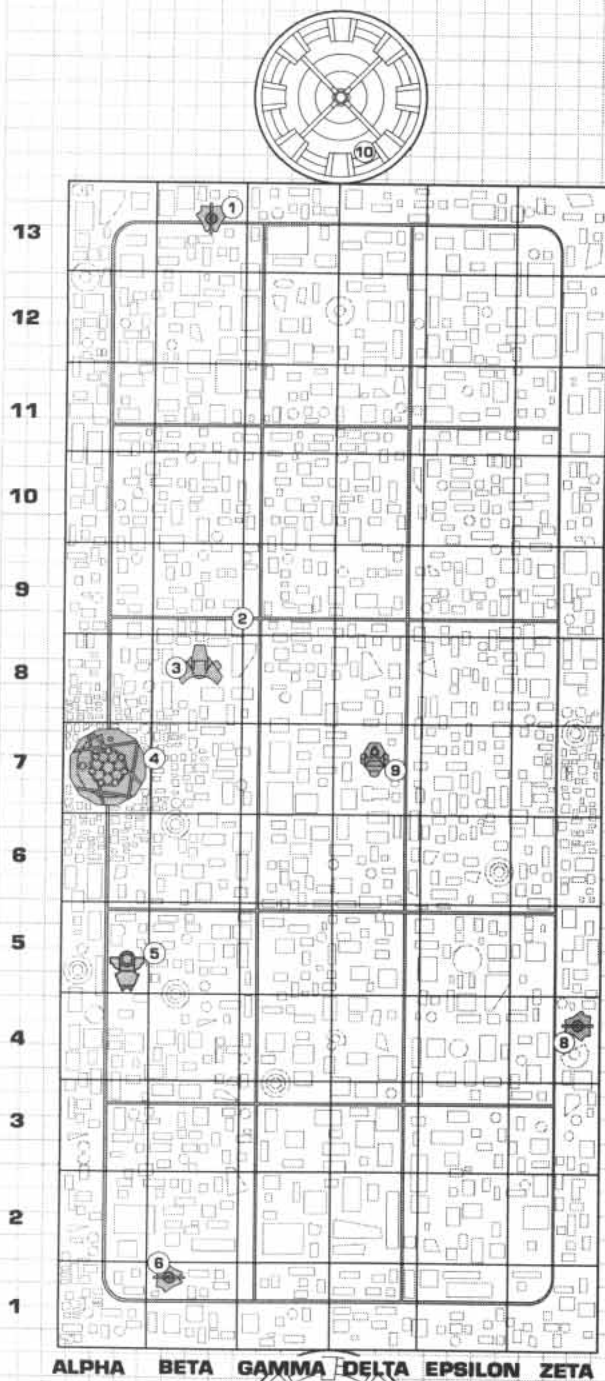
The new building style is best exemplified in the gigantic Agora building, located in sector Alpha 7. Housing almost all the offices for the Confederation's national government, the Agora is both functional and breathtakingly beautiful. The Alsop National Botanical Gardens surround the Agora building on all sides, making this lovely edifice stand out even more.

Despite its size, Elysée has a population density equal to that of Joshua's Station, largely due to the huge amounts of space taken up by landscaping, and the height restriction on buildings in the vicinity of the Agora building.

[**Note:** most Jovian citizens find their capital to be exceedingly beautiful. On the other hand, psych evaluations of foreign visitors tend to show that most non-Jovians find Elysée to be extremely austere and emotionless. The exterior of Elysée is extremely brightly lit in white lights, for no apparent reason other than decoration. The ambient illumination does make various covert activities relatively difficult in the station's vicinity, however.]

— Source: Recorded greeting, Tiananmen National Spaceport Information Kiosk

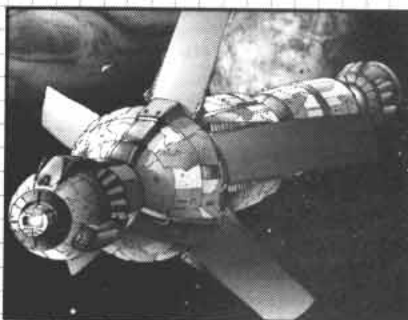
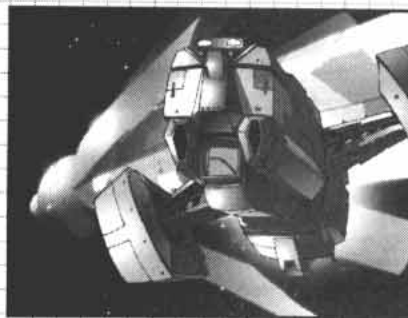
STATION DIAGRAM: ELYSEE ◊



► LEGEND

1. Jovian Trade Commission Building
2. Main Access Roads
3. JIS Office Building
4. Agora/Alsop Gardens
5. Museum of National History
6. Jovian Administration Complex
7. South Cap Access
8. Bisset Memorial Hospital
9. JAF Administrative Center
10. Tiananmen National Spaceport Entrance

This diagram represents the interior of Elysée Station's habitable core. The cylinder has been "unwrapped" for clarity, so the "western" and "eastern" edges are actually touching. Although it is not possible to properly represent on this flat page, both end caps are actually half-sphere; monorail transport cars are used to transfer cargo and people to and from the microgravity section's airlocks for access to the spaceport and low-gravity recreation facilities.



▼ 6 JOSHUA'S STATION

Just a short shuttle ride from the glittering lights of Elysée is a station that is lit equally brightly, but in a different way. The glow here is from the countless company signs decorating both the colony's surface and the hulls of the surrounding factory facilities, advertising everything from children's toys to heavy weaponry. The bustle of ships is noticeably more varied than most Jovian colonies, with beat-up free traders' ships jostling for landing clearance alongside sleek corporate yachts. This is Joshua's Station, Olympus' main trading center and port, and the self-proclaimed "Most Exciting Place in the Confederation."

Joshua's Station (named for its first administrator's son) was something of an industrial has-been until 2155, when a fledgling company called Jovian Armor Works opened its main offices in Joshua's Station. The small company ballooned quickly into one of the wealthiest corporations in Olympus, driven by the quality of its second-generation Jovian engineers and fueled by massive government spending stemming from interest in JAW's new "giant robot" weapons system. As JAW grew, Joshua's Station grew with it. Old sections of the station were reopened, renovated and immediately filled with new residents. Businesses that had left Joshua's Station years ago returned, hoping to attract some of the many JAW customers now crowding Joshua's Station's newly-busy spaceport.

The station became the unofficial center of international business in the Confederation. This status was aided in 2167 by an Agora proclamation, declaring Joshua's Station a self-administered free-trade zone. Barring Edict violations and humanity crimes, the Confederation's normally stringent smuggling laws pertaining to arms, pharmaceuticals and electronic equipment were suspended and left to the Station's self-elected Board of Overseers to enforce as they chose. Strict external security measures were implemented to prevent passage of contraband through to other Olympian colonies and to keep trade in these high-demand items centralized in Joshua's Station. Entry into the station is easy, but ships departing for other Jovian destinations are subjected to thorough searches.

Today, Joshua's Station is widely regarded as the most cutthroat place in the Confederation. Most ships coming from the inner solar system make their first stop at Joshua's Station, to unload a few pieces of "cargo." On the way back insystem, another stop is often made to take on a return batch of Jovian goods that are of questionable legality in other solar nations. At this point, the cargo is past the concern of the Jovian government; if other nations can't shield their own borders from smugglers as well as the Confederation can, it is their own problem. In the course of the cargo exchange, a healthy profit is made by Joshua's Station businesspeople.

A large portion of the station's administration is focused toward integrating Joshua's Station's economy with that of the rest of the Confederation. A steady registration process for contraband items allows a portion of these goods to legitimately find their way out to the rest of the Confederation — at a significant profit to Joshua's Station. In turn, the national taxes levied on Joshua's Station take a portion of the colony's yearly income, making the continued permissiveness of Joshua's Station toward otherwise undesirable trade a valuable source of income from the inner solar system.

Joshua's Station's current Board Chair is Catherine DeMille, a stout, motherly-appearing woman who is known among the inhabitants of the station as "The Shark." DeMille has, over her three years as Chair, instituted several local ordinances making it easier for traders to store large amounts of arms or other dangerous items, in exchange for increased taxes. Although she has received criticism from citizens worried about stockpiled toxins or explosives, the increased profits to the station have kept such complaints few and far between, for the moment.

◆ THE GOOD

Taking up all of area Gamma 5, Axis Park spends most of its time as a huge public gathering space, complete with fountains, fish ponds and flower gardens. At least once a year, though, Axis Park is home to one or another trade show or exposition, taking advantage of the park's multiple domed amphitheaters and larger open spaces. These shows generate a great deal of interest and news coverage, since they often host the rollouts of multiple new products, inventions and technologies. Axis Park is named for its central spire, which is one of the support spars for the entire colony cylinder, stretching all the way to the cylinder's axis. The spire is laden with restaurants, observation decks and low-gee playgrounds. On the ground, the grandest of the structures in Axis Park is the Opal Pavilion, a fifty-thousand seat shell-top amphitheater in which many keynote addresses and popular ceremonies are held.

THE BAD AND THE UGLY ◇

The Cluster is a large swath of Joshua's Station characterized by massive overbuilding and restructuring. Large open bazaars are linked by claustrophobic alleys and twisting tunnels, and a state of dull twilight exists for every hour of the day. The open areas serve as the trading houses for most of the legitimate business that goes through Joshua's Station. Almost any commodity can be found in one office or another, and these areas are often crowded with an interesting mix of civilians, traders, shopkeepers and mercenaries. In these open and public spots, business is fair (mostly) and danger to one's person is low.

Deeper inside the Cluster, though, where twilight becomes permanent night, one can both find and be found by all manner of life-threatening situations. Despite increased observation by police, the multi-level sprawl of the Cluster, with its dark, twisting corridors and enclosed bazaars, is rife with dealers in trades illegal even on Joshua's Station. If one is rich enough and looks hard enough, trade in illegal drugs, Edict-violating agents and human flesh can be found here. Most people avoid these areas, since aid is long in coming and likely to find no trace when it arrives.

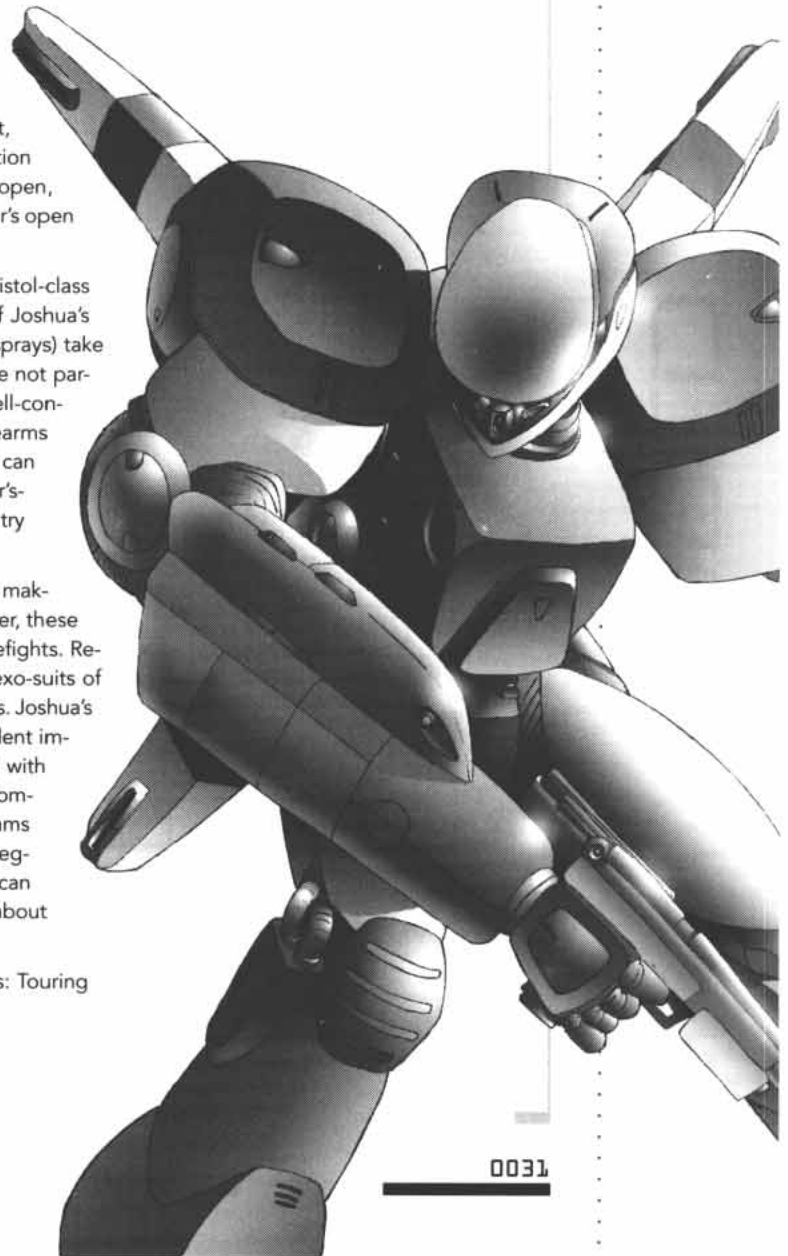
Being what it is, Joshua's Station has the highest crime rate in the Confederation, mostly a product of the large number of foreign individuals temporarily inhabiting the station. There is a large amount of greed-related crime on the station, stemming from the ever-present need to stay ahead of the competition. A temporary resident who goes broke on Joshua's Station is effectively stuck there forever (or until they find someone willing to take them away for a price not measured in credits), so many foreigners go to extraordinary lengths to protect their investments.

Beatings and property destruction abound all over Joshua's Station. Disappearances of children and adults are also disturbingly common, in that they happen at all. These crimes are not localized in any one spot of Joshua's Station, unfortunately. In fact, the heavy police presence in the Cluster makes that area of the station one of the worst places to actually commit a violent crime in the open, hence the relative safety afforded to children wandering the Cluster's open areas.

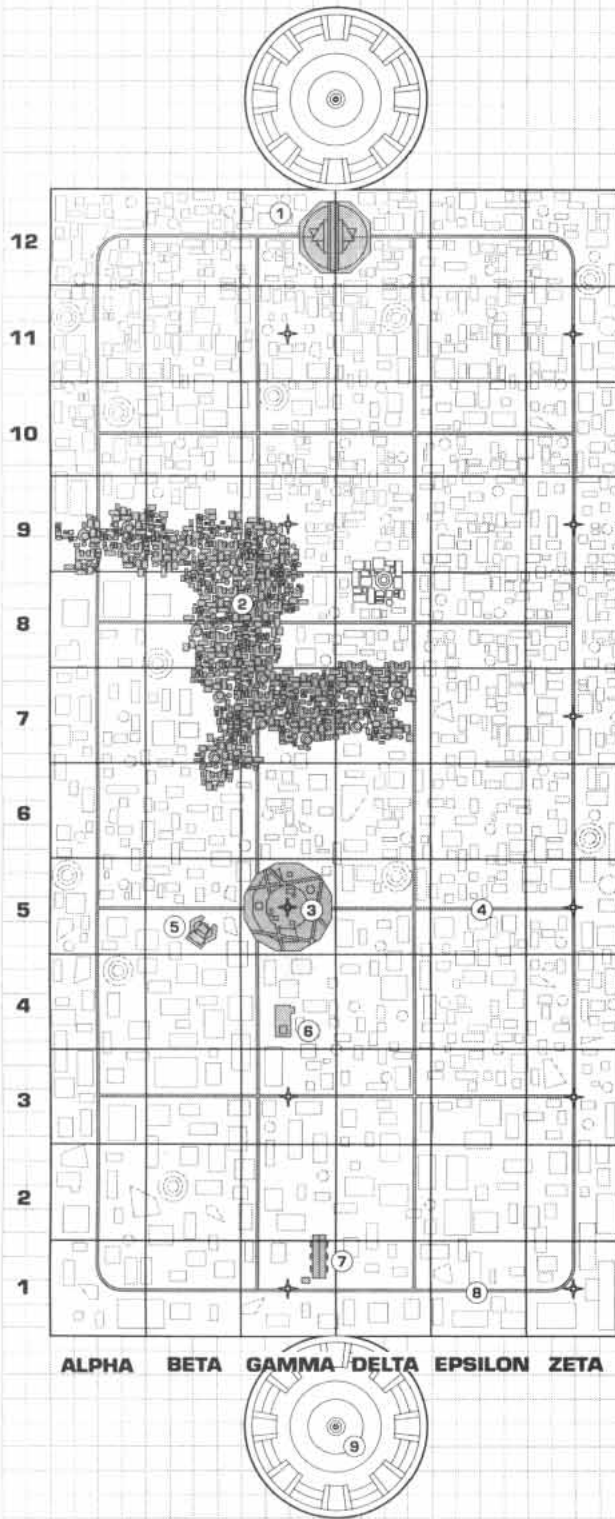
It is legal for citizens of Joshua's Station to carry a concealed pistol-class weapon on their person for self-defense, and most inhabitants of Joshua's Station (even children, who are allowed stun guns and chemical sprays) take advantage of this permission. Licenses to carry larger weapons are not particularly difficult to obtain, especially if one is well-heeled or well-connected. The result is that there are some four million wandering firearms in Joshua's Station, making for an exceedingly polite society that can get exceedingly violent under certain circumstances. It is this razor's-edge society that Joshua's Station's large police department must try to keep under control.

Thousands of patrol officers regularly sweep the station on bicycles, making their presence known and responding to calls for help. However, these officers are poorly equipped to deal with long chases or heavy firefights. Responding to these more serious threats to public safety are the exo-suits of the Joshua's Station ESWAT division, known to all as Joshua's Hounds. Joshua's Station has no normal SWAT teams, the logic being that any incident important enough to summon a SWAT team would likely be dealt with even more effectively by ESWAT troopers, who are trained in commando tactics both in and out of their suits. A dozen ESWAT teams operate from bases near the axis of the station, one station per segment. From these near-microgravity office/hangars, ESWAT troops can deploy using jump packs to any part of their assigned segment in about two minutes.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"



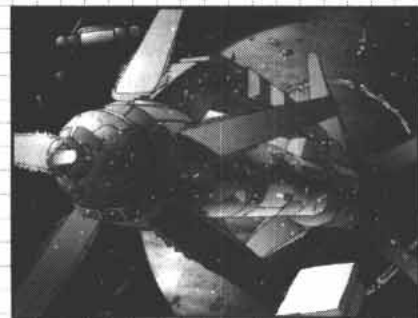
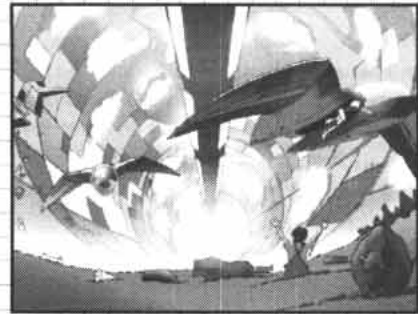
STATION DIAGRAM



LEGEND

1. The Pressure Chamber:
2. The Cluster
3. Axis Park
4. JIS Branch Office Building
5. The Parnassus Hotel
6. The Leviathan
7. JAW Main Offices
8. Main Access Road
9. Kelekuk Memorial Spaceport Entrance

This diagram represents the interior of Joshua's Station's habitable core. The cylinder has been "unwrapped" for clarity, so the "western" and "eastern" edges are actually touching. The twelve star-like buildings are the core's support towers, arrayed in Gamma and Zeta sectors. Although it is not possible to properly represents on this flat page, both end caps are actually half-spheres; monorail transport cars are used to transfer cargo and people to and from the microgravity section's airlocks for access to the factory spine or the spaceport.



34

The station's most prominent feature is the central section, which contains the original (relatively small) Vivarium cylinder, no longer under spin. The remainder is hollow, supporting a large framework of zero-g factories and work areas, along with mooring slips for all of Gamma Division's ships. Circling the whole is a habitat ring constructed in 2176 to replace the gravity environment of the original Vivarium cylinder. The old Vivarium cylinder has been partially dismantled and is now used as a vast proving ground and training area for the entire JAF. Almost all JAF training facilities are located in Khannan, as are a large number of civilian spacer-education schools.

[Note: the JAF training area is extremely heavily monitored, both for security reasons and for the safety of trainees operating in the area. Rescue units are always on standby, as are Internal Investigations exo-armors. Access to the zero-gee naval base is usually by shuttle; IFF codes and personal IDs are stringently checked.]

Due to the habitat ring's unconventional shape, Khannan's map has many more plates than segments. However, the mapping scheme is otherwise the same as for other Jovian stations. Khannan City (also called Jaftown by its 4.1 million residents) is one of the safest colonies in the Confederation, but that safety comes at the price of atmosphere; armed JAF troops are virtually everywhere, a remarkable sight given the station's size. Although the city isn't quite under martial law, law enforcement is of a decidedly unfriendly bent, and Khannan's Praetors are notoriously unforgiving. On the other hand, business owners and other civilians are generally easygoing and friendly, often willing to go out of their way to help a lost visitor get his bearings or seek out a hard-to-find address.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

HISTORICAL FACT

Don't these people ever sleep? I've been keeping an eye on activity at the naval base, and they're running almost nonstop. I'm amazed they can find that much work to do. They just finished the refit on the Godsfire yesterday. Launch is in three days. God, that thing is huge. Looks like Analysis and Records have earned their keep. Like they figured, the ship is now designated as a fleet command ship, acting as both a carrier and C&C node. Several other ships are also nearing completion. I've included pictures.

Gamma Division is spending a lot of time running exo-armor drills in the proving grounds. It was tough, but I got one camera in there — you want more, then get me a better sneak suit. Even the academy kids are getting preliminary exo-training. So are civilian volunteers from the merchant marine schools. That's how many extra exos they've got lying around, and there are more coming in every day. It's hard to keep track of cargo movements, though, when this whole place is one big zero-gee port.

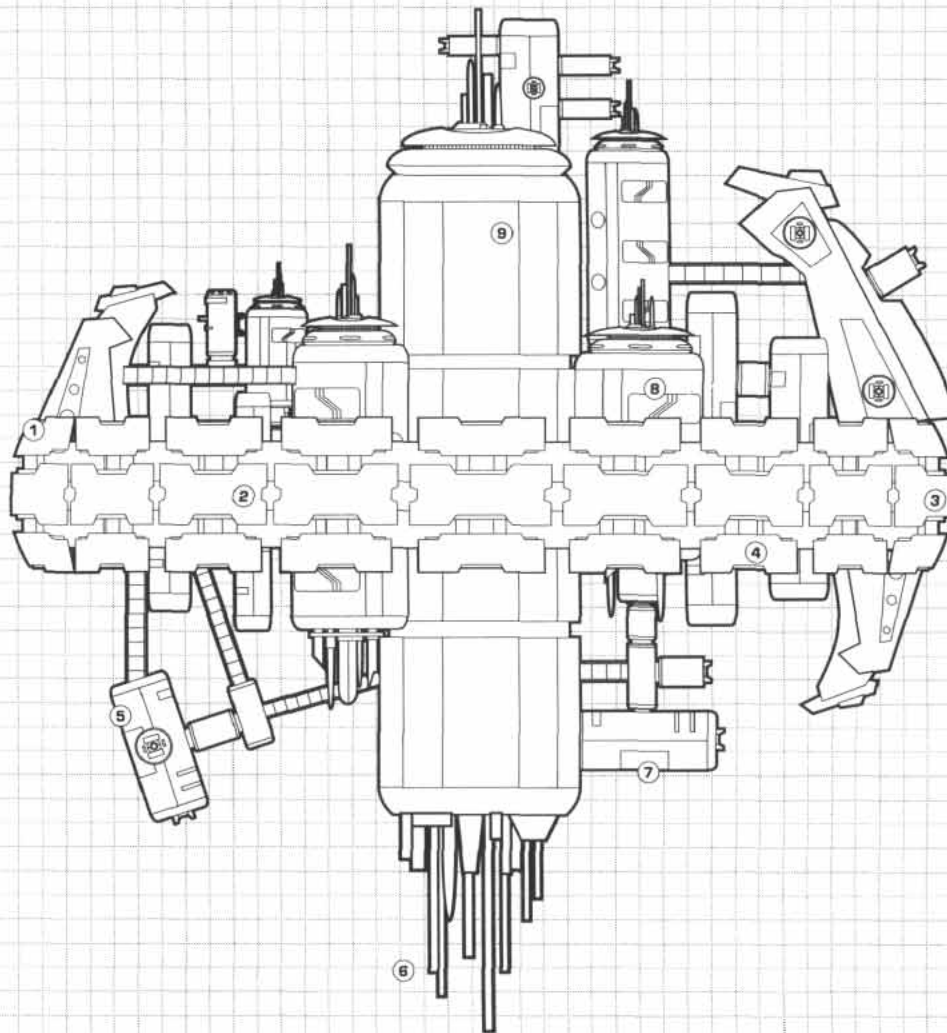
Since my cover identity got shifted out of the colony admin building, I don't see much of the new GamDivCom anymore. At the moment, Koudriopoulos' duties as military governor are being handled by his aide, Vera Philippi. Neither of them are terribly happy these days; they're both new to their jobs, and they both know that as a result, unwanted elements, such as myself, are slipping through. The civies in the station, on the other hand, are loving this. Business is great for most of them, and the city's economy is booming. The JAF personnel are a bit tense, but none of it's spilled over into the civie sector yet.

I still can't get into the JAF HQ building in sector K2, not with that new Gardien detachment Itangre sent over. If Koudriopoulos asked for those goons to be here, then he's really concerned about unwanted tourists, and I mean in a specific sense.

Are you guys going to send me an infiltration team, or what?

— Source: audio transcript, observation report, Centerpoint Field Operative KT65, May 2, 2211

◇ KHANNAN STATION



► LEGEND

- | | |
|---|------------------------------|
| 1. SolaPol Safehouse (sector A1) | 6. Lower Docking Zone |
| 2. Colony Admin Building (sector V2) | 7. JAW Khannan Field Offices |
| 3. JAF HQ Building (sector K2) | 8. Pressurized Workbay A |
| 4. JIS Branch Office Building (sector N3) | 9. JAF Proving Grounds |
| 5. Pressurized Workbay 6 | |

Khannan Base has an almost-spherical, though very irregular, shape. Inside the "sphere" lies a partially disassembled Vivarium cylinder which was the original station and now serves as the JAF's proving grounds. The rest of the structure is filled with a framework supporting hundreds of zero-gee factories and a complete naval base.

A large habitat ring surrounds the installations. It is mapped the same way as the other Jovian colonies, but with more plates and fewer segments. The habitat zone only has three segments (1 through 3), but has twenty-four plates (A through Y).

Zagadka is, by its very nature, one of the most biologically diverse colony cylinders outside of the Earth subsystem. Organisms that on other colonies would be immediately eradicated in the interests of public health, such as bees and field mice, are allowed essentially free rein here. The atmosphere- and water-processing facilities are specially designed to account for the presence of multiple small animals, and extensive quarantine measures are in place at the spaceport. A large Jovian Natural and Physical Sciences Institute research facility is located in Zagadka, and is tasked with monitoring and researching the state of Zagadka's ecosystem, as well as testing the adaptability of new life (especially flying animals) into the matrix.

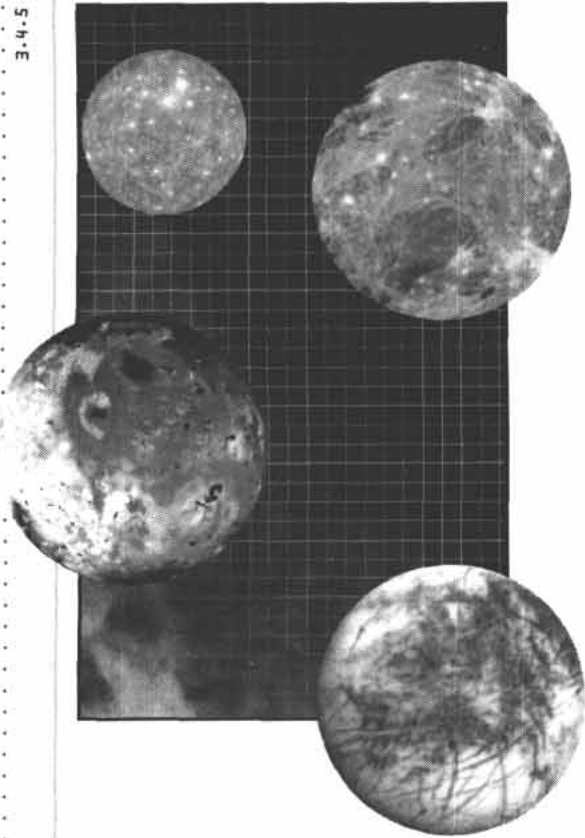


HISTORICAL FATCS

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

S.E.4.0

▼ THE GALILEAN COLONIES



Perhaps the most telling sign that the Jovians are truly a different sort of human being than the sort that still live on Earth is that fact that so few of them live on the surface of the Galilean moons. True, there isn't much gravity, but the Jovians honestly feel more secure floating in the nothingness of space than with a firm terrestrial body beneath their feet. The inhabitants of the moons are considered to be weirdos, as far as the Confederation is concerned. Most of them are miners or water pumpers, and are part of families that have lived on the moons for generations. Many of the moonbound (as the other Jovians call them) live their entire lives on their tiny world, unwilling to leave.

There's also the fact that by the time a moonbound child is old enough to want to move to the colony cylinders, he is physically unable to do so without serious risk to life and limb. The artificial gravity on the cylinders exerts crushing pressure on moonbound bones, and the opposite stresses of zero-gee are just as bad. A few moonbound leave anyway, but it's a small number. In the opposite direction, an increasing number of orbital Jovians are moving down to the moons to get some relief from the crowding, but most of them end up going back up within a few years.

The moonbound live well. They have spacious quarters, are paid enough to import the most expensive foodstuffs, and get plenty of relaxation time. The fact that they are forever trapped inside their golden cages, however, conditioned to never want to leave, makes them the closest thing to a servant class the Jovians have. Then again, I guess you could say that about everybody.

— Source: audio file, personal journal, Centerpoint Field Operative KK83, May, 2210

◇ GANYMEDE

The Mannenburg Mining Center is a large underground city carved out of the ice-and-rock crust of Jupiter's largest moon. 50,000 people live in this city, most of them belonging to one or more multigenerational mining families whose origins date back to the Exodus. Mannenburg's residents are welcoming of visitors, so long as they stay out of the way and don't cause trouble.

Every day, expeditions leave Mannenburg for the many dozens of mining sites that dot Ganymede's surface. The abyssal strip-mining operations are awe-inspiring sight, especially when one considers that a century's worth of mining has made no difference whatsoever in how Ganymede looks from orbit; one reasonably-sized meteor strike could match what humanity took decades to accomplish. Mined ores are refined at Mannenburg, and launched up to Olympus by an automated massdriver system. There's surprisingly little contact between Olympus and the inhabitants of Ganymede.

[**Note:** despite the physical barrier to cultural interaction, the loyalty of the moonbound to Jovian ideology is firm; several of the moonbound are JIS tourists on Earth's moon, and have proven exceptionally wily targets for observation.]

Although, as with all outside activity in Olympus, extensive radiation screening is required, it's well worth the effort to go up to the surface to go stargazing. Aside from the view of Jupiter, which is amazing in and of itself, one can also get a spectacular view of the Olympian colonies. Much like the stars themselves, many colonies can be identified by size and brightness. Elysée, for instance, is easily spotted, as is the riot of flashing color that is Joshua's Station. A small telescope will enable one to watch individual ships coming and going; a large telescope will let one read the nameplates on those ships.

[**Note:** this agency is well aware of this fact, and has applied resources to exploit it.]

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

IO ◇

Jerry bought it today. Like an idiot, he was wandering over a blowhole when it erupted. So much for my winning streak in the pool. I'm breaking Jerry 2 out of storage tonight. A quick systems check, and we can kick him out the door tomorrow morning. He'll be busily mining away by afternoon. This time, I'd better bet lower. These robots are just too dumb to stay alive down there for long.

— Source: audio file, personal journal, Mining Foreman Galim Smolen, Io Orbital Monitoring Station, July 9, 2210

Not bad. Four days, on the dot. Jerry 3's on the way down, and I'm much richer. Shared the wealth last night in the bar with Henriksen from Flux Research department. He says they'll be able to start beaming power to Olympus in a couple of weeks. Sounds great. Me and the boys here in Resource Dev, all that really matters is that this stint's going to be over one of these days. Fifty miners, betting on robots in an old Ironwheel. There's a point when the pay just isn't worth it anymore. Henriksen and his bunch, they're the real nuts. They're here because they actually want to be here. Researchers. Crazy. I may talk to robots, but at least I get paid to do it.

— Source: audio file, personal journal, Mining Foreman Galim Smolen, Io Orbital Monitoring Station, July 15, 2210

EUROPA ◇

Water, water everywhere. I say it at least once a day. It used to be a joke. After a year, though, I'm ready to go home. Every day, I see those blocks of ice hurtling out toward Olympus, ready to be turned into someone's bathwater or tea, and I remember thinking how exciting it would be to come down here and participate in the Great Search. Pfft. A glorified tent out in the middle of nowhere, with four kids barely out of post-doc, eating cold rations and skipping showers.

The water pumpers here like to make jokes. They'll come by and scratch on the camp walls, or send false signals up the instruments. I used to really hate them. Then I realized that they've been down here even longer than I have, and none of it really matters to them anymore, either.

If there's life down there, it obviously doesn't want to meet me. I think I'll put Nakano in charge when I leave. He's only been here a month, and he's still full of hope. All the better. By now, if I did find something alive down there, I'd probably shoot it for taking so long to be found.

Before I leave, I think I'm going to slip a tentacle or something into Nakano's next ice core. Keep him on his toes. Yeah. That'll feel really good.

— Source: audio file, personal journal, Dr. Erika Bearkiller, Europa Research Camp #4, November 29, 2210

CALLISTO ◇

Well, for a first assignment, this isn't bad at all.

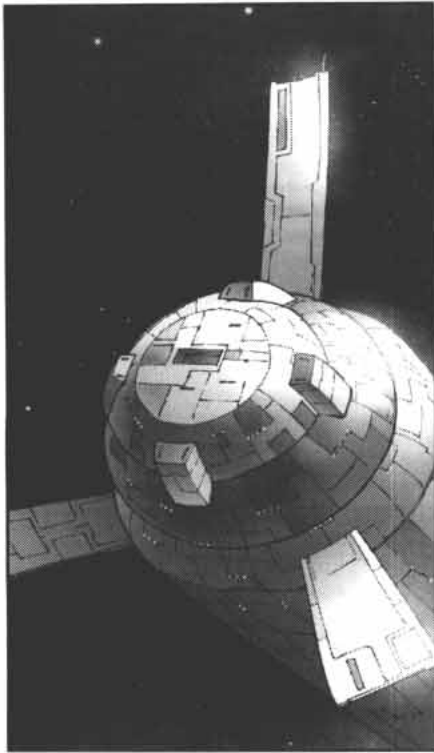
The IGS crew here is really laid back. Denato, the team leader, came in while I was using the big telescope to observe the Godsfire on shakedown, and he didn't even blink. Since he didn't care, I just kept on looking. The Godsfire seems to be doing okay, but she might be having a bit of trouble with the new rotating habitat sections. I'll keep an eye on it. This field work stuff is really cool. The IGS base is small, but it's really cozy, and there's only twelve of us here, anyway.

— Source: audio file, status report, Centerpoint Field Operative SR20, May 8, 2211

Operative SR20 should be reassigned back home as soon as possible. When I caught the operative using the telescope to complete his observation assignment, he didn't even bother to hide what he was doing. Such laxity is unacceptable. Please stop sending me ex-analysts with insufficient field experience. Please remember that this station does, in fact, have a legitimate IGS function, and that there are bona fide IGS personnel in residence. It would be very inconvenient if the IGS personnel found out about us. This is as close to free information this agency's ever going to get, so don't throw it away by assigning amateurs.

— Source: coded transmission, order request, Centerpoint Field Operative KN35, May 9, 2211

▼ 3 HEOROT



Whereas Elysée was simply renovated when its age began to show, Newhome Station was abandoned entirely. In 2101, to celebrate the beginning of a new era of prosperity for Newhome, the administrative capital was moved to a new station, named Heorot. Newhome Station was redesignated as a residential colony, with little to offer but living space for Newhome's still-burgeoning population.

Heorot maintained a decidedly functional appearance until the creation of the Confederation. At that point, in conjunction with Elysée's overhaul, came a similar alteration in aesthetics. Heorot's buildings were renovated, and public areas were rebuilt to improve their appearance. The final effect made use of Asian architectural styles to add both beauty and distinctiveness.

Today, Heorot is the diplomatic and tourism gateway to the rest of Newhome. Extensive additions to the primary spaceport have made it only second to Priam's in terms of capacity, and there can be no argument that Heorot's port looks better. Due to the reduced importance of state-level government in the Confederation, Heorot's importance to Newhome is mainly symbolic. However, Heorot still maintains a thriving business life. Since Joshua's Station is, essentially, half a solar system away, a great deal of trade, both legal and otherwise, passes through Heorot. Security and restrictions are much tighter in Heorot than in Joshua's Station, though, so Heorot remains a very safe city for visiting civilians.

★ FEATURES

The main campus of the Jovian Natural and Physical Sciences Institute is located in Heorot. This school and research center is the premier establishment of its kind in the Confederation. It was located in Khannan until 2275, when the decommissioning of Khannan's original Vivarium cylinder forced the Institute to find a temporary resting place. For obscure reasons, the Institute was permanently moved to Heorot. **[Note: it is this agency's analysis that the Institute's move had to do with a falling-out between the Institute's research departments and the JIS' Hephaestus division. The Institute currently serves as a contract research facility for Dzechek Cosmoves and Jovian Optics, and no longer appears to have any contact with the JIS.]**

Council Chair Yanosz Smirnoff is a popular public figure in Heorot. Unlike most Olympian officials, Smirnoff makes it a point to do much of his work out in the open, often in parks or gardens. He usually sets aside a few minutes of each day to walk around and greet visitors or newcomers to Heorot.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

Heorot, like most colonies in Newhome, lacks an ESWAT unit. In the few cases of crimes involving exo-vehicles, the military has been summoned to assist, usually with disastrous results. For that matter, Heorot's military assets are also unusually sparse, comprising only a few exo-armors on permanent assignment.

Heorot's State Administration Center is, however, well-protected by a comprehensive suite of electronic monitoring devices, and the remainder of the station is similarly outfitted. Of especial note are the colony's parks and gardens, all of which conceal a truly impressive number of cameras, IR detectors and other monitors. Smirnoff is not as dumb as he looks. Heorot's Colony Security Department maintains a large force of patrolling police officers, as well as an unusually large corps of individuals who maintain and monitor the colony's electronic security systems.

The centralized location for control of the station's electronic security is on the first and second floors of the State Administration Center, in the middle of the building. However, it has been reasoned that several auxiliary substations must exist elsewhere in the station. These substations should be able to be used to maintain security in the event of a shutdown at the central control node, and might also be used to gain surreptitious control of individual elements.

— Source: audio file, initial entry briefing, Centerpoint Field Operative SM37, July 2207

7 PRIAM ▼

Priam (so named because of the asteroid that supplied most of the material used in its construction) is the largest industrial center in Newhome. Although it supports only 3.5 million inhabitants, Priam is larger than Joshua's Station, and contains huge storage areas, docking facilities and manufacturing centers. Bustling and businesslike, Priam is not a destination for the casual vacationer.

Priam, like most early Newhome colonies, spent most of its early existence as a giant refugee camp. Before the station was even completed, some ten million people crowded its interior, taxing the environmental systems to their limit. Even after Alfred Decker's historic mission of mercy, the squalid conditions would still remain for several years, as new colonies were slowly constructed. Although Priam is now a wealthy and relatively pleasant to live in, harsh memories still linger.

There are dozens of Exodus Monuments throughout Newhome, each one engraved with the names of those who lost their lives in the years during and after the Exodus from Earth. Priam's monument, however, is of especial note. Whereas most colonies use gardens or sculpture to commemorate Newhome's past, Priam's Exodus monument is its entire Commerce Center building. The building was originally used as a makeshift hospital in the middle years of the Exodus, when overloading of the colony's atmosphere-maintenance apparatus created a very real necessity for enclosed shelter. No firm records exist of how many people passed through its doors, but archival vidfiles and photographs show wards packed wall to wall with those who fell ill from the rampant vermin infestation carried on some of the Exodus ships.

The rats were gradually wiped out over the years, and the ready availability of medical supplies after Decker's first visit helped to end the epidemics. The hospital became a simple shelter. When, years later, five million people were able to leave Priam for new colonies, it was decided that the great edifice would become a place where nearly every visitor to Priam would have to pass through, so that no one would be able to forget the past. The old hospital wards are now expensively-decorated boardrooms and offices, but the corridors are lined with images and stories of the Exodus, serving as a constant reminder to Priam's business community that money can't buy everything.

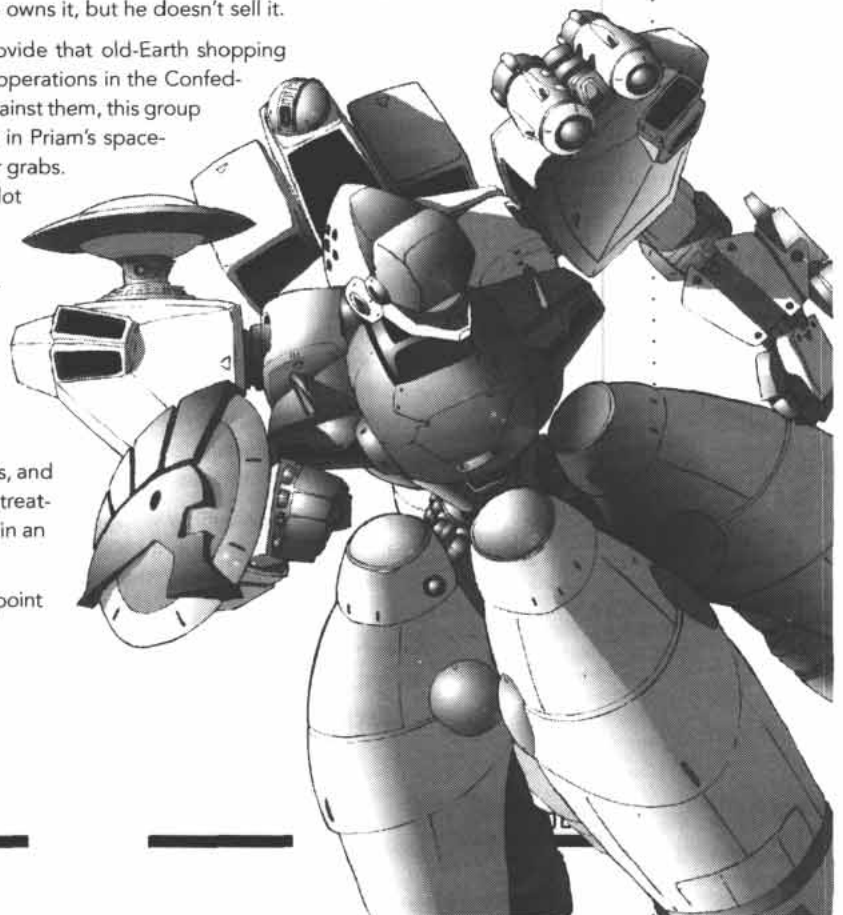
— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

Priam doesn't really have an equivalent to Joshua's Station's Cluster. Here, the trash is spread all over. Of some note, however, is Josephizar's Bazaar, located in Beta Six. It's an electronics warehouse, with a retail office out front. Very clean looking, very family-friendly. It's an obvious cover for the sale of illegal computer components, which is why Joey doesn't deal in that stuff. He owns it, but he doesn't sell it.

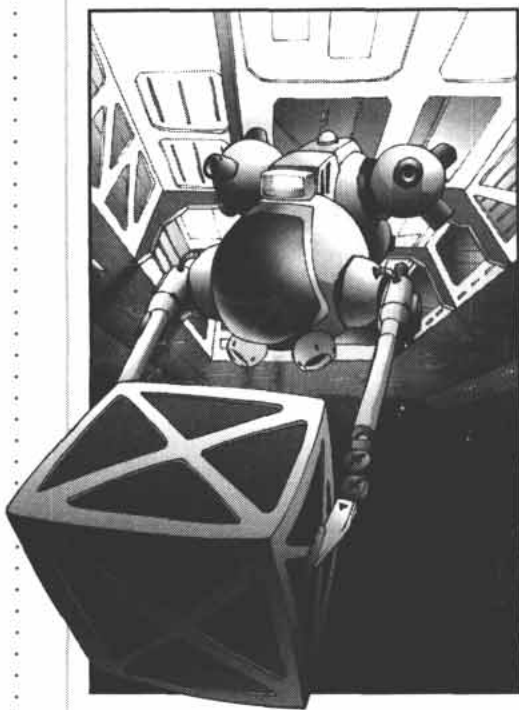
All those pimply-faced stockboys Joey keeps around to provide that old-Earth shopping atmosphere constitute one of the biggest information-theft operations in the Confederation. With not one shred of firm evidence ever gathered against them, this group has broken into the computers of hundreds of visiting ships in Priam's spaceport. Whatever interesting informational tidbits are put up for grabs. Every time a ship leaves for Joshua's Station, Joey makes a lot of transmissions to the Cluster. Joey and his gang are as much a security risk to us as they are to the Confederation, but we might still be able to make use of them, with or without their consent.

Priam police won't touch them. It's an unspoken deal. Joey won't backstab anyone on Priam, but he's happy to provide services to other colonies' security departments to help them with their problems. In return, the Priam police department gets additional "funding allocations" from other officials, and Joey doesn't have to spend a few years strapped to a rehab treatment table. It's all to everyone's benefit. Paradise is an island in an ocean of offal.

— Source: audio transcript, resource utilization update, Centerpoint Field Operative KL76, October 9, 2210



◇ MAELSTROM ELECTRONICS



The Newhome branch of the Olympus-based multinational Maelstrom Electronics Corporation was, at the turn of the century, a small office whose major duties consisted of coordinating the distribution of Maelstrom products in Newhome. Up to that point, Maelstrom was primarily involved in screen generators and consumer electronic devices, with no heavy machinery experience to speak of. In 2200, however, Maelstrom's Jupiter division purchased the foundering D-3 Actuator Company, a Priam-based producer of small industrial exo-suits known as Deckers. D-3's owner, Raul Zapata, had conceived of a new exo-suit design that he wished to market to the military, but he required significant corporate backing. Despite the massive odds against, Maelstrom CEO Manfred Zimble decided to gamble in Zapata's favor.

Two years later, the gamble paid off. The demonstration of the new Decker in 2202 was received with incredulity. It was inexpensive, easily maintained, comfortable and childishly simple to pilot. The military ordered several platoons' worth, and dozens of civilian companies also made requests for a civilian version. Today, the Decker has all but replaced JAW's numerous specialized exo-suit designs in the Confederation, and Raul Zapata is head of Maelstrom's Priam Decker manufacturing facility.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

◇ DZECHek COSMOVES

Dzechek Cosmoves has traditionally limited itself to building commercial shuttles and workpods. Its handling of the Hector exo-armor contract was unexpected. They're reaping quite a profit, and there's talk of the military offering more contracts to Dzechek. Odd thing is, security is awfully tight around the manufacturing facilities, considering that all they're supposed to be doing in there is producing a refit of a nearly-outdated exo. Haller-Dzechek comes around every once in a while for a drink. I'll have to talk to him.

— Source: audio transcript, status report, Centerpoint Field Operative KL76, February 12, 2211

Dad [Theodore Haller-Dzechek, current CEO] is happy about the good business, but dealing with the JAF and security-check procedures has left him fairly edgy. His employees are beginning to feel the stress, and that just makes it even worse for him. The end result is that he's starting to talk a lot at home and the pub, about things that should stay secure. Therese, one of the pub workers, has been paying a lot of attention to him lately; I think we may have found our SolaPol observer. I'll pay her a little visit after school next week.

— Source: intercepted transmission from suspected Atropos operative, February 15, 2211

◇ JOVIAN OPTICS

I can't think of a more imposing sight than to walk through one of our warehouses. Row upon row of exo-armor-sized rifles, each one capable of vaporizing a human on nothing more than a standby charge. The packing crews like to stick their heads in the barrels, just to do it. The little stuff's fun, too. I hear that Joshua's Station's carry-concealed laws now include, with proper registration, of course, laser weapons hidden in pendants, earrings and headpieces. Of course, none of that's legal here on Priam. Really.

Our office here is primarily a storage facility. We do a little manufacturing, but mostly it's just final assembly of parts sent from Olympus. It means that most of the stuff in here is ready to use. Plug in a power source, and brighten someone's day. That's why there's all the security.

Of course we're not just a weapons contractor. There are some telescopes and medical fizzbins over there somewhere. We'd move more of that stuff if there was demand, but frankly, most of the order pads around here are signed by people wearing JAF uniforms.

— Source: recorded conversation, Jovian Optics warehouse director, November 2210

28 GAP ▼

Gap is the only Jovian colony cylinder whose primary source of income is tourism. Built at the tail end of the Exodus, Gap was both a residential colony and a business venture by the newly-wealthy mining tycoon Pen-Yu Chiang. Chiang quickly realized that Newhome would always be crowded and businesslike, even on the more spacious new colonies. She conceived of a colony concept similar to that of an industrial colony, but where the space normally devoted to manufacturing and storage would instead be used to entertain guests to the colony.

The actual residents of Gap live in a crowded urbanized zone known collectively as Hotel Chiang. The homes here are opulent and expensive, but are also claustrophobically small, even by Jovian standards. Chiang's own quarters were in this area, and are still in use by her descendants.

The rest of Gap was engineered into a sybaritic paradise. Of great emphasis is open space; even in agrarian colonies, there is seldom very much area that someone from Earth would consider "airy." In Gap, an oversized water-processing plant services a massive lake that supports scuba diving and motor-boating; it has the dubious distinction of being one of the few places in the Confederation where it is possible to drown. Sweeping plains and forests allow hiking or cross-country skiing, on various days of the week, and two artificial mountains support a variety of unique sports, most of them having to do with the fact that the mountains' peaks are in near-zero-gravity.



ACCOMODATIONS ◇

On a less pastoral level, Gap also contains state-of-the-art virtual entertainment centers, casinos, wildlife parks, sports arenas and theaters. Most conducive to Gap's famed atmosphere is the fact that none of the Confederation's usual bustle is visible here; by conscious design, all colony-related business activities are kept carefully out of sight, providing the comforting illusion that everything has been taken care of. Visitors to Gap can stay in a variety of environments, from spacious hotel rooms to woodland tents.

Regular shuttle tours take people out to see the Hektor Gap. 624 Hektor is a dual-asteroid system, comprised of two asteroids roughly two hundred kilometers in diameter, orbiting right against the other. The sight of a vast terrestrial expanse hanging a kilometer or two above one's head is said to be life-changing, for those who can muster up the bravery to take the walking tour. Few actually go through with it.

Gap is the preferred vacation spot for most Jovian businesspeople and government officials; the amount of money brought into the colony by these individuals is enough to keep Gap very wealthy indeed. One can see Agora Councilors or governors napping peacefully in the woods or passing time swimming in the lake.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

SHADOW IN PARADISE ★

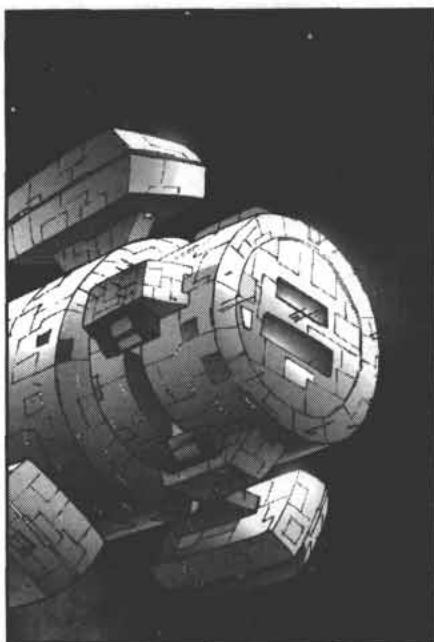
This place is paradise. Absolutely gorgeous. Yesterday, I saw Clotho Branch Director Rowena Doverspike on a beach, in a bikini, getting a tan. No escort, no monitors, nothing. I could have walked right up and blown her head off with a gyro, and nobody would have heard. Beautiful. I spotted the quarry again today. He's being shadowed by at least two other agencies. Bloody party, this is. If you want me to take him out, this is the place. Multiple escape routes, lax security, and total complacency on the part of the target. He won't even know he's dead.

— Source: coded report, Centerpoint Recycling Bin ZN12, January 2, 2211

[**Note:** this resource was recycled within three minutes of transmitting this report. Resources of this type will no longer be deployed in this area without further preliminary observation; evidence suggests that JIS and foreign recycling-tasked resources in this area are extremely numerous.]

HISTORICAL FACTS

▼ 1 VANGUARD MOUNTAIN



The "mountain" in Vanguard Mountain refers to the asteroid through which the colony cylinder is constructed. Vanguard Mountain started out as a small mining outpost tethered to the unnamed asteroid, but when both population expansion and richer territories presented themselves, the inhabitants began filling out the interior of the asteroid, spinning the entire rock to provide gravity. Over the next decade, a full Vivarium-style colony cylinder developed out of the expanding habitat sections, each end jutting out of the now much-lightened asteroid.

Even though the entire station is one giant kludge, its primary habitation levels (atop all the old levels and tunnels) are well laid-out and effectively beautified. The old asteroid still remains as a natural sheath for the colony; the rock is so intertwined with the colony's structure that any further stripping of the asteroid would cause structural difficulties.

Vanguard Mountain continues to serve as its state's capital, despite its age. The people of Vanguard Mountain take pride in their home's visible heritage, and have categorically refused to "upgrade" to a newer station, as Newhome has done. In addition, no perceivable efforts are being made to bring any level of sense to the colony, much to the chagrin of many a visitor.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

◇ STRUCTURE

The colony structure within the asteroid is extremely confusing. The levels at which the old habitat sections join up with each other vary and overlap, and all the habitat sections are crisscrossed with old service tunnels that lead deep into the rock of the asteroid, meandering around aimlessly or intersecting at seemingly nonsensical locations. Even lifetime residents of Vanguard Mountain can get lost in the tunnels; the few accurate maps that exist are mind-bendingly difficult to read, and a popular children's pastime involves switching around the various signs and landmarks present in the labyrinth.

The overlapping habitat levels are, unlike the tunnels, still inhabited and used for day-to-day business. Ceiling height ranges from barely two meters to ten meters, and sudden wind gusts and freak microclimates are regular occurrences. Newcomers should find a good map and keep a close eye on it.

◇ FLUID RESOURCES

Ten years ago, the Jovian Office for Energy Management Studies was moved to Vanguard Mountain from Triumph in Olympus. On Triumph, the Office employed about twenty individuals, who worked extremely long hours, receiving catered meals and other amenities. Very little came out of the office, and the only thing that seemed to go in was an inordinate amount of power from the station's primary grid.

Things haven't changed much since their move. Same work schedule, same work force, same periodic power draw. Even the caterers are from the same company.

We figure they're a think tank, but we haven't been able to figure out what they're thinking about. Nobody except the team members enters or leaves, and their facility is a shielded rock. The JIS has a record of their arrival and of certain renovations made to the facility, but otherwise, they're strangely silent about these guys.

Say, didn't Olympus also move a bunch of braintrusts out to Newhome back in the seventies?

— Source: audio transcript, observation report, Centerpoint Field Operative KP11, December 12, 2209

NAKASU FUSION ◇

Founded in 2009 by industrialist Ohiro Nakasu, Nakasu Fusion Corporation was one of the primary manufacturers of fusion powerplants on pre-Fall Earth. During the Fall, Nakasu attempted to survive on Earth, but was unable to maintain viability in the face of collapsing government control on the planet. The board of director emigrated to the Orbitals. In 2106, Jiro Nakasu, his family and his company's primary engineering teams became the first known escapees from the Orbitals to the Jovian system, arriving in Vanguard Mountain in mid-2107. As expected, Jiro brought news that the Orbitals were still unwilling to entertain contact with outsiders. However, the expatriates were welcomed into the Jovian fold.

Having lost his entire company's assets back in the inner solar system, Jiro set about rebuilding Nakasu Fusion as a Jovian company. Within four years, he and his engineers began production of an efficient new type of fusion powerplant, which gained immediate popularity in the construction boom surrounding the formation of the Confederation. Today, Nakasu Fusion, from its headquarters complex in Vanguard Mountain, is responsible for the powerplants installed in more than half of the Confederation's military exo-armors and warships.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

THE TUNNELS ◇

Well, it's good to be home. I remember playing in these tunnels as a kid. They're still pressurized because a lot of them are still in service as sewers or power conduits, and because certain elements on this station keep opening them back up when they get sealed. There are a lot of politics and criminal elements involved in the continued active status of the tunnels, and frankly, it's probably too much trouble by now to deal with them permanently. Might as well just build a whole new colony.

The same goes for all those overlapping levels up above. Lots of people live in the Layers, and it's perfectly safe. It's just easy to hide in, too. The Cluster in Joshua's Station gets a lot of press because it's flashy and glitzy, but the Layers win the award for being the best bolt-hole in the Confederation.

Because the distance between each Layer and the next is variable, most newcomers are easily disoriented. It doesn't help that lots of the buildings actually span several Layers; in some cases, one part of a building will go through a different number of Layers than another part. Natives can use the ceiling height to help get their bearings, but even those fancy guide computers they have at the VM Tourist Bureau can run into trouble in here. Those glorified pocket compasses go catatonic whenever they're presented with an undocumented change in the Layers' structure.

The Layers are under the primary hab levels of every plate between segments five through eight. They're huge, but only some parts are inhabited at any given time. The colony government is actually pretty effective at keeping tabs on all the people living down there, but they can't see everywhere at once.

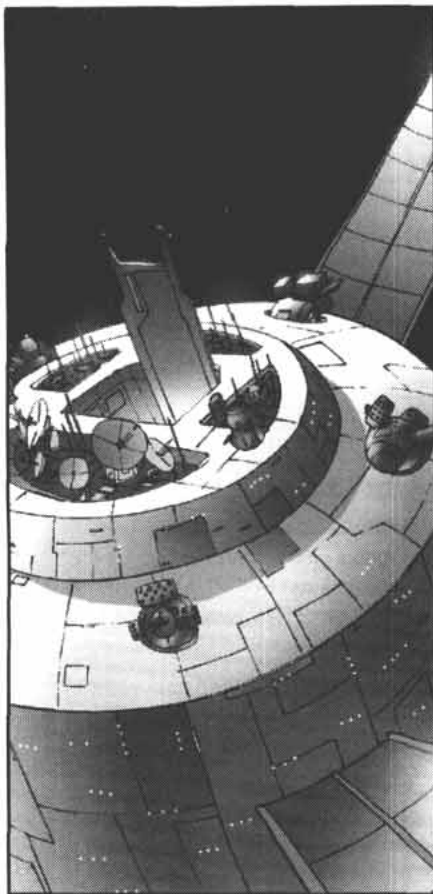
The JIS runs a lot of its Vanguard Mountain resources out of the Layers. A lot of foreign agencies do the same thing, and have been doing so for decades. I remember witnessing a firefight down in one of the tunnels when I was younger, a fight that ended up with both sides getting totally lost. Morons.

Above the Layers, life looks pretty much like it does in the rest of the Confederation. However, as far as state officials go, it's a security hellhole. The Layers allow fast movement between areas of the colony, with relatively low visibility, and any sort of clandestine device can be hidden just underneath the top level. Most of the time, the really important people travel by air, even though the weather patterns here usually mean that aircraft barf bags don't go unused.

Okay, enough chatter. There's a place in the tunnels that's ideal for setting up a camp and staging point. I don't think anyone's tried to seal it up recently. I suppose it's possible someone might already be using it for just that. I'm sure that at least one of the kids I grew up with would have ended up with the JIS. Oh, well. If we find someone there, we can simply... vacate them.

— Source: audio transcript, arrival briefing, Centerpoint Field Operative KL23, March 17, 2211

▼ 34 GEIERSBURG



If one counts the forty-kilometer-diameter asteroid shell tethered to the main Vivarium cylinder, Geiersburg is the largest colony in the Confederation. Geiersburg was named by its architect, Sabine Uerlig, who envisioned "a vast fortress in which the killing birds of the Confederation nest after the feast." The main docking facility for Alpha Division is carved out of the asteroid's interior, creating a huge internal bowl to which the naval base's slips, docks and buildings have been anchored. Alpha Division also uses part of the asteroid as a training facility.

The Geiersburg asteroid is linked to the colony cylinder with tethers. Swarms of automated shuttles move people and equipment back and forth between the two facilities. Very few people actually live in the asteroid; most personnel commute between the rock and the cylinder. In addition to the numerous intercolony shuttle docks, the colony cylinder has spaceports at both ends, each of which is equipped to deal with military vessels.

Life on Geiersburg is strictly regimented, even though most of the station's three million inhabitants are civilians. Unlike most of the rest of the Confederation, protocol and public comportment are a matter of law here. Despite complaints, the bottom line is that Geiersburg is, in its entirety, a military installation.

This does not mean, however, that it is an unpleasant place to visit. Most every soldier or citizen will be visibly pleased to offer assistance, suggestions or simply friendly conversation. In addition, Geiersburg's arts scene is one of the most well-respected in the Confederation, with several top-flight galleries and performance companies.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

★ NEW LEADERSHIP

Admiral Lucrezia Leung was announced today as the new military governor of Geiersburg. Her predecessor, Admiral Calia Hartze, has resigned completely from the JAF following some very hushed-up allegations. Public news says Hartze is taking a long vacation in Newhome. I know for a fact she's still in Vanguard Mountain, but it's not exactly a vacation. Bright lights and a lot of lying down are involved, though. Gives me chills. Alpha Division, and Vanguard Mountain in general, are keeping this really quiet. I guess after Thorsen, another wacko flag officer would be too much of a morale hit.

I'd been monitoring Admiral Hartze's communications with a certain pilot's mate working the colony-base shuttle run. There were several suspicious incidents, which Analysis and Records was kind enough to correlate with a number of insystem data raids and some odd CEGA fleet movements. I guess Hartze's current keepers will find out exactly what she was trying to do. All I could be sure of was that she was dropping information through our little leaky faucet.

I let our leak run free for a while, and prepared a datafile for transmission to the local Skuld thumb-twiddlers detailing Hartze's latest hobby.

The thing is, I didn't actually get the chance. Someone else beat me to it. Apparently, two Geiersburg Internal Investigations officers received an anonymous tip concerning Hartze's next rendezvous. They went, recorded the whole exchange, and then dragged Hartze off kicking and screaming. I'm happy that I got saved some work and trouble, but I'm really wondering who sent that tip. Sometimes I get the feeling that someone's looking through my eyes.

Oh, by the way. Our little pilot's mate? He's not leaking anymore. Problem solved, and I'm coming home.

— Source: audio transcript, project update, Centerpoint Field Operative SC83, April 1, 2211

5.5

HISTORICAL FACTS

0045

Jovians tend to spend little time at home. An average Jovian workday begins in the morning with a ride to work, where breakfast is eaten with coworkers. Lunch is similarly eaten away from home, often at one of the many public parks or sidewalk restaurants in the colony. After work (assuming one does not stay late to get more work done), a particular area of the station is agreed upon by a group of friends or coworkers and journeyed to by public transit. Dinner is eaten, if possible at a restaurant that has not been visited before or at least not visited for some time.

Movies, sporting events, walks in parks and any number of other activities are used to fill out the evening. Many Jovians belong to clubs of one sort or another, which meet in reserved public buildings once or more a week to engage in an activity of common interest. Only when a person is tired and ready to sleep is returning home considered an option. Jovians with children often make a side trip to pick up their children and bring them along on the evening's excursion, although older and more independent children are often allowed to travel around the station on their own or with their own friends.

It is quite common for Jovians to change living quarters regularly. Since personal possessions are necessarily few and compact, moving is not a difficult prospect. Jovian citizens are reassigned to new quarters upon marriage, childbirth, commencement of a relationship and sometimes just because they want a different view. A pleasant side effect of all this shifting around is that most Jovians come to know and befriend a very large number of people from all over their home station.

To help reduce the crowded environment on the stations, most Jovian cylinders operate on six-hour shifts, with one shift of "daylight" alternating with shifts of "night." Four shifts make up a twenty-four-hour "day," which is correlated roughly with Earth time. This arrangement allows a constant level of activity to be maintained; as any given portion of a cylinder's population is heading home to go to sleep, another portion is waking up. A person's sleep-wake cycle is thus not necessarily defined by light or darkness. Jovians do get used to certain cycles, though; as a result, the words "dawn" and "dusk" mean different things and different times to various Jovians.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

◆ HOLIDAYS

The Jovians celebrate a number of holidays during the year, some of them related only to their home stations. The following holidays, however, are celebrated across the Confederation.

January 21, Newhome Independence Day: this is a public holiday in Newhome that also doubles as a memorial celebration for the victims of the Exodus. Religious services are commonly held, as are family gatherings centered around symbolic gifts and simple foodstuffs.

March 7, Decker's Day: a Confederation-wide holiday with different connotations in each state. Newhome celebrates Decker's arrival. Olympus commemorates its role in creating Jovian unity. Vanguard Mountain usually holds a token celebration for appearance's sake.

August 30, Inception Day: this is a Confederation-wide seven-day celebration beginning on August 30. Business is conducted as usual, but in a more relaxed fashion. Fireworks and huge celebratory festivals are common.

September 13, Vanguard Mountain Independence Day: celebrated by Vanguard Mountain as the birth of a new nation. Traditionally, children create self-managed projects, including parades, ornaments and media presentations. A statewide cleanup days follows forty-eight hours later.

November 15, Elisabeth Bisset's Birthday: a solemn holiday observed by every Jovian colony. In addition to readings and public performances, new works of art are showcased across the Confederation. The Vanguard Mountain celebration is somewhat more rambunctious, and involves public parties centered on the many statues of Bisset in and around that state.

December 25, Xmas: primarily a corporate holdover, Xmas is a commercial and government holiday, celebrated as an opportunity to exchange gifts and hold large year-end company parties. This holiday still has religious significance on Earth, but is generally not perceived as such in the Confederation.

December 25, Olympus Independence Day: in Olympus, the state independence day coincides with Xmas, but has little additional fanfare associated with it.

FOOD ▼

Most Jovians grow up with synthetic foods, learning from birth to enjoy the vat-grown products that people hailing from terrestrial worlds find bland and distasteful. The synthetics are compact, inexpensive and healthy, though, traits which suit the Jovians' busy and cramped day-to-day lifestyle. Synthetic food bars, soups, drinks and even full-course dinners make up the majority of an average Jovian's diet.

The Confederation is not without "natural" food products, however. Most stations have hydroponics areas, where fruits and vegetables are grown for consumption. Most Jovians do not buy these items in bulk nor do they store them at home. Rather, they tend to purchase them singly as a snack or order them expertly prepared in restaurants. Apples are quite popular among Jovian office workers, and most cafeterias will sell the fruits alongside cheaper synthetic lunch foods.

The consumption of meat is considered a horrific waste of resources in most of the Confederation. The amount of plant material required to raise a single food animal is enough to feed several humans; thus, even though there is no law proscribing meat-eating, there is not a single cattle farm in the entire Jovian Confederation. One example of the gap between rich and working-class Jovians is the ability of wealthy individuals to pay exorbitant sums of money to have fish, steaks and other meats shipped from Earth for their consumption. This is mostly a gesture of wealth; few people raised in Jovian society find meat to be even digestible, much less tasty.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

HEALTH ▼

The average Jovian lifespan is eighty standard years for males and eighty-two years for females. Despite great advances in medical technology and knowledge, the hostile environment of Jupiter often causes deadly radiation sickness, especially in older, weaker individuals, resulting in an upper limit of age. Accidents in one's prime are also reasonably common, bringing down the average even further. Lifespans in the Trojan States are somewhat higher (eighty-four years for males, eighty-five for females) due to their relatively low radiation levels. Life is still harsh, however, so the increase is not a drastic one. By comparison, lifespans on the Orbitals around Earth average out at approximately one hundred four years, according to a recent study (only made possible by the dying-off of the second large generation of Orbital-born humans).

The typical Jovian retirement age is sixty, although many individuals choose to work longer. Retired citizens are generally treated with respect by their fellow Jovians, and are eligible for multiple perks and discounts from many businesses and facilities. Most individuals stay in their assigned quarters for the remainder of their lives, cared for by their neighbors, family and friends, although a significant number also choose to move to other colonies. Specialized homes for the elderly are unheard of in the Confederation and would be deemed an unnecessary waste of space.

In terms of medicine, the treatment of age-related diseases is clearly of secondary priority to the Jovian medical establishment, based on this department's analysis of funding records, hospital inpatient throughput and personal statements made by Jovian medical personnel. Nonetheless, the vast resources available to the Confederation even at this level result in a superior level of maintenance and comfort-of-life care. While this does not solve any of the age-related problems unique to the Confederation (most notably a set of syndromes related to reduced efficacy of natural cellular DNA-repair systems), it does help to keep the average Jovian lifespan from dropping any further.

Culturally, the retired elderly of the Jovian Confederation are well-regarded by society out of respect for their hard work in the past, but they are also expected to stay out of the way of younger, more capable citizens. As a result of this treatment, many Jovian senior citizens feel like they are useless to society, obsolete and rejected. Many are willing to go to extreme lengths to be noticed, and are thus vulnerable to psychological manipulation. Awareness should be maintained, however; elderly Jovians are still, on average, extremely intelligent and perceptive, emotional instability aside.

A thriving subclass of the Jovians' massive psychiatric establishment is dedicated to finding occupations and pastimes for the elderly while simultaneously counseling them. Nonetheless, the suicide rate among Jovians above the age of sixty has been steadily rising for the past century, concurrent with increases in total population. The figure is not publicized, nor do family members discuss such events.

— Source: text report, cultural evaluation, Centerpoint Analysis and Records, January 2210



▼ MORALITY

Look, I don't know about some of the other kids, but I sure as [deleted] know what's right and wrong. Wrong is doing stupid stuff that hurts yourself or others. Right is giving other people a choice about doing stupid stuff. That's pretty much the way it reads in the Articles, isn't it? Well, close enough, anyway. I'm a biologist, not a [deleted] historian. My way sounds better.

I mean, look at the pharmaceutical regs. Anybody can get hopped up on anything they want to. I read that on Mars, in the Federation, possession of restricted hallucinogens carries mandatory corporal punishment. That's [deleted]. Around here, people who do use that [deleted] are really careful. It's not illegal on its own, but in combination with any other offense at all, it's a long stay in the happy room. Anyway, it's not like it's all that common. Life out here's dangerous enough as it is, you know? The only reason you'd really want to go nuts on substances is to commit suicide.

Hmm. Suicide. Yeah, I guess we've got a lot of psychos here. Stress makes 'em wacky, you know? Sometimes they OD and die quietly. Others, they find a gun, walk into a crowded street and pull a Kleb. As usual, the law makes sense. If you really want to kill yourself, do it politely. Make a big fuss, and the happy room folks will make sure you live to regret it.

Age of consent? Yeah, I guess sixteen's about right. A lot of people are piloting commercial spaceships and getting jobs by then, so what's wrong with a little [deleted]? Some JAF cadets are younger than that. By that age, most people, at least here, are smart enough to get what they want, anyway.

Yeah, of course I know what a [deleted] prostitute is. No, it's not [deleted] exploitation, any more than exo-ball is. It's business and stress relief. Some people knit. Others [deleted]. If it were illegal, we'd just go somewhere where it's not. That's what Federationers do. It's why we get so many of them here, along with all those other insystem types. It's just not a major concern, not when we've all got more important stuff to worry about.

Anyway, next week, I turn sixteen, and I've been saving credits for a long time.

— Source: audio transcript, Joshua's Station Daily News, Lifestyle section, March 30, 2211

▼ RELIGION

Much of the ostentation of old Earth religions has died out in the face of life around Jupiter. Organized religions have adapted to the cramped life in the Jovian colonies by holding services and meetings in parks or other large general-purpose public spaces.

Most colonies also have a number of undecorated rooms set aside for use as chapels or temples by any registered faith. Some of the most popular "chapels" are located in Olympus, where services are often held in observation decks on the ends of colony cylinders. Attendees can relax in microgravity and gaze upon the vast sphere of Father floating in the darkness. There are perpetual scheduling conflicts between officials from various faiths who wish to use the observatories.

Although the Confederation has no official state religion, its people are nonetheless intensely spiritual, without necessarily adhering to any one religion. Many Jovians will claim loyalty to one faith or another, but an equal number will freely quote from a number of holy texts, taking elements of personal preference from several different religions.

Atheism and agnosticism are extremely rare in the Confederation. The abundance of faith likely has much to do with the fact that, even after two centuries, there are still many mysteries and unexplained occurrences in the outer solar system. Most Olympians regard the planet Jupiter as something of a deity, although very few will admit to it. Terms like "Father Jupiter" are commonly used in Olympus, as are references to Jupiter's emotions or will in the case of environmental catastrophes and space-related accidents.

It is important to note that this perception has no organized outlet, and coexists quite comfortably with every other faith in the Confederation. Olympians have, over the decades, simply come to view the Jovian subsystem as a living, active being under whose sanction the Confederation is allowed to exist.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

THE HANSON CIRCUIT ▼

In 2115, Yvonne Hanson, an Elysean scientist, presented a daring proposal to the newly-convened Agora. After several months of heated debate, the Jovian Confederation Inter-State Transit Project was begun on April 15, 2115, and ended ten years later. The finished work remains in perfect working condition today, and is widely regarded as one of the most awesome manmade constructions in human history.

Now called the Hanson Circuit after its creator, the transit system is comprised of over a hundred computer-controlled booster sleds, each over two kilometers long. Starting from colossal space-based booster stables near Callisto, the booster sleds make their way in two continuous circles, one in each direction, around the orbit of Jupiter, taking over six years to complete each circuit. At each Trojan State, small ships and specialized sled-liners latch on to the boosters and ride them to the neighboring state. The Hanson Circuit's Newhome and Vanguard Mountain routes are called the Trojan and Greek Trails, respectively, after the old Earth names for the Trojan Asteroids.

The booster stables are the only point in the Hanson Circuit where the booster sleds come to a complete stop relative to the Confederation. In these gigantic facilities, the booster sleds are refueled, repaired and refurbished after each trip around Jupiter's orbit. After preparation, a sled is moved into place at one end of a two-hundred-kilometer-long massdriver. Called "the Hammers of Zeus," these huge structures are powered by hundreds of large fusion reactors and are designed specifically for use by the 200-meter-wide sleds. There has been not a single launch accident in over two thousand launches.



THE JOURNEY A

A booster sled can carry over one thousand passengers at maximum capacity. Acceleration by the Hammers of Zeus is actually rather leisurely, maxing out at around 3 gees. For the first part of its journey, a sled will use a portion of its fuel to accelerate steadily toward its target Trojan State. Approximately two months later, the booster arrives at its destination, still moving at high relative velocity. The sled-liners drop off and use their own propellant to decelerate at a comfortable 1 gee, allowing the booster itself to continue on without slowing. Empty of passengers, the booster sled then drops into a low, faster orbit around the sun, nearer to the Belt, and spends the next several years slowly making its way around to the opposite Trojan State. During this time, the booster's course is monitored by telemetry from each Jovian State, with computer backups always at the ready.

When the booster sled reaches the opposite Trojan State, a new batch of sled-liners matches velocities and latches on for the final leg of the trip back to Olympus. At this point, a repair and control ship also attaches to the sled, bearing an expert crew that performs multiple checks on the sled, ensuring that it has survived its long trip intact and in working condition. Only after the crew has cleared the sled are passenger-bearing sled-liners allowed to dock. Occasional cancellations have occurred when the crews deemed the booster's condition doubtful; in these cases, the crews have always managed to bring the booster sleds safely back to Olympus. On the outskirts of Olympus, a small control ship (nicknamed the "tug") docks with the booster. The tug's crew guides the booster sled through a final decelerating slingshot around Jupiter's gargantuan mass. The booster sled uses the last of its fuel to dock in one of the two booster stables, where repair crews spend several months going over every square centimeter of the vehicle.

Traveling on the Hanson Circuit is much cheaper than using conventional ships for the entire journey. A single-person trip to a neighboring state in a hibernation module runs, on average, about 600 cr. Passengers who desire waking accommodations will pay up to a hundred times more, however.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

► ARTS AND MEDIA



In a nation with such vast artistic talent, gifted with both inspiration and the free time to, as it were, abuse the muse, I'm always appalled at the sort of raw meat that insists on sully my video screen every time I have the misfortune to accidentally say "power on" in the wrong direction.

Take *Heavenward*, for example. It's only been running for a month, and I've already learned to use it as a sleeping aid. The sad thing is, the story is almost impossible to screw up. As far as I'm concerned, the history of human spaceflight ought to be a holy book — but not if it's written like *Heavenward*. The characters are flatter than an apple at 200 gees, the sets were obviously auto-generated by computer with virtually no human input, and any barely-passing student of history can tell that two minutes can't go by in that show without some horrific anachronistic error stomping down your optic nerve. If that's not enough to make Elisabeth Bisset break wind in her urn, then her spirit ought to watch *Lisabeth*, that aspartamic collection of supposedly biographic encounters. If Bisset really did have that much sex, she would never have had time to actually do any writing.

I'm not alone in my opinion, either. The skin-flayingly atrocious quality of current vid programming is a common subject brought up in conversation wherever I go in this city. And yet, nobody's saying anything to the people who make the decisions. For a nation that just blew away a fleet of invaders, that's pathetic with or without an "a" in front. Communicate with your local video companies. Tell them that it's time they made the home vid screen into something besides a dartboard. Or, even better, forget the whole thing and find something else to do with your time.

— Source: text file, Joshua's Station daily News, Kiana Complains column, January 11, 2211

▼ VISUAL MEDIA

Although the Jovian Confederation is subject to the same passing fads as every society and many excellent works of art or literature are buried under the constant deluge of new material. Records and copies of every registered work in the history of the Confederation are carefully archived in multiple libraries around the Confederation and this vast collection is a far better window into the minds and souls of the Jovian citizenry than any of the tourist brochures or even faces on the street. Although the sheer volume of material renders any literary value virtually nonexistent (it is supremely unlikely for any piece of work to have been seen or read by more than a few thousand individuals), the archive's worth lies in its unabridged presentation of the hearts of the Jovian Confederation.

Most Jovian stations have space set aside for use as museums and art galleries. Despite the importance of the arts to most Jovians, the eternal problem of available space demands that these buildings be small and their collections compactly displayed. This characteristic is distinctly unpleasant to Jovian artists and museum workers, and is regarded with some contempt by other art communities in the solar system. Jovian art has attempted to compensate over the years, however, growing more appreciative of the beauty of small size and conciseness.

Recently gaining popularity is crystal-growth-induction art, by which increasingly tiny, complex and delicate structures are coaxed out of a single growing crystal using a molecular manipulation technique imported from Mars. Such pieces are often displayed alongside time-lapse videos of the growth process, showing the creation of the work from seeming nothingness. Jillan Greenwood's 2209 miniature of a whale skeleton is widely regarded as both a masterful technical achievement as well as an emotionally-charged work of art.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

AUDIO MEDIA ▼

Music in the Jovian Confederation is rather limited in scope compared to the rest of the solar system. Whereas the planet-based nations have explored new heights of sound and fury, the Confederation has, largely out of social consideration, developed a national taste for quiet, understated works of music. The crowded conditions and closely-packed living quarters have put natural restrictions on both loudness and tonal quality of certain instruments. Amplified music is virtually unheard of, and percussion instruments are regarded as both primitive and uncultured (although useful for occasional artistic expression in the correct setting).

This is not to say, however, that music is in any way unpopular. Each colony cylinder supports dozens of bands, ensembles and choirs, and usually at least one professional symphony. Many Jovians are at least familiar with a musical instrument, and ownership of small instruments is fairly common. In short, musical efforts in the Confederation, seem to be a microcosm of the nation as a whole; the struggle to survive overcomes all inconveniences.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

SYSINSTRUUM ▼

The solar-system-wide informational network known as the SysInstruum is dived into by millions of Jovians each day. While communication between the Jovian States or the inner and outer solar system is very rare due to expense and time lag, intra-state network activity is relatively easy to implement and allows users to exchange information via sight, sound and touch (through the use of virtual-reality suits and headsets). Interactive discussions, lectures, research projects and games are all everyday uses of the Confederation's three local SysInstruum areas. Much of the Jovian subculture that has sprung up over the last two decades in the SysInstruum is related (as one might expect) to the oceans of Earth, and psychological impression of being submerged in a vast, life-filled matrix.

Netzbanden activity is, by necessity, extremely localized in the Confederation. Long-range hack efforts are easy to spot, because of reduced traffic and increased security. As a result, most, if not all, of the extant Netzbanden in the Confederation are under at least periodic observation.

— Source: text report, departmental update, Special Investigations Bureau, December 2210

HOBBIES ▼

From the standpoint of many people in the inner solar system, the Jovians have too much time on their hands. Most Jovians engage in several pastimes, often becoming sufficiently skilled to be able to draw secondary income. The cause of this seemingly unfocused attitude is primary administrative, however. Given its vast size and dispersion, the Confederation is extremely difficult to effectively manage with regard to personnel issues. In many cases, high-level administrators simply do not have the time to reassign useful work to individuals who are experiencing a lull in the workday flow.

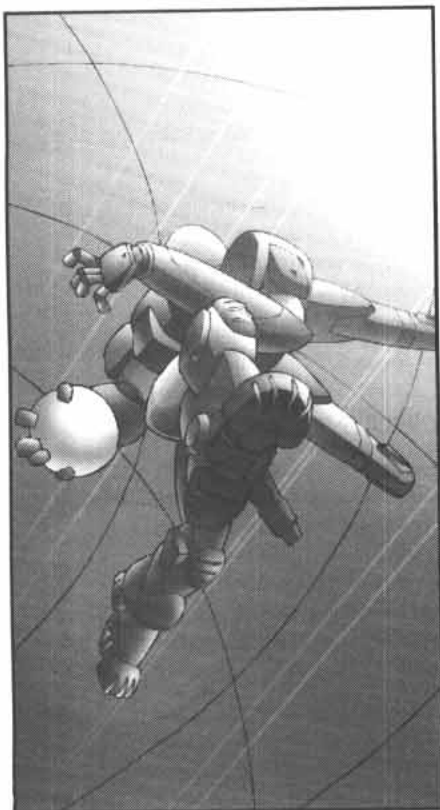
For instance, on the occasions when a Hanson Circuit sled comes in with no need of repair, the crews assigned to it effectively have nothing to do for a month, since every other conceivable task already has already been assigned months in advance. The Confederation's already cumbersome bureaucracy has been, and will in all likelihood continue to be, unable to expend the time and resources to provide a constant stream of reassignments and side projects for such people. The single experiment with computer-controlled project allocations in 2193 was an unmitigated disaster. A common joke from that time makes the point that the Edict ban on intelligent computers is indirectly responsible for giving the Jovians more time to relax.

The end result is that many Jovians often find themselves on paid leave. Since Jovian society frowns on idleness, on-leave individuals are expected to actively pursue some vocation; broad discretion regarding the definition of "vocation" is permitted, however. Some on-leave individuals choose to engage in entrepreneurial activities or additional schooling, but most of them end up creating works of arts and engaging in cultural disciplines of relatively little use to this agency. Essentially, these people are paid to have fun.

As long as the Confederation is not noticeably impacted economically, it is expected this policy will continue, providing this agency with a large pool of highly-skilled and motivated individuals, often possessing access to restricted areas or information, who are in search of fun and excitement, and who are psychologically open to new ideas and activities in conjunction with new friends.

— Source: text report, cultural evaluation, Centerpoint Analysis and Records, January 2210

▼ EXO-BALL



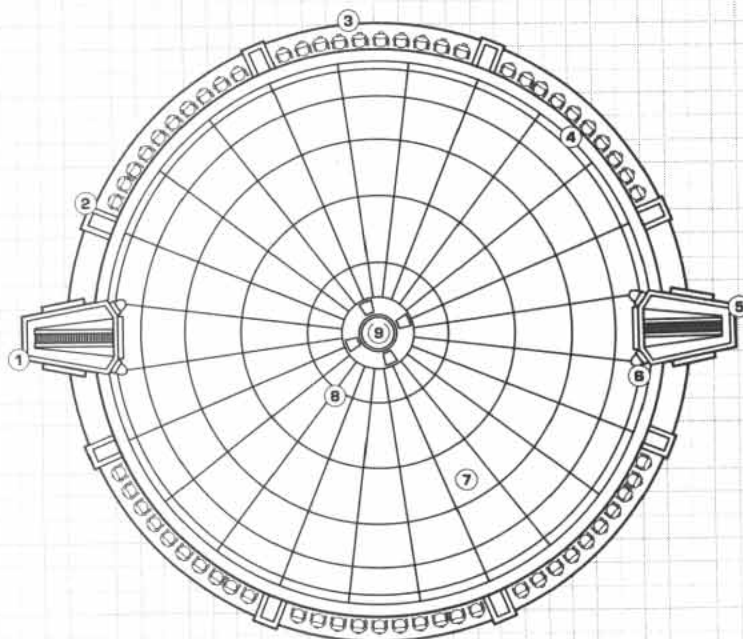
Exo-ball was invented in 2190 in Joshua's Station, and has rapidly spread throughout the Confederation. Today, there are nineteen arenas in Olympus alone. Exo-ball arenas are large spherical enclosures located in an area of microgravity (often along a colony's axis, but also sometimes in a free-floating mini-station, as it is in Khannan). Players wear specially-modified exo-suits.

Exo-ball is played between two teams of four to eight players each, using a heavy but highly elastic ball. The basic object is for the ball to be passed to each player on the team before being thrown into a common goal at the "bottom" of the spherical playing field. Body contact is strictly prohibited; it is this rule that produces some of the most awe-inspiring maneuvers seen in the game. Out of respect for busy Jovian schedules, the game is played on a strict two-hour time limit, no more, no less. Alterations to the already-complex rules are common; the recent establishment of a Confederation-wide tournament structure has created dozens of esoteric rules disputes.

The current champion is Joshua's Station's Solomon team, made up entirely of ex-ESWAT troopers and JAF pilots. Amateur leagues coexist with most of the arenas, sponsored by the teams, the government and the JAF. Using virtual-reality training aids and special safety setups in both the 'suits and the arena, children as young as age ten learn the basics of zero-gee exo-suit piloting and exo-ball gameplay. For the casual learner, individual lessons are also often available.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"

● EXO-BALL ARENA



► LEGEND

1. Local Team Airlock
2. Spectator Access
3. Seats
4. Armored Viewpane
5. Visiting Team Airlock
6. Scoring Lights
7. Main Arena
8. Handhold Network
9. Goal

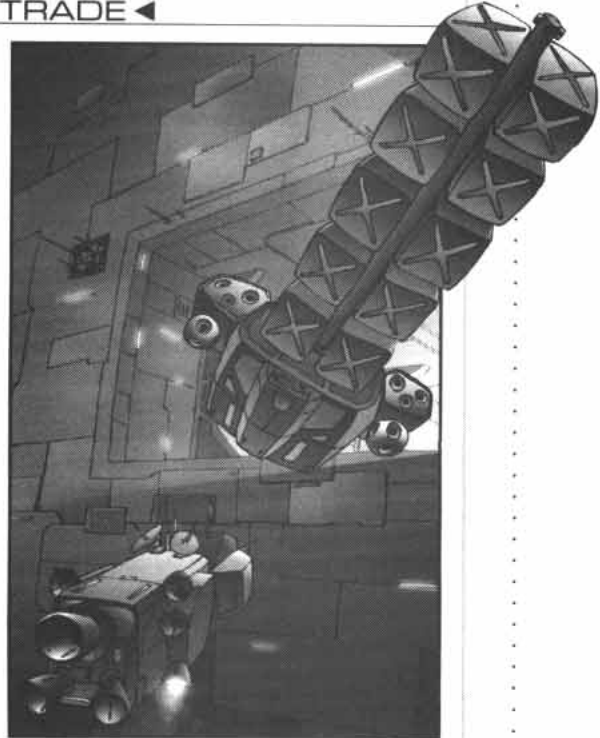
This diagram represents the interior of a typical exo-ball arena. Due to the number of rule variants in existence, there is no fixed size, though this one is fairly representative. The diagram is a two-dimensional cross-section and thus cannot show that the rows of spectator seats extend all around on the surface of the sphere. Access corridors are placed every 45 degrees.

ECONOMY AND TRADE ◀

The Hanson Circuit is one of the fastest links between the Jovian States, but dozens of slower, more economical routes are followed by the massive cargo barges that bear each state's primary exports to its neighbor. Measured in length by decades, these long paths are cheap in terms of fuel, and are always unmanned for the major part of their journeys. The investors in the cargoes carried on these routes are required to be exceptionally patient, waiting for long portions of their lives to see the actual payoffs from their original payments, but the final wealth gained is almost always worth it; for the owners of these valuable resources, it's a seller's market unlike any other.

Trade with the inner solar system is very common, but is mostly mediated by the Mercurian Merchants' Guild, whose ships travel similar slow routes to reach their destinations. Although Jovian efforts to expand international trade without the help of the Guild have not met with success, the Confederation is nonetheless reaping huge profits from the transport of fuel insystem on Mercurian barges. Other than this, a few privately-owned trading firms thrive in the Confederation, making money by shipping at high speed and bringing exotic or difficult-to-acquire items such as flora, fauna and artifacts from Earth.

— Source: excerpts from travelogue textfile "Order Out of Chaos: Touring the Jovian Confederation"



FUEL MOGULS ◇

In early 2116, the first Jovian Autofac construction facility was placed into Near-Jupiter-Orbit and activated. Records show that the huge skyhook worked perfectly, following its program and using materials and parts shipped from Ganymede to build exact copies of itself. The system was expanded rapidly, so that by 2119, the entire operation from mining to skyhook construction was automated, producing a near-exponential increase in the number of skyhooks floating over Jupiter's atmosphere. The self-replication chain from Ganymede to Jupiter and back was extremely fragile, able to be shut down by the elimination of a few supply shuttles, but the entire system would today be considered an Edict violation of epic proportions.

When the Hanson Circuit was ready to go on-line in 2127, there were over two thousand automatic gas-mining facilities working to supply the booster sleds with fuel. Once the Circuit was operational, automatic production of the skyhooks was scaled back, but not stopped. Soon, ore barges from the Trojan States began arriving, and the ease of using these materials compared with mining and launching ore from Ganymede began a whole new cycle of automated construction.

The Confederation decided in 2170 that an adequate number of gas miners, fuel shuttles and construction robots had been built, and permanently shut down all self-replicative factory complexes. Analysis suggests that increasing protests and unemployment levels played a major role in prompting the Jovian government to abandon its effort toward a Confederation built by technology alone. By the time of the formation of the USN, the Jovian Confederation had gotten all it needed out of its autofacs. The Confederation removed all remnants of the original replication systems, and signed the international covenant of the Edicts. At that point, in 2189, there were over twenty thousand gas mining skyhooks over Jupiter, providing the Jovian Confederation with a practically infinite supply of fuel. In the past two decades, hundreds of new mining stations have been built by conventional means, further increasing the Confederation's fuel surplus.

Today, one of the Jovian colonies' primary exports is refined gases. Such is the abundance of fuel that most ships from insystem ports will not only refuel in the Confederation, but will also purchase an additional amount, to be used for the next trip back out. This practice removes the otherwise exorbitant cost of traveling to the Confederation, and encourages repeat business. As spaceship travel increases across the solar system, demand for Jovian fuel will only increase.

— Source: text report, economy report addendum, Edicts Enforcement Bureau, July, 2210

► FOREIGN RELATIONS

Well, let's see. Much has happened in the past few months to rock the secure political states of the nations of Mankind, especially the so-called Odyssey. Now it's the start of a new year, and that means it's time for all of you to nap through yet another one of my updates. First, Jupiter, since they were at the heart of much of the recent troubles.

The Jovians don't have a lot of friends, but then again, last year seemed to show that they really don't need any, either. Their big bugbear at the moment is, of course, CEGA. The whole Kleb incident is more or less cleared up, but the Jovians have still been running anti-CEGA test scenarios nonstop. I can't say I blame them, given the circumstances. Itangre and the entire brass of the Jovian Armed Forces are suspicious of CEGA. So am I.

Venus' involvement with those floater beasties has pretty much got them a lot of sour looks, too. Thorsen's Jovian military secrets yard sale makes the Jovians particularly annoyed. The Jovians haven't liked Venus for a while, ever since VenusBank started horning in on Jovian markets. This is just one more reason. The JIS is really concentrating on Venus at the moment, but they're not having much success. Frankly, if you people haven't been able to get any useful information out of Venus, then those Verdandi clowns might as well just roll over and go to sleep. Oh, and while we're on the subject of Jupiter/Venus, pad that floaters file folder with something useful, will you? It's a little thin to my taste.

Jupiter and Mercury. Now there's a weird little arrangement. They're about as far as can be, physically. On a trade level, the two nations don't do a whole lot together. The Jovians aren't happy about having to use Merchant Guild ships on insystem trade excursions, and the Mercurians don't like not having a bigger foothold outside the Belt.

However, in intelligence circles, we know that the JIS and Corvus are getting pretty cozy together, and militarily, well, not to dump on the Mercurians too much, but there's no way they cooked up that Brimstone upgrade program without help. We should watch this one. Mercury is neutral. Jupiter is anything but. Their common goals may only extend as far as Venus, which I can understand. But, if it goes deeper, then I'm going to have to have an uncomfortable talk with the USN council.

If the Confederation has true political friend, it's the Martian Free Republic. Confederation aid and support, followed by Free Republic gratitude. It's Newhome all over again, except every time the Confederation and Free Republic are seen holding hands in public, the Martian Federation gets just that much angrier. The Elevator disaster has frayed nerves all over Mars, and both nations are kind of on edge. That reminds me: why don't I know more about the Elevator incident? Somebody in this room isn't doing his job. That had better change in, oh, two months. Understood? Glad to hear it.

The Nomad colonies are, as usual, pretty indifferent to the Jovians. The Jovians, for their part, have been really polite around the Nomads. Makes sense to me. If you're going to use someone as a human shield, you should at least be friends with them first. The next time CEGA comes rampaging through the Belt, I'm pretty sure the Confederation will be getting the news posthaste.

Really, though, aside from some hurt feelings and a temper tantrum or two, business seems to be going as normal. Mercurian ships still dock at Venus, and CEGA goods still end up in Joshua's Station. If we move fast to plug some of these holes, this situation might be kind enough to work itself out. The big wild card is the Jovians. We can be pretty sure how the other nations will react to a given situation, but we've received too many surprises from Jupiter in the past few years to be able to make any kind of solid predictions.

That brings us to our own agency. I'd say it's a safe bet that the Jovians aren't very fond of us at this time. The JIS keeps getting in our way, Itangre doesn't like anyone she can't order around, and the average Jovian has been told that we're like CEGA, only with nicer wardrobes. No, they don't like us at all. I'm sure you can all tell that I'm just emotionally devastated.

— Source: audio transcript, group planning briefing, Director-General Janus O'Grady, January 2, 2211

THE JOVIAN FLOATERS ◀

Pseudophysalia lovis. Nonsense. The name doesn't even begin to do them justice. They aren't jellyfish, and they certainly don't pretend to be anything they're not. It's a common scientific arrogance, though, to simply fake it when you don't know what something really is. Never let them see you sweat. Fact is, we hardly know anything. A lot of what we know was learned by studying the files of the Venusian dissections from the Odyssey. Kind of like learning anatomy from Dr. Mengele.

Aside from the God-molecule — and yes, I know how much the others hate that term, but I don't really care, one name's as good as the next — the floater is reasonably comprehensible. Most of its vast body consists of a gas-filled balloon, which is distressingly fragile by human standards. Under several layers of radiation-blocking (but very light) flesh, there is a large neuronal mass, which one can but assume is the creature's brain. A floater has no spine or other centralized nervous pathway, since it has no need of one. The connections from the brain to the body emerge at all points, extending out in a sphere. There's some gross muscular control that alters the shape and fullness of the main balloon; the floaters make the most of it, and are capable of some very fine maneuvers using just those basic movements.

— Source: audio transcript, personal journal, Dr. Halbrekt Chisholm, December 26, 2210



GRACEFUL SINGERS ▲

Sensory input is obtained primarily via a number of adapted-nerve antenna designed to receive certain forms of radiation. There also appears to be a rudimentary set of pressure receptors on the outer skin. Some floaters appear to have thermoreception abilities, but we don't know if this is limited to a few, whether they've all got it and just don't always use it, or if it's age-related, or if we're all just a bunch of hallucinating old wheezers.

Located below the brain, but connected to it by a thick mass of neurons, is an organ that clearly produces radiation pulses that must almost certainly be a form of communication. The frequency of these pulses increases whenever local wind force increases, or when some other danger threatens. I've listened to it crackling out of the speakers. It really is music, complex and yet seemingly mournful.

I don't have much faith left. But when I'm here, looking out at them drifting by, sometimes I think that God decided to give us yet another chance to see something wonderful without wiping it out with our own clumsiness.

— Source: audio transcript, personal journal, Dr. Halbrekt Chisholm, December 26, 2210

The problem with restricting access to the floaters is that, as their protectors, we don't even know where they're going to be. We can't very well keep an eye on all of Jupiter; which means that somewhere, sometime, we won't be there when we need to be. Looking at the number of would-be poachers and overeager sightseers you've intercepted over the past few months, I'd say that somewhere and sometime have already happened.

We were lucky to catch the Venusians when we did last year. If that ship had gotten away, we would never have found the base. It's pretty likely that they'll end up establishing another facility soon, if they haven't done so already.

Exo-armor and fighter patrols aren't enough. But we can't put up static monitoring devices either; at least not with any reliable guarantee of their performance, and I suppose calling out the fleet for something like this might be seen as a bit much.

I hope they're intelligent, I really do. Maybe the big shots will put more resources toward learning how to decipher those songs of theirs. I just need to tell them one thing: run away, because there's no such thing as a nice human being.

Myself excepted, of course.

— Source: audio transcript, personal interview, Lieutenant Adrian Allen, February 19, 2211

KNOWN ORGANIZATIONS

P Ψ Õ 2 4 ♂ ⊕ ♀ ☿



With a fist of might let them come down and crush all foes.
For they are hope. And the light. And the redemption.

— Elisabeth Bisset, *Camelot*

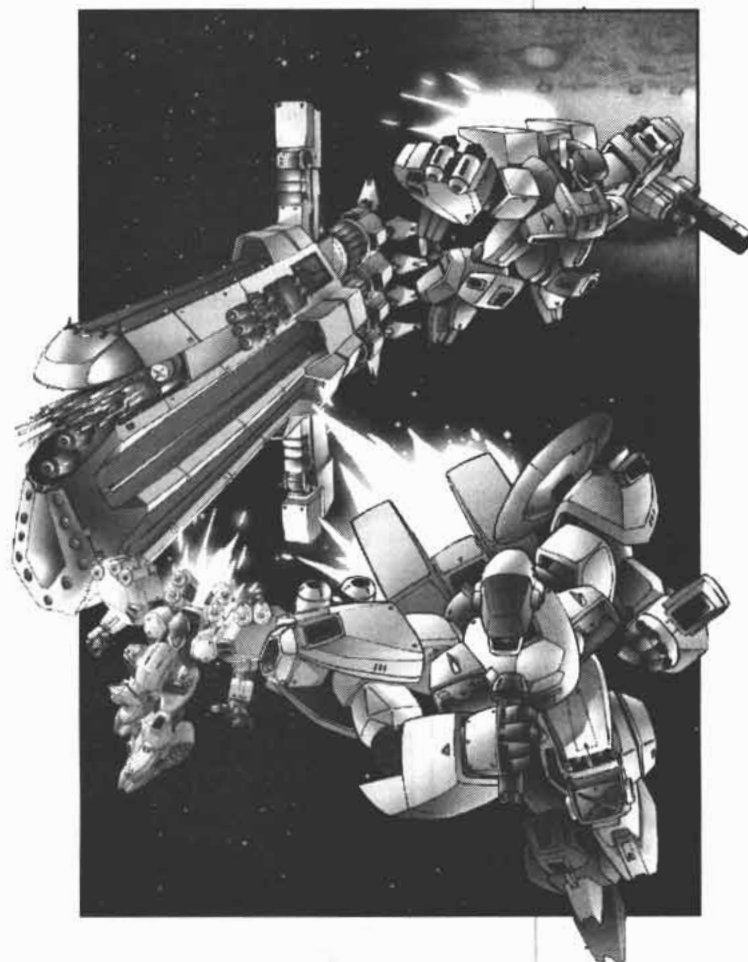
This section contains SolaPol internal documents composed
specifically for this field report and is Classified A2.

JOVIAN ARMED FORCES ◀

Created as a defensive measure under the Nationalization Act of 2125, the JAF has in recent years pursued doctrinal trends toward the production of a first-strike capability to rival that of CEGA. The JAF is, to most Jovian citizens, one of the proudest achievements of the Jovian Confederation, in large part due to the symbolic role it plays in the hearts and minds of the Jovian people. The dominance of Jupiter in the affairs of the solar system is nowhere more apparent than in the ranks of volunteer soldiers and their top-quality equipment. In the minds of most Jovians, there is no power that can match them or their military.

As a result, the JAF has become an integral part of Jovian society. In addition to the actual security, escort and rescue services which various branches of the military provide, the socially-oriented programs — particularly those targeted towards the sizeable population of veterans — has a profound impact. This, combined with the financial aid packages available to those who serve a full term, means that the military is an integral part of the foundation of the Jovian educational system. As a group, Jovian soldiers tend to be highly motivated, intelligent individuals who are encouraged to think independently and creatively. They can also be stubborn, impulsive, reckless and relatively poor at dealing with situations where high technology is not available. While these traits are by no means universal, they are a fairly accurate benchmark for use in cursory dealings with the JAF.

The JAF is the second-largest military in the solar system, and is far better equipped than its only true counterpart, CEGA. Two notable weaknesses of the JAF are the remoteness of the three states which it has under its care and the fact that no organization is immune to sabotage from within. The recent events of the Battle of Elysée have dramatically demonstrated both the effectiveness and vulnerability of the JAF.



CURRENT CONCERNS ▼

In the year since the end of the Odyssey, the military's most pressing concern has been coping with the impact of those events. The problem of most immediacy is the sudden crystallization of the threat of total war. Military leaders have stepped up their think-tank programs for immediate strategies which can be implemented in the case of various offensives taken against the Confederation, as well as many offensive strategies which can be used against the inner planets.

A much more worrying concern than simple strategy, however, is tactical preparedness. The young, enthusiastic, and well-trained soldiers of the JAF have always been a point of particular pride for the Confederation. Now, however, the reality — that these soldiers are also idealistic, pampered, and untested under the harsh rigors of life-or-death warfare — is beginning to sink in. Acquired psych profiles have shown that a large percentage of JAF personnel in high-stress positions (eg pilots, sensor operators, etc) are experiencing varying levels of self-doubt. In more serious cases, the affected individuals are an evident security risk.

General Thorsen's betrayal has also raised a host of subsidiary concerns. From almost the moment that he turned himself in, independent investigations were begun by both the JAF and JIS, as well as units from this agency. These have now been joined by an Agoran inquiry. It has been suggested that the death of Thorsen's wife and daughter in 2207, while on a trip to Venus, is the point where he "turned." JIS investigations have confirmed that his selling of national secrets to CEGA and Venus dates to that time period.

Of more importance, however, is the depth of the corruption. Although it appears, at the moment, that Thorsen's acts were of no more than superficial impact — even the events leading up to the Battle of Elysée were almost certainly regarded by Thorsen as minor transgressions until CEGA's true purposes were revealed — that is no guarantee that some darker, long-term debilitation was not planned.

4.1.1

▼ ORGANIZATION

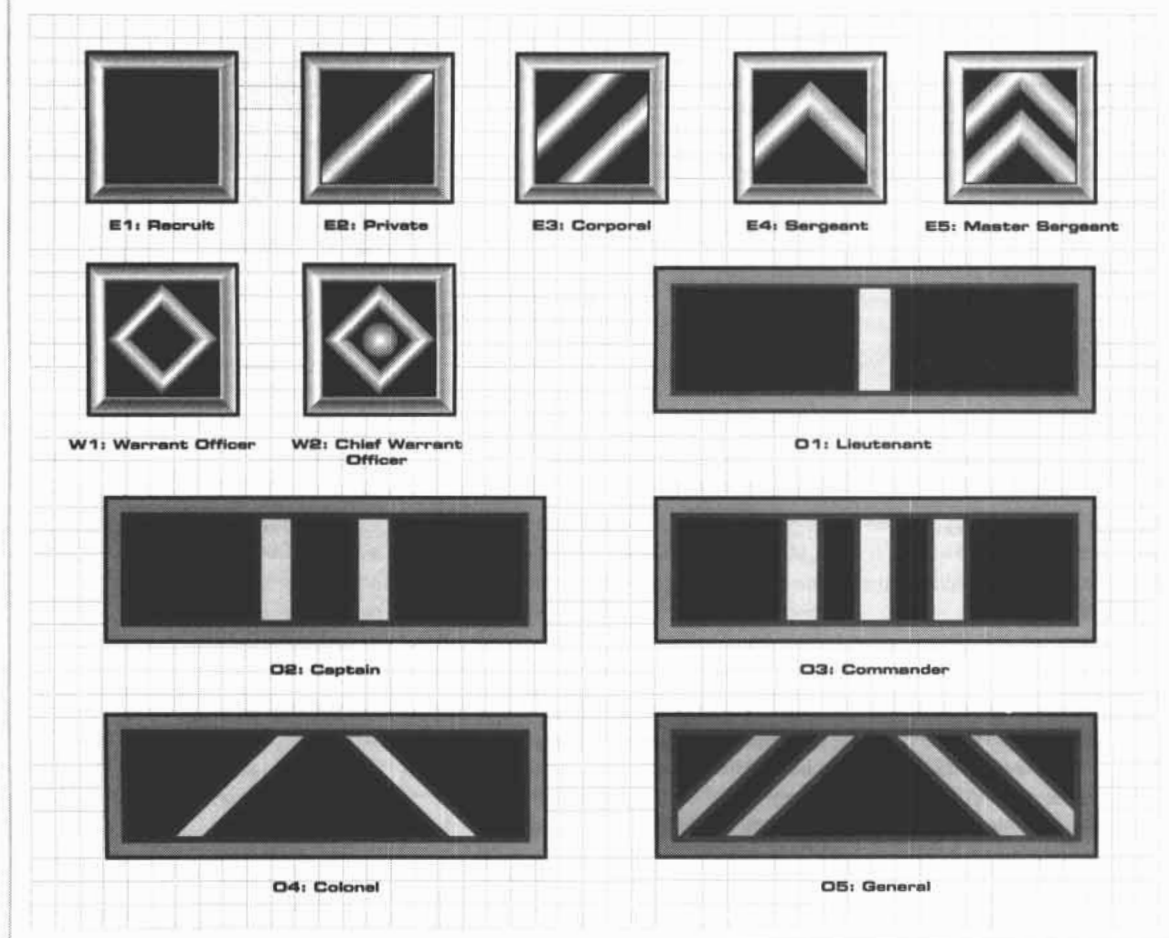
The most interesting trait of the JAF's organization, and one most likely left over from its slipshod beginnings in a time when formal structures were often laid aside in favor of time and necessity, is the basic flexibility and independence of its individual units.

This is true from the high-level separation of the fleet into Alpha, Beta, and Gamma Divisions to the smallest flights (while single unit-type flights are used on occasion, it is far more typical for a flight to be made up of a variety of complementary vehicles). No matter how it is separated or broken up, the different constituent components of the JAF are capable of acting autonomously to a very great degree. What is lost in unified strength is made up for in versatility.

Each Division is broken up into several battlegroups (composed of warships), which are in turn supported by individual squadrons of auxiliary craft. Squadrons are divided into flights of two to ten units.

The ranks of the JAF are shown in the attached chart. Generals are in charge of affairs at a divisional level, answering directly to the Divisional Commander (the general in charge of the division as a whole). Battlegroups are organized around command-and-control ships (often large carriers), and are generally overseen by colonels or commanders. It has been known, however, for a general to be temporarily assigned as a group commander, or for a group commander to be given the rank of general without any extra duties. On the other end of the scale, a captain may occasionally be given the duties of a group commander without an official promotion to a new level. More typically, however, captains are in command of individual warships. Squadrons are overseen by lieutenants (auxiliary vehicles) or master sergeants (ship-board affairs), with the rest of the ranks following a typical progression downward.

▣ JOVIAN ARMED FORCES RANKS



ALPHA DIVISION ◇

Based out of the Geiersburg naval base (see page 44 of this report), Alpha Division is charged with the protection of Vanguard Mountain. The division shares with its home state a certain degree of desired separation from the rest of the Confederation; they cherish their autonomous nature, and dislike being treated as anything other than full equals. Military leaders in Alpha Division, therefore, have been some of the harshest critics of the new distribution pattern for new recruits and warships.

The current AlphDivCom (Alpha Division Commander) is Henrietta Sergei, a thirty-year veteran warship and base commander. Sergei's performance evaluations note her lack of interpersonal skills and inability to maintain familial relationships. However, she is beloved by many younger officers, who respect her tendency to "get dirty with the grunts" and willingness to stand her ground on any subject. One of Sergei's few personal friends was Avram Thorsen; she has fallen under JIS suspicion as a result of this, a fact which angers her greatly. Her disdain for her nation's intelligence service has been formally noted in several internal memorandums.

This agency has noted Sergei's inability to organize an effective investigation into a string of recent "mischief sabotages" which has been plaguing Alpha Division. Although no serious harm has been done by these incidents (which typically amount to nothing more than practical jokes), the JIS has been increasing its scrutiny of Sergei and her staff; which in turn results in even poorer efficiency.

BETA DIVISION ◇

Assigned to Newhome, Beta Division is quietly criticized in military circles as the weakest of the three JAF divisions. Despite being roughly on equal footing with their brethren in terms of equipment and personnel, Beta Division seems to have made a tradition out of laxness and poor maintenance. The current BetaDivCom, Richard Dubois, is an exo-pilot with a surprisingly large number of disciplinary writeups for an officer of flag rank. Dubois, who has served in his current position for three years now, has a reputation for being a master negotiator and something of a con artist, and is rather indifferent to enforcing discipline. Arcady, the primary naval base for Beta Division, has not run at above 90% of expected efficiency in two years.

It is important to note, however, that these are trends of relativity. Beta division is still one of the finest military bodies in the solar system. This has not stopped, however, the reassignment of many troublemakers in the other two divisions into Beta Division. Morale is high, however, suggesting that most individuals assigned to Beta Division are more than happy to be there.

Despite its chronic problems, Beta Division has largely been escaping the recent shake-ups of the JAF. Other than stepping up defensive precautions, General Dubois seems unconcerned about the possible presence of subversive elements within his division. From this agency's perspective, however, Beta Division has proven to be quite efficacious at spotting interlopers; three of the five operatives assigned to Beta Division within the past two years have been sent to Earth, unharmed, but with their cover obviously blown. Reports suggest that other agencies have had similar difficulties.

GAMMA DIVISION ◇

In the immediate aftermath of the loss of General Thorsen, the position of GamDivCom fell to Konrad Koudriopoulos (previously the commander of Khannan Base, home of Gamma Division). To the casual eye, Koudriopoulos is a sympathetic and easy-going man; his psych profiles, however, describe a logical and emotionally closed person who chooses his words carefully and possesses keen observational skills. A widower, Koudriopoulos has one daughter, Madelaine, who was one of the primary players in the recent Odyssey affair. His daughter's fame is a source of pride for Koudriopoulos, who carries several of her letters in the left breast pocket of his uniform.

Prior to 2204, the incoming class of JAF academy rookies was broken up evenly between the three divisions. Since then, however, newcomers have typically been assigned to Gamma Division. A large number of veterans are then promoted out of Gamma Division into either Alpha or Beta divisions. It is curious that the JAF would be sending its veterans away from the capital which was so recently assaulted. In addition, the majority of recently-constructed warships, such as the recently-refitted Godsfire-class carriers, have been assigned to this division, which also supports the largest number of exo-armors. This agency's military analysts have formed no conclusions as to the purpose behind this reorganization. Hard data regarding the internal specifications of Gamma Division's equipment has proven difficult to obtain.



▼ JOVIAN EXO TRAINING PROGRAM

Gamma Division supports the largest number of exo-armors between the three Jovian divisions. In particular, twelve relatively new squadrons are composed entirely of exo-armors, an outlay of over three hundred vehicles and associated support equipment and personnel. The ranks of these squadrons are drawn from across the JAF, and include a number of psychologically unstable or disciplinarily unreliable individuals. The pilot choice seems intentional; most JAF publicity materials now feature one or more of the squadrons, and media attention is almost exclusively directed by JAF press relations officers to these high-profile units. It is not beyond the realm of possibility that a nation as wealthy and focused on public morale as the Confederation would choose three hundred pilots on the basis of how well they would complement each other as a set of children's action toys.

Despite the seeming chain-of-command nightmare these squadrons produce, the pilots' simulator and wargames scores are unvaryingly superb. Most squadron members have graduated from (or been forcibly ejected from) the Advanced Exo-Armor Use and Tactics branch of the Jovian Strategic Operations School, known colloquially as Redeye.

[**Note:** the origin of the appellation is assumed to be related to Jupiter's Great Red Spot, but rumors among washed-out cadets suggest a reference to the stress level of the coursework. JETP consists of a grueling year-long curriculum of classes and competitive training that this agency's analysts have evaluated as developing excellent leadership skills in graduates, and impressive dogfighting ability in "failed" students.]

◇ SELECTED EXO-ARMOR SQUADRONS

Assassins: comically sinister, the Assassins have developed a reputation of having a bark worse than their bite while station-side. Their clownish antics are not present in their flight operations, which have included a number of low-profile scouting and surveillance missions. Recorded encounters suggest that the Assassins are often assigned to surreptitiously oversee the movement of foreign diplomats within the Confederation.

Diamond Duelists: famous for their rigid precision and complex formation flying, the Diamond Duelists are usually found in the media spotlight, since they are often called upon to perform at air shows and official celebrations. They are occasionally denigrated as being nothing more than glorified entertainers, but their solid combat performance, and their ability to carry out difficult maneuvers with seeming ease, means this is an opinion shared by few veterans.

Jovian Flying Circus: marked by easy-going camaraderie, the Circus is often marked as unprofessional and immature. This image is reinforced by the presence of a disproportionately large number of Redeye wash-outs. However, the general public is unaware of the Circus' large number of high-risk interdiction, rescue and deep patrol missions, as well as their high casualty rate. The psych profiles of most Circus members describe suicidal recklessness and devil-may-care attitudes; most Circus members place their loyalty to the Confederation second to their desire to live dangerously.

Medician Stars: the Medician Stars are most noted for their squadron-wide skill at 19th-century European fencing. The Stars run an informal league on Khannan Station, providing lessons and tournaments.

Sunspots: the Sunspots are combat fiends. Their exos are usually loaded for bear, holding as many weapons as possible. They tend to prefer close range combat, but are also proficient in lightning strike maneuvers designed to deliver the maximum payload in a minimum amount of time.

Black Cats: specialized in first wave tactics, the Black Cats are usually assigned to insystem task forces. They tend to be a boisterous crowd when on leave, and willing to do some fairly outrageous things when backed up by their comrades in arms (of particular note was the painting of several dozen black paw prints on the hull of the JSS *Faraday*, for which the entire squadron was mildly disciplined). They are also prone to excessive bragging, and many Black Cats members have proven susceptible to flattery, invitations to commit minor infractions and anti-CEGA sentiments.

Home Guard: these flights are assigned to specific colony cylinders (or groups of cylinders) around Olympus as a constant security force. Every last member of the Elysean Home Guard was killed in their defense of the cylinder during the Battle of Elysée, including the Survivor of Elysée, Carl DeMers, who survived long enough to warn the Jovian forces at Joshua's Station of the attack. All four have received the Golden Nova with Thunderbolts, posthumously. Home Guard members are both unwaveringly loyal and observant. They can be considered neither a security risk nor a resource by this agency.

2.2

4.2.1

▼ CURRENT CONCERNS



The primary concerns of the Agora, at the moment, are focused toward the inner planets. Following the fallout of the Odyssey and the Battle of Elysée, particular scrutiny and diplomatic outrage has been leveled at CEGA and, in a rather less public manner, Venus. Acquired recordings of internal meetings demonstrate that the Agora's interest in the activities of the Venusian Bank has risen sharply in the wake of recent events.

A dramatic increase in political support for the Martian Republic has also transpired, evidently as an indirect jab at CEGA's support of the Republic's neighbor, the Martian Federation. In recent speeches, the Agora councilors (and the Jaybirds in particular) have been viciously attacking the Federation's internal political policies, especially with regards to human rights. Scott Chensain has publicly stated that "whatever aid is necessary will be at the disposal of Republic if and when the need should arise."

▼ ALEXANDRA ITANGRE

In 2180, a twenty-six-year-old businesswoman with no political experience was elected to the Agora as a member of the Liberal Democrats. Although she had possessed virtually no public image before her election, having busily amassed a sizeable personal fortune running her family's gas-mining company, the newcomer was soon both a media sensation and the head of several important committees. Repeated second-hand information suggests that she was owed some very personal debts from her years in business, and used this clout to do in months what normally took years. Revealing a powerfully eloquent public persona and an efficient problem-solving intelligence, this individual personally took public credit and acclaim for solving a number of persistent social and economic difficulties.

For the next twenty years, Alexandra Itangre would, with great fanfare, turn down presidential nomination twice in order to remain, as she put it "closer to my people." Her decision paid off; by the turn of the century, Itangre was wildly popular in all three Jovian states. Itangre was assisted in large measure by her childhood friend Avram Thorsen, who was, in 2181, assigned as a Commander on the staff of the Director of Agoran Relations for Gamma Division. The rapid advancement of both individuals can be attributed to the large amount of information each one shared with the other. In 2191, Itangre left the Democrats for the Jaybirds (apparently sensing the changing balance of power); then, in 2202, she declared herself as an independent, publicly declaring that she was above the petty squabbling of the parties. She faced her Presidential bid in 2204 without the support of any party structure, and succeeded anyway, elected on pure public approval.

Today, Itangre has been President of the Confederation for nearly seven years, and the Agora is intensely interested in her political plans. Although the Agora is, in theory, the voting council upon which the President serves only as a central authority figure, the truth has become something far different. Through small procedural changes and slight reinterpretations of her duties, Itangre has succeeded in gradually permitting herself to become more and more vocal in the Agora sessions. Today she shares executive duties with many committees, particularly the military ones, and her statements open and close every session of the Agora.

Of especial importance, however, was Itangre's success with the Agoran Organizational Referendum of 2209, in which she gained the ability to influence committee selections. In short, Alexandra Itangre has transformed the office of the President into the most powerful position in the Confederation and, by extension, the solar system. On December 16, 2210, Itangre announced her intention to run for reelection, after successfully pushing through an amendment to the Articles of Confederation allowing a president to serve more than one term. No one, at this point, doubts her ability to succeed; she is possessed of an immense popularity driven by her favor for the military as well as the increased standard of living experienced by all.

There is concern, however, in political, military and intelligence circles. Itangre has made herself into arguably the most powerful person in the solar system, and she is now demonstrating a reluctance to relinquish that power. Itangre's psych profiles are unavailable, but internal analysts evaluate her as [text deleted at this clearance level]. Although her past history shows her to be a compassionate, effective, and moral leader, her expansion of the Jovian military is cause for close observation. Presidential security is extremely effective; no actions of any kind are to be taken without complete briefing from a EE-cleared individual.

JOVIAN INTELLIGENCE SERVICE ◀

The Jovian Intelligence Service functions as the Confederation's primary national security and intelligence agency. The JIS has branch offices of varying size in all Jovian colony cylinders and settlements, and comprises at least 20,000 employees, not including various contract and support entities. The JIS has extremely broad powers divided among its nine divisions, and is accountable to both the Agora and the President. With Presidential approval, the JIS can also receive assignments from the JAF Division Commanders.

The JIS suffers something of a double image in the public eye and, by extension, its Agoran oversight committee. On one hand, its day-to-day operations are a model of efficiency and administrative artistry. Unfortunately, its own reports have been forced to show that the JIS has not been performing at the level of other intelligence agencies in the solar system. In foreign matters, an unacceptably large number of JIS operations are compromised before completion. Domestically, the JIS' failure to detect the presence of a Venusian base right under its nose has been a distinct embarrassment. President Itangre is advocating large budget allocations to several JIS divisions in the hopes that the JIS' performance will improve.

ORGANIZATION ▼

The JIS is broken down into three sections: Gaia, Morae and Nornor (also known, respectively, as Administration, Security and Investigation). Each section is then broken down into three subsidiary divisions, with each division having a specific goal within the greater mission of the JIS as a whole.

The current Director of the JIS is Hector Santala, a 2201 magna cum laude graduate of the Jovian Center for Intelligence Studies. Santala is possessed of exceptional creativity and intelligence, and is known to have an eidetic memory. Since being appointed Director in 2209 by Itangre, Santala has drastically increased the JIS' administrative and civil effectiveness. He has also, with limited success, attempted to improve the JIS' covert activities by instituting upgraded training and increasing support. He directly oversees an administrative council formed of the three Section Heads who are, in turn, is advised by Division and Unit Commanders.

The JIS has maintained a working alliance with the Mercurian intelligence agency Corvus for at least four years, with significant exchanges of technology and information between the two agencies. Although Mercury is a neutral nation, Corvus and the JIS share many important common objectives with regard to the inner solar system.

Note that relations between this agency and the JIS are cold. JIS facilities should not be considered open houses, and JIS resources are not to be treated as family without approval from D3 clearance or above.

CURRENT CONCERNS ▼

Aside from continuing its domestic police and administrative duties, the JIS has a few primary focuses of some note. The Clotho and Skuld divisions (see next page) are in the midst of an extensive investigation of possible security faults in the Confederation, as well as attempting to gather data on the events surrounding the Odyssey. Note that these two divisions consider this agency to be a security risk.

The Verdandi division is busy with an investigation of the links between Venus and CEGA, a project requiring more data collection resources than it currently has available, even with the assistance of Corvus transportation and equipment. Verdandi is also tasked with the search for Avram Thorsen in the inner solar system. This agency is also investigating Thorsen's whereabouts, but has thus far not had any contact with Verdandi resources. All involved agencies are, however, certainly aware of each other's presence in this matter.

THE SCHOOL ★

The Jovian Center for Intelligence Studies (JCIS) is a specialized facility in Elysée where every JIS field operative (as well as many analysts and some administrative personnel) spends a two-year training period prior to entering active service. Commonly referred to merely as "the School" in Jovian intelligence circles, the JCIS was created in 2195 by then-JIS director Dong-Hwa Park, who remains the facility's administrator. Applicants to the JCIS are accepted largely on the basis of recommendations and accomplishments outside an academic or military setting; although such records do play a part in the admission process, it has been Park's stated intention to recruit individuals capable of operating effectively outside unflaggingly structured environments.

The course load is hard and the tests are harsh; no more than 40% of a 100-member class typically graduates, although washouts do often end up receiving JIS assignments anyway.

4.3

4.3.1

4.3.2

HISTORICAL FACTS



◇ GAIA

Gaia Section is responsible for the overall management of the JIS and its resources. It is overseen by Hank Ames, one of the few JIS division heads who has not attended the JCIS. Ames' annual reports to the Agora have always contained requests for additional funding, but the amount asked for is always significantly less than the demands made to Ames by the other division heads.

Themis (Office of Administration): this office serves the needs of logistics, personnel, payroll and similar affairs. Themis personnel are primarily accountants with little to no intelligence or military background. Most of them have low security clearances, and are correspondingly lax regarding classified information.

Iris (Office of Public Affairs): Iris Division handles media communications between the JIS and the Agora, composing press releases and making public announcements. Iris also runs the JIS' small recruiting department. A small portion of Iris has top-level clearance, and is tasked with the editing and recomposition of internal documents for release to lower security clearances, the Agora or the public.

Hephaestus (Division of Science and Technology): Hephaestus acts as both a criminal and intelligence laboratory, analyzing data received from crime scenes, spy drones, and agents. What truly captures them in the mind of the public, however, is their role in developing the top secret, cutting edge intelligence technology which keeps the JIS an active force in the solar system's world of espionage.



◇ MORAE

Morae Section, also known the Security Section, has jurisdiction over the massive amounts of data, electronic or physical. Given the vastness of its responsibilities, it is in Morae that the JIS' lack of adequate resources is most apparent. Morae requires special dispensations to operate outside its borders. The division is overseen by Betty Payne, also known as "Bets" to her peers and old schoolmates. At eighty years of age, she is the oldest active member of the JIS; she is, however, both competent and innovative.

Clotho (Information Manipulation Division): Clotho is responsible for investigating possible security problems in the Confederation, acting on orders to either expose or conceal data. Clotho creates false leads, dummy companies and phantom organizations in an effort to maintain the security of the Confederation. Clotho also uses its deceptions as bait to lure hostile resources for observation.

Lachesis (Information Security Unit): Lachesis is composed almost entirely of analysts, sorting through and disseminating the masses of reports and raw data gathered by Clotho and Nornor. Lachesis is extremely understaffed; hindsight reveals that data pointing to the presence of a concealed base in the Jovian system was available to Lachesis several months before the Odyssey, but was not analyzed until September 2210.

Atropos (Information Disposal Unit): officially, Atropos is a small group of bureaucrats responsible for the coordination between various divisions (known as the Information Coordination Unit). However, a number of lost resources suggests to this agency that Atropos may be an entity similar in purpose to our [text deleted at this clearance level], tasked with the recycling of traitors, rogues and tourists internal to the JIS.



◇ NORNOR

Nornor Section, also known as the Investigation Division, is the most openly active section of the JIS. Under the leadership of David Heloise, a thirty year-old criminology wunderkind with encyclopedic knowledge of the espionage world, Nornor is also in dire need of funding and superior resources if it is to execute its task to the level expected by President Itangre.

Verdandi (Information Collection Division): Verdandi is responsible for foreign intelligence. It also has duties similar to Clotho's counterintelligence efforts, but restricted to areas outside the Confederation. This agency is tracking a number of Verdandi resources and projects operating within all the major solar powers. As for Verdandi efforts to insert tourists into this agency, [text deleted at this clearance level].

Urd (Criminal Investigation Division): Urd agents are the most common face of the JIS to the average Jovian citizen. Urd serves as a national-level police and civil order unit, coordinating investigations and manhunts across all the colonies of the Confederation.

Skuld (Intervention Division): Skuld is a common resource for any JIS or police division that requires the use of paramilitary equipment, resources and methods. Skuld serves as an advanced intervention unit, specialized in commando tactics and rescue operations; they also supplement the JAF's Internal Investigations MP unit.

KOLIBRI ◇

Despite its innocuous name (meaning "hummingbird"), there is virtually no hard information on file regarding the JAF organization presumably responsible for military intelligence. It is known that Kolibri has access to a superlative array of surveillance equipment, and that their data (routed through at least ninety-eight different false waypoints and destinations) is used by JAF high command to plan operations throughout the solar system. Kolibri also has access to a large amount of personal information regarding JAF personnel; recent arrests by JAF Internal Investigations have been the direct result of anonymous tips that can plausibly be traced back to Kolibri.

It is suspected that Kolibri's activities are directly accountable only to the Division Commanders, permitting them nearly unlimited access to JAF resources and materiel. It is possible that Kolibri may make use of JIS resources and equipment, but if this is so, such utilization is not on record in any low- to mid-level classified JIS archives. Of greatest concern is that Kolibri may have, on at least two occasions, infiltrated this agency's own databases and surveillance systems in the inner solar system for information-gathering purposes; analysts are 85% certain that a number of satellite images (detailing CEGA assets on Mars) discovered in the possession of BetaDivCom's staff originated within this agency.

It is speculated that Kolibri should comprise no more than 800 individuals, many of whom must certainly be tasked with maintaining the organization's secrecy (this agency has also considered the possibility that Kolibri may, in fact, comprise zero individuals, and exists merely as an unusually effective Clotho project). It can be supposed that Kolibri's primary concern lies in maintaining the effectiveness and loyalty of the JAF, a goal which this agency is not at this time in conflict with.

This agency has no information regarding the identities of any Kolibri resources, aside from possessing lists of deceased, missing, imprisoned or disavowed Jovian citizens.

The significant power wielded by Kolibri is a source of extreme concern to this agency, as is the lack of knowledge regarding its history, personnel, reach, charter, etc. To this agency's knowledge, no efforts have been made by Kolibri to observe, contact or expose agency resources operating within the Confederation. Until further notice, this agency has in place a general order to all resources in the Confederation to avoid any research into or attempted observation of Kolibri. *[remaining text deleted at this clearance level]*

NATIONALISTIC SEDITION ★

Nationalistic sedition, a common trait in socially stable, morally permissive and financially secure nations has, to the knowledge of this agency, failed to manifest itself in the Jovian Confederation. However, in light of the Odyssey and other recent events, many elements of public opinion are beginning to express dissatisfaction with the Agora's handling of Confederation foreign relations. Under these circumstances, and given the relative inefficiency of the JIS in dealing with internal matters, it is probable that at least one organization of ideological equivalence to the CEGA-oriented STRIKE group (although hopefully not so well organized or equipped) will commence activities in the Confederation in the near future.

Nationalistic seditionists commonly see in their nation's leadership a weakness or vulnerability which, in their opinion, will eventually be fatal. These groups or individuals regard it as their responsibility to use any borderline or extralegal methods necessary to either persuade their nation's leadership to remedy the perceived deficiencies or to prepare themselves (often militarily) for the consequences of that leadership's failure.

Only in exceeding cases of advanced psychological instability do such individuals undertake operations to recycle their own governmental officials. Given the Confederation's highly effective in-place psychological screening process, such extreme behavior has been analyzed by this agency as unlikely to manifest in the near future.

Jovian nationalistic seditionists are likely to express extreme enmity toward the inner solar system, and CEGA in particular. For the Confederation, a likely profile is that of a visibly patriotic, middle-class to wealthy, highly-educated individual with both military and technical training and no serious legal offenses on record. The fact that tens of millions of such individuals exist in the Confederation is not lost on this agency.

Agency resources are, as a tertiary priority, expected to observe and report any signs of the genesis, existence or activity of seditionists in the Confederation. Attempts to infiltrate require D2 authorization.

HISTORICAL FACTS
 end of section 4.3 Jovian intelligence service

MECHANICAL CATALOG

P Ψ ð 2 ♂ ⊕ ♀ ☿



Like a titan the armored figure rose. Lightning flashing, his
blood pouring down, his blade ascendant, Hector struck
and struck, enmeshed in crimson.

— Elisabeth Bisset, *The Trojan Fates*

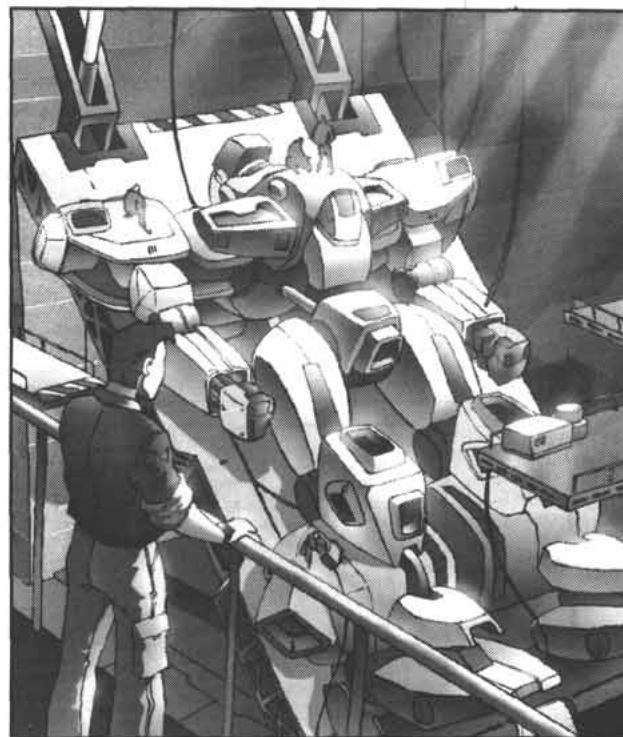
JOVIAN ARMOR WORKS ◀

Over the past sixty years, since it was founded in 2155 by retired Major Jefferson Hewer, Jovian Armor Works has become the preeminent designer and manufacturer of Jovian military technology. In 2162, they were responsible for the design and implementation of the Hoplite, the first true exo-armor.

JAW's success rests primarily on their highly talented Research and Development department, which is unofficially known as the Skunk Works. The Skunk Works remains the primary designer of new exo-armors, and have also proven their adeptness with other combat platforms over the years. As the premier military thinktank of the Confederation, they have proven that they are capable of producing technology far beyond their competitors' abilities.

While the department employs a large number of people, few of these are actually engineers or scientists. Rather, much of the department's structure is composed of financial and organizational personnel whose sole purpose is to facilitate the existence of the small research and design teams, who are thus allowed to maintain a narrow and intense focus on their current projects.

Beyond the R&D department, however, JAW is also a manufacturing company. They maintain facilities on several Jovian colonies where they can mass produce their more successful designs which have become incorporated into the JAF. Typically, after manufacturing a platform for a few years JAW will lease its designs to other companies while moving onto new projects.



ORGANIZATION ▼

Jefferson Hewer permanently retired in 2204, leaving the company in the hands of his son — Robert "Lil Bob" Hewer. Robert, an introverted engineer, has worked in the Skunk Works since graduating from college, and thus is well known by those at the very heart of the company. But for the stockholders and members of the board of directors, Robert was a startling contrast from his boisterous, out-spoken father.

On November 15th, 2210, three months after he watched his company's exo-armors soundly defeat a CEGA attack fleet, Jefferson Hewer died, leaving behind him an uncertain legacy. Without his father's advice, it is unclear whether Robert possesses the business acumen necessary to maintain control of the company as he is increasingly dependent upon the advice of his board of directors.

THE MASAMUNE FORGE ★

The Masamune Forge, named after the legendary Japanese swordsmith, is the core of the Skunk Works. This modestly-sized facility is where the JAW prototypes, carefully crafted masterpieces which will eventually become the standard military equipment of tomorrow, are constructed and tested. Although security is extremely tight around the Forge, it is also a major tourist attraction, with the non-sensitive areas of the building open for daily tours.

The Forge is infamous for the "Curse of the Skunk," a fact of life for the workers of JAW. Any untested, top-of-the-line prototype is destined to somehow be thrust into a combat situation and returned to JAW as a wreck. The first such vehicle was Hewer's Hoplite, which he used to fight off the saboteurs who had come to spoil the exo-armor's demonstration in 2162; the prowess of the machine against its exo-suited opponents impressed the Agora, but the Hoplite was hopelessly damaged before the day was done. The most recent vehicle to be plagued by the Curse was the ill-fated Prometheus, piloted by Madeleine Koudriopoulos during the Battle of Elysée.

The Forge is currently under the care of Jerome Hughes, former classmate and close friend of Robert Hewer. The two men remain good friends and Hewer regularly makes it a point to stop in and take a look at whatever Hughes' most recent projects may be. Although JAW manufactures many products besides military exo-armors, all of the Skunk Works' research projects are geared toward military applications.

5.1.1

HISTORICAL FACTS

▼ CURRENT CONCERNS

In addition to the potential management crisis which is forming around Robert Hewer's future role in the company, JAW is facing two other problems of major importance.

First, the prototype Dragonstriker exo-armor which was captured from CEGA during the Battle of Elysée, has raised serious concerns over whether their exo-armor platforms can continue to compete with CEGA technology. This has led to a scrapping of the current Prometheus prototypes. Several new designs based off the basic Prometheus structure are under consideration, such as the Prometheus Tetra and a mass-produced variant called the Stormrider.

Second, recent indications from JIS reports seem to suggest that JAW may be faced with an intelligence leak. Even more worrisome to the JIS is that this leak may be located somewhere within Bay 8.5 (see below). This is a major concern for JAW and the Jovian government as a whole, and a problem which they wish to be solved as soon as possible.

◇ BAY 8.5



Over the years, JAW has been responsible for a large amount of construction and restructuring in the section of Joshua's Station which houses their primary facilities. Most of these modifications are well-known to anyone who is willing to inquire, but some alterations have been kept classified to high levels of the Jovian military machine. Among these is Bay 8.5: located in the zero-g spine of the colony between Bays 8 and 9, two of JAW's more remote storage bays, Bay 8.5 is home to an assortment of vehicles (including the remains of CEGA's Dragonstriker) which has been "collected" from the militaries of Earth, Mars, and Venus. If the contents of this secret storage and research facility were to become known, it would cause an interplanetary incident of quite some scale.

That is unlikely to happen, however [Note: unless a leak should develop in this agency at this clearance level], due to the massive security precautions which have been taken. The Bay's construction was ordered by Jefferson Hewer in 2202, shortly before his retirement, and carried out by a small team of trustworthy engineers. Its energy drain is attributed to a nearby environment-control facility and access to the area is strictly regulated, with no direct access to the Bay from any main corridor on Joshua's Station. Rather, authorized personnel access the bay from a concealed elevator through a security checkpoint noted on guide maps as a "marketing office."

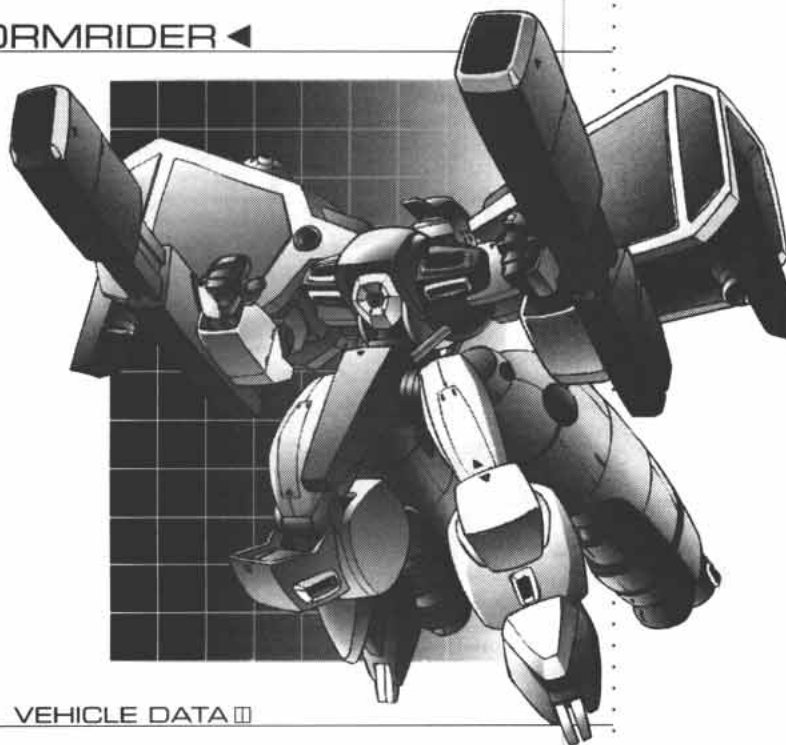
The Bay itself is small but efficiently furnished, featuring a large hangar and a smaller personnel section complete with office and a tiny lounge. The main bay can accommodate up to eight exo-armors (or a small ship) and is accessed through external doors which are disguised to look like an unbroken hull section to outside observers.

Several other unmarked areas exist in other parts of the JAW complex. Most notable is the Cemetery, where the remains of previous JAW secret projects are collated, catalogued and stored away for later study in nondescript packing crates. The Cemetery contains dozens of these "urns," each one affectionately decorated with plastic flowers and a styroplast gravestone marking its contents.

EAH-07 STORMRIDER ◀

The Stormrider exo-armor will be introduced to a full-scale production line and inclusion in the JAF somewhere between 2213 and 2215. One of the last designs to leave the Prometheus Project's doors, the Stormrider is a mishmash of lessons learned by the Prometheus teams in the course of their marathon in exo-design innovation. It closely resemble the Storm Attacker configuration of the original Prometheus prototypes, though all the armament is permanently attached. The Prometheus' beam scatter launcher, deemed too costly, has been replaced by a more primitive "shotgun" type projectile-based model.

Although a less expensive model than the related Prometheus Tetra test design (which got out of fiscal control during the early development stages), the Stormrider is still very much a prototype machine. Its effectiveness in the field, however, makes it worth its high cost — whatever skepticism the Agora's military committee may hold. For the first few years, the Stormrider will only be used by aces and high-ranking officers due to its need for special bay accommodations as well as the nearly double helping of fuel, ammunition, and downtime in comparison to common trooper units.



VEHICLE DATA □

VEHICLE DATA									
Threat Value:		10,000 (9,200,000 credits)				Crew:		1	
Size:		12				Armor:		24/48/72	
MOVEMENT DATA									
Movement Mode		Combat Speed				Top Speed		Maneuver	
Walker		5 (30 kph)				10 (60 kph)		0	
Space		15 (1.5 g)				30 (3.0 g)		+1	
Deployment Range:		700 km Fusion/Electric			Reaction Mass:			500 BP Hydrogen	
ELECTRONICS DATA									
Sensors:								+2/5 km	
Communications:								0/15 km	
Fire Control:								0	
PERKS AND FLAWS DATA									
Name				Rating			Game Effect		
Autopilot				-			Acts as Level 1 pilot		
Backup Systems				-			Redundent Systems: Comm, FireCon, Life Support, Sensor		
Computer				3			CRE +1, KNO +1, PP3, flexible		
Decoy System				2			Sensor Only		
ECM				2			Offensive Electronic Warfare equipment		
Ejection System				-			Ejection Pod		
HEAT-Resistant Armor				5			Add to Armor vs. HEAT attacks		
Hostile Environment Protection				-			All, Radiation 5		
Life Support				-			Limited		
2 x Manipulator Arm				12			Can Punch		
Reinforced Crew Comp.				-			Absorbs first Crew hit		
Stealth				2			Add to Concealment		
Reduced Maneuver				1			Applies to Walk movement		
OFFENSIVE & DEFENSIVE SYSTEM DATA									
Qty	Name		Fire Arc	DM	BR	Acc	ROF	Ammo	Special
2	Beam Cannon		F	x15	5	+1	0	Inf.	AD1, Hw, HEAT
16	MMJ-2LR Missile		F	x10	6	-2	0	-	Mis, SD, Seek1
1	Scatter Launcher		FF	x10	3	+1	2	10	Scatter
1	AM Laser Turret Network		T	x2	1	+2	6	Inf.	AM, Def, HEAT, Smart 1
2	Plasma Lance		F	x12	Melee	0	0	LU5	AC, Conceal (NA), HEAT



► XEAH-02 DELIVERER

Although the Vindicator is arguably the reigning prince of the spaceborne battlefield, several simulated trials on planetary ground conditions in 2210 displayed some inadequacy. Finding this unacceptable, the JAF high command commissioned a new design that would have to be able to demonstrate the same superiority on the ground.

The new prototype exo-armor sacrifices a significant amount of thrust and maneuverability in space to mount two pairs of powerful atmosphere-breathing thrusters to provide long-term hovering and flight capabilities. The Deliverer is well-armed, even for a heavy exo-armor. Its main weapons are a Jovian Optics 652A particle cannon and a JAW-11 railgun, built into a fairly compact combination rifle pod. A variety of rockets, missiles and cannons round out the weapon selection.

At present, there are only a few Deliverers in service in the JAF, all of them assigned to Gamma Division for testing purposes. The machines will enter limited service in the middle of 2212.

▣ VEHICLE DATA

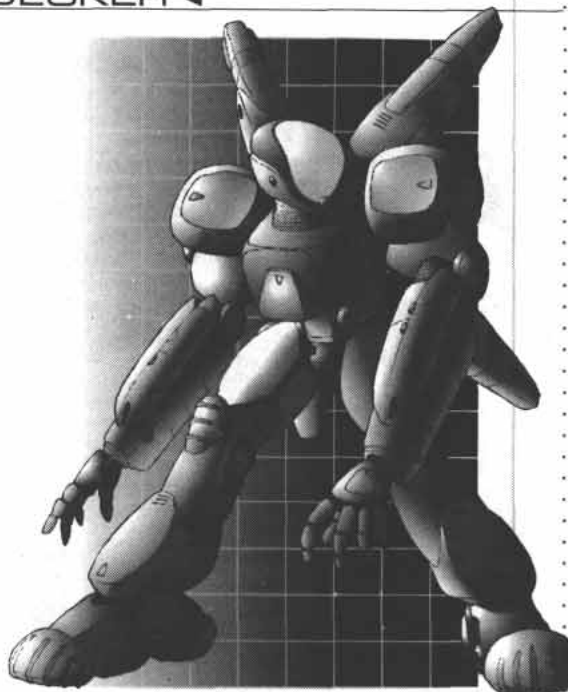
Threat Value:		6000 (Cost: 19,000,000 credits)		Crew:		1		
Size:		14		Armor:		30/60/90		
MOVEMENT DATA								
Movement Mode		Combat Speed		Top Speed		Maneuver		
Walker		3 (18 kph)		5 (36 kph)		-1		
Hover/Flight (Stall 0)		10 (60 kph)		20 (120 kph)		-1		
Space		6 (0.6 g)		12 (1.2 g)		-1		
Deployment Range:		700 hrs Fusion/electric		Reaction Mass:		400 BP Hydrogen		
ELECTRONIC DATA								
Sensors:		0/2 km		Communications:		0/10 km		
				Fire Control:		0		
PERKS AND FLAWS								
Name		Rating		Game Effect				
Autopilot		-		Level 1 Pilot				
Backup Systems		1		Redundent Systems: Comm, FireCon, Life Support, Sensor				
Computer		2		CRE +1, KND +1, PP2, flexible				
Ejection System		-		Escape Pod				
Hostile Environment Protection		-		Desert, Extreme Cold, Vacuum, Rad 3				
Life Support		-		Limited				
2 x Manipulator Arm		14		Can punch				
NOE Flyer, Reentry Capable		-		Can fly at Flight level 0; one-shot ballute for reentry				
Reinforced Crew Comp.		-		Absorbs first "Crew" hit				
Reinforced Armor		2		Add to Front Armor				
HEAT-Resistant Armor		4		Add to Armor vs. HEAT attacks				
Target Designator		3		Designate targets for Guided weapons				
Large Sensor Profile		2		Large size				
Defects: Annoyance		-		Gun pod problems (PC and railgun may not be fired in the same turn)				
OFFENSIVE AND DEFENSE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	Particle Cannon	F	x15	3	+1	0	inf.	AD1, Haywire, HEAT
1	Railgun	F	x15	5	0	0	30	AP
1	Rocket Pod	F	x10	4	0	4	64	IF, Anti-structure
1	Missile Pod	F	x20	3	0	0	4	G, IF, MR3
1	Vibro-axe	F	x10	M	+2	0	inf	AC, Parry
1	Shield	F	x14	M	0	0	inf	shield, def
2	AM system	T	x3	1	+1	6	inf.	AM, def, linked
2	20mm Vulcans	F	x5	2	0	4	1000	linked, AI

ES-09 DECKER ◀

Introduced by Maelstrom Electronics in 2202, the sturdy and reliable Decker exo-suit has become one of the few non-JAW-manufactured exo designs to achieve popularity in the Jovian Confederation. The Decker is named after Captain Alfred Decker, who commanded the first expeditionary mission to explore political ties with the Trojan States in 2092. Deckers have been used successfully for years, both by the Jovians and the occasional foreign buyer.

Extremely simple to operate, the Decker has found favor with nearly all of its users. It is also designed to be comfortable to wear for long periods of time. The suit is used by many police departments in the Confederation; equipped with a number of nonlethal means of subduing suspects as well as a shotgun for more violent offenders, the police Decker can be equipped with a deployable parafoil for rapid deployment.

When duty calls, Jovian exo-suited police and ESWAT troops are deadly efficient, living up to the public's faith in their abilities. The November 2211 issue of Confederation Newsmoon, whose cover depicted a dynamic action photo of an ESWAT officer shielding two frightened children from a grenade blast, has become the best-selling periodical in Confederation history.



VEHICLE DATA ▢

VEHICLE DATA								
Threat Value:		970 (Cost: 970,000 credits)			Crew:		1	
Size:		5			Armor:		9/18/27	
MOVEMENT DATA								
Movement Mode		Combat Speed			Top Speed		Maneuver	
Walker		3 (18 kph)			6 (36 kph)		0	
Flight (w/parafoil)		1 (30 kph)			2 (60 kph)		-2	
Space		5 (0.5 g)			10 (1.0 g)		0	
Deployment Range:		300 km Electric			Reaction Mass:		40 BP	
ELECTRONIC DATA								
Sensors:							0/2 km	
Communications:							0/10 km	
Fire Control:							0	
PERKS AND FLAWS								
Name		Rating					Game Effect	
Airdroppable		-					Can be airdropped	
Easy to Modify		-					Entire Vehicle	
Ejection System		-					Escape Pod	
Glider		-					Parafoil device	
Hostile Environment Protection		-					Vacuum, Rad 3	
Life Support		-					Limited	
Manipulator Arm x 2		5					Can punch	
Reinforced Crew Comp.		-					Absorbs first "Crew" hit	
OFFENSIVE AND DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	Hwang Type 21 Shotgun	F	x4	1	0	0	8	Frag, AI
1	Hwang Type 4 Net Gun	F	x16	2	+2	0	2	Entangle, No damage
1	Stun Baton	F	x10	M	+1	0	inf	nonlethal
1	Shield	F	x5	M	+1	0	-	def, shield

► EAT-02 MENTOR



The Mentor was born out of the need for a true exo-armor training system, since standard simulators are unable to adequately convey the unique piloting environment of an exo-armor. In 2170, the JAF gave a special contract to Consolidated Ltd. to develop a machine that could fulfill a double role as a trainer and a twin-seat combat unit.

The Mentor was the result of two years of hard work where the main difficulty was working out a way to provide two people with the necessary double cockpit and life support systems without making the machine too bulky and slow. The Mk III configuration keeps the legs, arms, backpack and head unit of the Mk II, but its body layout give both crewmen a full cockpit with 360-degree protection. The student's cockpit pod is in front and the instructor's is slightly higher, just under the back of the neck of the machine. Since the Mentor is primarily a training unit its armament is not very heavy, though the forearm-mounted modular weapons available to the Pathfinder series can be carried.

The Mentor has been used with great success since its conception. It is one of the oldest exo-armor designs still in service, and is well-liked by everyone who has trained in one, if only because of its reputation for always bringing its pilots home. This legend started in 2175, when a heavily damaged Mentor Mk I got back to base on its own after a serious accident, saving the two pilots.

▣ VEHICLE DATA

Threat Value:	2900 (1,800,000 credits)	Crew:	2					
Size:	11	Armor:	21/42/63					
MOVEMENT DATA								
Movement Mode	Combat Speed	Top Speed	Maneuver					
Walker	6 (36 kph)	11 (66 kph)	0					
Space	12 (1.2 g)	24 (2.4 g)	0					
Deployment Range:	500 km Fusion/electric	Reaction Mass:	500 BP Hydrogen					
ELECTRONICS DATA								
Sensors:			0/2 km					
Communications:			0/10 km					
Fire Control:			0					
PERKS AND FLAWS								
Name	Rating	Game Effect						
Autopilot	-	Act as level 1 pilot						
Backup Systems	1	Redundant Systems: Comm, FireCon, Life Support, Sensor						
Computer	2	CRE 0, KNO 0, PP2, flexible						
Ejection System	-	Escape Pod						
HEAT-Resistant Armor	3	Add to Armor vs. HEAT weapons						
Hostile Environment Protection	-	All, Radiation 5						
Life Support	-	Limited						
2 x Manipulator Arm	11	Can punch						
Reinforced Crew Compartment	-	Absorbs first "Crew" hit						
Large Sensor Profile	2	Too large to effectively hide						
OFFENSIVE & DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	652A Particle Cannon	Forward	x15	3	+1	0	Inf.	AD1, Heywire, HEAT
2	Arclight-3 PDS	Turret	x2	1	+1	6	Inf.	AM, Defensive, HEAT
2	PL4 Plasma Lance	Forward	x20	Melee	0	0	LU5	AC, Concealed, HEAT

EAT-O2LRS SENSEI ◀

The Sensei is a modified version of the venerable and sturdy Mentor training exo-armor, designed for combat. JAF pilots are fond of the Mentor, which they describe as a joy to pilot, so it was only logical that it should be chosen as base for a new exo-armor support vehicle. Consolidated still produces the basic frames, but JAW installs the armor, avionics and armament.

The Sensei is based on the same general chassis as the Mentor, with two backpack-mounted heavy particle beam cannons, which are both long ranged and accurate. The right shoulder's laser point defense turret is replaced by a long range visual target-acquisition array linked to the beam cannons. The instructor is replaced by a gunner, who also serves as systems operator. Since the Mentor is not a very fast design, the Jovian engineers beefed up the armor to absorb any hits the machine could not evade in combat. Both plasma lances were left in place, more for convenience than actual necessity, since the Sensei was not intended to engage in close combat.

As of May 2211, only thirty Sensei have been built. Ten are assigned to each division, although Alpha Division is slated to receive five more as soon as Jovian Armor Works can finish them. Due to their rarity, they are rarely seen in pair, and are generally assigned one to a flight.



VEHICLE DATA ▢

Threat Value:	5800 (4,700,000 credits)	Crew:	2					
Size:	11	Armor:	22/44/66					
MOVEMENT DATA								
Movement Mode	Combat Speed	Top Speed	Maneuver					
Walker	6 (36 kph)	11 (66 kph)	0					
Space	11 (1.1 g)	22 (2.2 g)	0					
Deployment Range:	500 km Fusion/electric	Reaction Mass:	500 BP Hydrogen					
ELECTRONICS DATA								
Sensors:	+1/4 km							
Communications:	0/10 km							
Fire Control:	0							
PERKS AND FLAWS								
Name	Rating	Game Effect						
Autopilot	-	Act as level 1 pilot						
Backup Systems	1	Comm, FireCon, Life Support, Sensor						
Computer	2	CRE 0, KNO 0, PP2						
Ejection System	-	Escape Pod						
HEAT-Resistant Armor	5	Add to Armor vs. HEAT weapons						
Hostile Environment Protection	-	All, Radiation 5						
Life Support	-	Limited						
2 x Manipulator Arm	11	Can punch						
Reinforced Armor	2	Add to Front Armor						
Reinforced Crew Compartment	-	Absorbs first "Crew" hit						
Large Sensor Profile	2	Too large to effectively hide						
OFFENSIVE & DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
2	6522 Particle Cannon	Forward	x15	5	+1	0	Inf. AD1, Hw, HEAT, Link, Sniper	
1	Arclight-3 PDS	Turret	x2	1	+1	6	Inf. AM, Defensive, HEAT	
2	PL4 Plasma Lance	Forward	x20	Melee	0	0	LU5 AC, Concealed, HEAT	



▶ EAL-O4NA HECTOR

The Trojan States have less need for complex walker vehicles than their fellow state of Olympus. The necessity for a vehicle with increased speed, range, and maneuverability in the space-based habitats of the Trojans prompted the state government of Newhome to create an exo-armor specially suited to these needs.

Dzechek Cosmoves, the company contracted to accomplish this feat, used the Pathfinder architecture as a basic model. The result was the Hector, first demonstrated to a group of JAF officials on September 12th, 2208. The Hector is significantly lighter and simpler than its cousin, the Pathfinder. At the price of some armor and structure, the Hector is nimbler and generally easier to maintain. The most drastic change from the Pathfinder design is of course the loss of the legs, requiring minor remounting of certain auxiliary systems. The Hector mounts as standard equipment a Particle Defense System (PDS) that also doubles as an antimissile system.

Early in 2210, the machines entered service in Beta Division, produced by Dzechek's recently expanded exo-armor factory on Priam (which also produces standard Pathfinders under license).

VEHICLE DATA

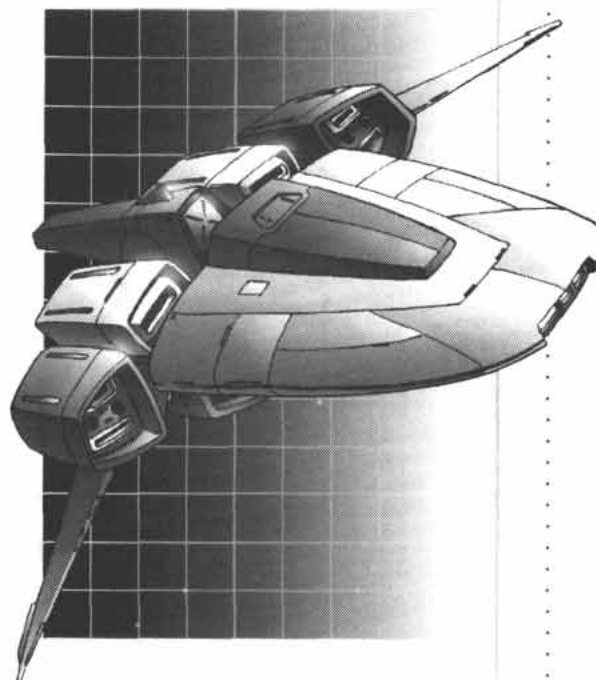
Threat Value:	4200 (3,400,000 credits)	Crew:	1					
Size:	10	Armor:	19/38/57					
MOVEMENT DATA								
Movement Mode	Combat Speed	Top Speed	Maneuver					
Space	15 (1.5 g)	30 (3.0 g)	+1					
Deployment Range:	700 km (Fusion/electric)	Reaction Mass:	500 BP (Hydrogen)					
ELECTRONIC DATA								
Sensors:			+2/5 km					
Communications:			0/15 km					
Fire Control:			0					
PERKS AND FLAWS								
Name	Rating	Game Effect						
Autopilot	-	Act as level 1 pilot						
Backup Systems	1	Comm, FireCon, Life Support, Sensor						
Computer	2	CRE 0, KNO 0, PP2, flexible						
Easy to Modify	-	Movement, AUX Systems						
ECCM	4	Defensive Electronic Warfare Equipment						
Ejection System	-	Escape Pod						
HEAT-Resistant Armor	4	Add to Armor vs. HEAT weapons						
HEP: Radiation 3; Rad protection, HEP: Vacuum; Space protection								
Life Support	-	Limited						
2 x Manipulator Arm	10	Can punch						
Reinforced Crew Compartment	-	Absorbs first "Crew" hit						
Satellite Uplink	-	1000 x Comm Range						
Searchlights	-	Front, 200 meters						
Exposed Aux Systems	-	"AUX" Hits are one step worse						
Exposed Movement Systems	-	"Movement" Hits are one step worse						
Large Sensor Profile	1	Too large to effectively hide						
OFFENSIVE AND DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
1	6S2A Particle Cannon	F	x15	3	+1	0	Inf.	AD1, Haywire, HEAT
2	MMJ-8 Missile	F	x25	6	0	0	#	Mis, SD, Sk1
2	PL3A Plasma Lance	F	x20	Melee	0	0	LU5	AC, HEAT
1	Shield	F	x10	Melee	0	0	-	Shield, Defensive
1	Arclight-3 PDS	T	x2	1	+1	6	Inf.	AM, Defensive, HEAT

IM-04 ARCHER ◀

In 2183, Elysean Forge introduced the Archer and Ranger as replacements for the JAF's aging fleet of Protector fighters. A broad, flat design with a very wide wing span and a minimal nose-on profile, the Archer was designed to bring a lot of support fire-power to bear from long range with a minimal amount of exposure to enemy fire. In close quarters, however, the ship tends to handle sluggishly, and it becomes very difficult to prevent enemy craft from taking advantage of the Archer's large overhead profile.

Elysean Forge was bought out by JAW in 2192; three years later, in 2195, the Skunk Works unveiled the upgraded Archer, now outfitted with a new ECM/ECCM suite, a more easily modified architecture, and a handful of other improvements designed to bring it up to date. The most striking change, however, was the removal of the missile bay and its replacement by a drone bay, giving the fighter an even more versatile mission profile.

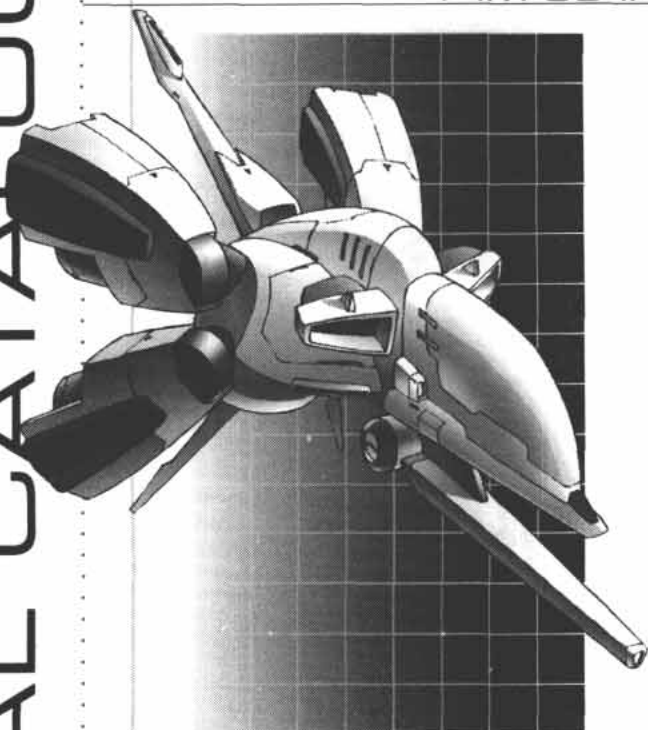
The Rangers, lightly armed but fast, were phased out more than a decade ago, but the Archers — a larger class of ship designed to complement the Ranger — are still in service. The fighter, now upgraded, continues to perform admirably in every squadron of which it is a part.



VEHICLE DATA

VEHICLE DATA									
Threat Value:		3300 (1,900,000 credits)				Crew:		2	
Size:		13				Armor:		25/50/75	
MOVEMENT DATA									
Movement Mode		Combat Speed				Top Speed		Maneuver	
Space		10 (1.0g)				20 (2.0g)		-2	
Deployment Range:		100 km				Reaction Mass:		250 BP	
ELECTRONICS DATA									
Sensors:								+2/6 km	
Communications:								+2/30 km	
Fire Control:								0	
PERKS AND FLAWS DATA									
Name						Rating		Game Effect	
Autopilot						-		Acts as Level 1 Pilot	
Backup Life Support						-		Absorbs first LS hit	
Cargo Bay						-		Drone Bay, 80 m^3	
Computer						-		CRE: 0, KNO: 0, PP: 2, flexible	
Easy to Modify: AUX						-		+1 to modify Auxiliary Systems	
ECM						3		Offensive Electronic Warfare equipment	
ECCM						3		Defensive Electronic Warfare equipment	
Ejection System						-		Ejection Pod	
HEAT Resistant Armor						3		Add to Armor against HEAT attacks	
Hostile Environment Protection								Vacuum, Radiation 5	
Laboratory						1		Electronic Warfare	
Life Support						-		Limited	
Reinforced Crew Compartment						-		Absorbs first Crew hit	
Satellite Uplink						-			
OFFENSIVE & DEFENSIVE SYSTEM DATA									
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	
2	Pulse Cannon	T	x2	1	+1	6	Inf.	AM, Def, HEAT, Seek1	
1	J054L Laser Cannon	FF	x10	8	0	0	Inf.	AD: 1, HEAT	
4	Drones (Assorted Types)								

► IM-05 INTRUDER



The Intruder is a small, squat design that doesn't bring a lot of firepower to the table but makes up for it in speed, agility and pinpoint accuracy. It is used exclusively to attack lighter fare (such as other fighters and exos) with stealth and surprise, and has a large remass tankage with which to return to base after extended dogfighting combat. The Intruder is ideal for making surprise surgical strikes into an enemy formation they have drifted into.

The main weapon is a nose-mounted gatling laser tuned into the deep ultraviolet range of the EM spectrum. It is thus often missed by sensor systems which are typically designed to spot the more common infra-red and visible light laser systems that are significantly simpler, cheaper, easier to build and maintain. At longer ranges, the increased rate of fire can be used to compensate for beam degradation. The laser is backed by two MMJ6D missiles, kinetic kill weapons also used by the Lancer. Their primary role is to cover the damage gap left open by the laser beyond short range and they are rarely fired without a lock.

This fighter doesn't perform particularly well in isolation where it can quickly become outgunned by the competition, but as a supportive adjunct for ships like the Archer and the Peacekeeper it can prove the key turning point in a dogfight. Recent tactical exercises have also shown additional promise in operations where Intruders are paired up with exo-armors and in the role of a support platform for exo-suit squadrons.

VEHICLE DATA

Threat Value:	2900 (2,500,000 credits)				Crew:			1	
Size:	8				Armor:			16/32/48	
MOVEMENT DATA									
Movement Mode		Combat Speed			Top Speed			Maneuver	
Space		16 (1.6g)			32 (3.2g)			-1	
Deployment Range:		100 km			Reaction Mass:			300 BP	
ELECTRONICS DATA									
Sensors:								0/2 km	
Communications:								0/10 km	
Fire Control:								0	
PERKS AND FLAWS DATA									
Name		Rating			Game Effect				
Autopilot		-			Acts as Level 1 Pilot				
Backup Life Support		-			Absorbs first "Life Support" hit				
Computer		-			CRE: 0, KNO: 0, PP: 2, flexible				
Ejection System		-			Ejection Pod				
Hostile Environment Protection		-			Vacuum, Radiation 4				
Life Support		-			Limited				
Stealth		4			Add to Concealment				
Target Designator		3			+2 to Guided Weapons				
Annoyance		-			Cramped crew compartment (max BLD 0)				
Exposed Auxiliary Systems		-			Damage on AUX is one step higher				
OFFENSIVE & DEFENSIVE SYSTEM DATA									
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special	
1	UV Gatling Laser	FF	x14	4	+1	2	Inf	AD: 2, HEAT, Stealth	
1	Defense Laser Array	T	x3	1	+1	5	Inf.	AI, AM, HEAT, Seek1	
2	MMJ6D Missile	FF	x15	3	-1	0	5	Mis, G	

IM-07 PEACEKEEPER ◀

The Peacekeeper is a solid general-purpose design. It was the last of the Achilles Project models to be put into service (in 2199) and has earned the respect of its pilots, who have nicknamed it the "Big Stick." It is one of the most problem-free and dependable designs in Jovian service, and rivals the IM-09 Lancer as the workhorse of the Jovian fighter fleet.

The Peacekeeper almost ceased production in 2203, just as it was beginning to acquire what would become an illustrious reputation. In 2200, JAW decided to move onto new projects and leased the Achilles Project manufacturing duties to five subsidiary companies. In 2202, JAW sold the designs outright to Cabochon Interplanetary, a small manufacturing company. Less than a year later however, Cabochon went bankrupt, apparently due to financial overextension. It became clear that it had been unable to maintain the Peacekeepers production schedule. Eventually, in cooperation with Councilor Itangre's Allocations Committee and the JAF, JAW reopened the Peacekeeper production lines. Sales of the Peacekeeper have remained brisk, but much lower than the continued annual orders for Lancers. [Note: records acquired by this agency note that Cabochon CEO Masha Holborot was, before her company's failure, an influential political lobbyist who openly opposed both Councilor Itangre's bid for the presidency and JAW's repeatedly-renewed military contracts.]



VEHICLE DATA ▢

Threat Value:		4600 (3,900,000 credits)		Crew:		2		
Size:		10		Armor:		21/42/63		
MOVEMENT DATA								
Movement Mode		Combat Speed		Top Speed		Maneuver		
Space		14 (1.4 g)		27 (2.7 g)		-1		
Flight (Stall 1/30 kph)		20 (600 kph)		40 (1200 kph)		-1		
Deployment Range:		1600 km		Reaction Mass:		400 BP		
ELECTRONICS DATA								
Sensors:						+1/4 km		
Communications:						+1/20 km		
Fire Control:						0		
PERKS AND FLAWS DATA								
Name				Rating		Game Effect		
Autopilot				-		Acts as Level 1 Pilot		
Backup Systems				-		Redundent Systems: Comm, FireCon, Life Support, Sensor		
Cargo Bay				-		1 m³, fuel processing		
Computer				-		CRE: 0, KNO: 0, PP:3, flexible		
Ejection System				-		Ejection Pod		
Hostile Environment Protection						All, High Pressure, Radiation 5		
Life Support				-		Limited		
Reentry System				-		Permanent		
Reinforced Crew Compartment				-		Absorbs first "Crew" hit		
Stratospheric Flight				-		Twice as fast in stratosphere		
Target Designator				3		+2 to Guided Weapons		
Tool Arm				1		Fuel Skimmer, Cannot Punch		
OFFENSIVE & DEFENSIVE SYSTEM DATA								
Qty	Name	Fire Arc	DM	BR	Acc	ROF	Ammo	Special
2	Pulse Cannon	T	x2	1	+1	6	Inf.	AM, Def, HEAT, Seek1
1	652F Particle Cannon	FF	x15	3	+1	0	Inf.	AD1, Haywire, HEAT
4	HMJ-6 Missile	FF	x30	5	-2	0	-	Mis, SD, Seek1

▶ CLOTHO AGENT



Clotho is responsible for investigating possible security problems in the Confederation, acting on orders to either expose or conceal data. Its agents travel throughout the Confederation and tend to have well-rounded skills. In addition to their investigations, they create false leads, dummy companies and phantom organizations in an effort to maintain the security of the Confederation. Clotho also uses its deceptions as bait to lure hostile resources for observation.

▣ ATTRIBUTES

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

▣ SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	First Aid	1	1	Melee	1	2	Streetwise	2	1
Computer	1	1	Hand-to-Hand	2	2	Notice	1	1	Tinker	1	0
Demolitions	1	1	Interrogation	1	0	Small Arms	2	2	Zero-G Combat	1	2
Dodge	1	2	Investigation	2	1	Stealth	1	2	Zero-G Mvmt	1	2
Exo-Suit	2	2	Law	1	1						

Other possible Skills: Bureaucracy, Psychology, Intimidate.

◇ EQUIPMENT

Dataglove with portable computer and datalink, personal sidearm, 1d6x200 credits.

◇ SIMILAR ARCHETYPES

Bodyguard, veteran policeman.

▶ PRAETOR



High officials of the Jovian Confederation Judicia, Praetors wield great power in the course of deciding the fates of those accused of crimes against the state or other citizens. Trained to be both deductive and intuitive, they must carefully balance logic and empathy in an effort to preserve justice. Praetors are public figures of some note, looked upon with awe and fear by their fellow citizens. Their practiced sternness hides deep concerns, however. Every Praetor must live with the constant fear of making a wrong judgment and thus failing in his or her duty.

▣ ATTRIBUTES

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

▣ SKILLS

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Bureaucracy	1	1	Hum. Perception	2	1	Law	2	1	Psychology	2	1
Etiquette	1	1	Interrogation	2	1	Notice	1	1			

Other possible Skills: Computer, Foreign Languages, Investigation, Social Sciences, Theatrics

◇ EQUIPMENT

Robes of office, dataglove with portable computer and law library datalink, 1d6x500 credits

◇ SIMILAR ARCHETYPES

Judge, diplomat, lawyer, psychiatrist.



GARDIEN D'HONNEUR ◀

The Honor Guards are the personal bodyguards of the Agora and President, and also serve as protectors (and observers) of visiting foreign dignitaries. Trained both in personal and exo-suit combat, these men and women are willing to interpose themselves between their charge and any form of danger. Their grim-faced, businesslike attitude gains them few admirers save for those whose lives they preserve. The Gardiens d'Honneur are often seen in plain clothes around Jovian officials, and are also something of a tourist attraction when guarding the Agora building and other national monuments in their ceremonially decked-out exo-suits (similar in equipment to military Deckers, but heavily decorated and painted pure white).

ATTRIBUTES ▢

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

SKILLS ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Dodge	1	1	Exo-Suit	2	1	Melee	1	1	Security	2	0
Etiquette	1	1	Hand-to-Hand	2	1	Notice	2	1	Small Arms	2	1

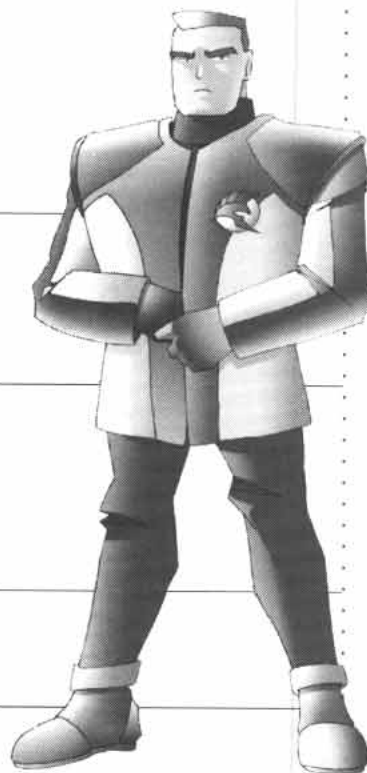
Other possible Skills: Combat Sense, Law, First Aid, Bureaucracy, Psychology, Intimidate, Zero-gee Movement and Combat.

EQUIPMENT ◇

Sidearm, plain clothes outfit, light body armor, communicator, 1d6x100 credits, access to ceremonial Decker exo-suit.

SIMILAR ARCHETYPES ◇

Bodyguard, Commando, Secret Service agent (any nationality), ESWAT Officer.



ATROPOS OPERATIVE ◀

Their existence is denied, but the agents of the JIS' Information Disposal Division are both real and deadly. Atropos comprises two separate but related units. One deals with internal affairs in the JIS, handling the quiet removal of traitors and moles. The other unit, split into numbered teams, is called upon whenever JIS operations outside of Jovian law must be executed. These missions (assassinations, kidnappings and torture) are seldom recorded in process, only in result. Being an Atropos agent does not require one to be a mindless killer, but it does call for a strong stomach and unquestioned loyalty.

ATTRIBUTES ▢

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

SKILLS ▢

Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.	Skill	Level	Attr.
Combat Sense	1	1	Exo-Suit Pilot	2	1	Melee	2	1	Small Arms	2	1
Dodge	1	1	Hand-to-Hand	2	1	Security	1	1	Stealth	2	1
Electronics	1	1									

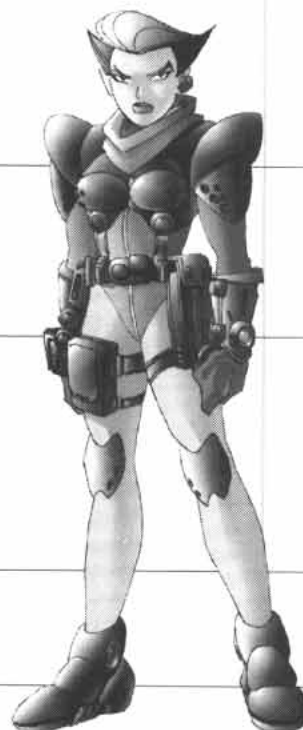
Other possible Skills: Parachuting, Survival, Zero-Gee Movement/Combat, Heavy Weapons, Law, Demolitions, Throwing.

EQUIPMENT ◇

Sidearm, light armor, communicator, 1d6x100 credits, anything suitable to mission at hand, including military-grade armor.

SIMILAR ARCHETYPES ◇

Assassin, SWAT/ESWAT Trooper.





► A

Agora	24, 28, 57, 61, 62
Allen, Adrian	20
Alpha Division	18, 44, 59
Alsop National Botanical Gardens	28
Archer, IM-04	75
Articles of Confederation	61
Arts and Media	50
Atropos Operative	79
Atropos	64
Audio Media	51
Autofac	10, 53
Axis Park	30

► B

Balakushna, Minister Miklos	25
Bay 8.5	68
Beta Division	18, 59
Bird, Edward Lincoln	61
Bisset School of the Arts	35
Bisset, Elisabeth	5, 13, 14, 35, 50
Bisset's Birthday	46

► C

Callisto	11, 37, 49
Catherine DeMille	30
Central Earth Government and Administration (CEGA)	19, 54
Chalkham Ironwheel	13
Chandrasekhar, Bernardo	17
Civic Council	25
Clotho Agent	78
Clotho	64
Cluster, the	31
Cold War	19
Colony Admin Buildings	25
Corvus	54, 63
Crystal-growth-induction Art	50
Cyberlink Activated by Thoughts (CAT)	20

► D

Daily Schedule	46
Dalton	27
Decker, Alfred	13, 15
Decker, ES-09	61, 71
Decker's Day	13, 46
Deliverer, XEAH-02	70
Dessa	45
Doverspike, Director Rowena	41
Dubois, BetaDivCom Richard	59
Dzechek Cosmoves	40

► E

Edicts	26, 51, 53
ElysEe	10, 11, 28
ElysEe, Battle of	57, 62, 67
Europa	11, 37
Exo-Ball	52
Exodus	41

► F

Fall, the	16, 43
Father Jupiter	48
Fiat-Iova	45
Fifth Martian Civil War	19
Floaters	20, 55
Food	47
Foreign Relations	54
Fortitude	45
Fujima, Roxy	20

► G

Gala	63-64
Galileo II	9
Gamma Division	18, 21, 33, 59
Ganymede	10, 11, 36
Gap	41
Garand, Ranho	21
Gardien D'Honneur	61, 79
Geiersburg	44, 59
Greek Trails	49

► H

Haller-Dzechek, Theodore	40
Hammers of Zeus	49

Hank Ames	64
Hanson Circuit	49, 53
Hartz, Admiral Calia	44
Health	47
Heavenward	50
Hector, EAL-04NA	40, 74
Hektor	41
Heloise, David	64
Heorot	38
Hephaestus	64
Hewer, Major Jefferson	18, 67
Hewer, Robert "Lil Bob"	67
Hobbies	51
Holidays	46
Holly, Nick	20
Home Guard	60
Hoplite	67
Hotel Chiang	41

► I

Inception Day	46
Intruder, IM-05	76
Io	37
Iris	64
Ironwheel Station	10
Ismael LI	20
Itangre, President Alexandra	5, 24, 62

► J

Jerome Hughes	67
Joshua's Station	30, 68
Jovian Armed Forces	6, 18, 57
Jovian Armor Works	30, 67
Jovian Center for Intelligence Studies	63
Jovian Colonial Cooperative	10
Jovian Colonies	23
Jovian Dreams	14
Jovian Exo Training Program	60
Jovian Gas Mining Corporation (JGM)	9, 10
Jovian Intelligence Service	63
Jovian Museum of National History	6, 28
Jovian Nationalists	61
Jovian Natural and Physical Sciences Institute	35, 38
J. Office for Energy Management Studies	42
Jovian Optics	40
Jupiter	6, 9

► K

Khannan Base	33, 59
Kleb, Admiral Russel	21
Klipsch, Vaclav	24
Kolibri	65
Koudriopoulos, GamDivCom Konrad	33, 59
Koudriopoulos, Madeline	20, 59, 67

► L

Lachesis	64
Langhammer, Minister Greta	25
Layers, the	43
Leung, Admiral Lucrezia	44
Liberal Democrats	61

► M

Maelstrom Electronics	40, 45
Maharjan, Minister Yousuf	25
Mannenburg Mining Center	36
Martian Federation	54
Martian Free Republic	54
Masamune Forge	67
Mentor, EAT-02	72
Mercury Merchants' Guild	53
Mercury	11, 16, 54
Morae	63-64
Morality	48

► N

Nakasu Fusion	43
Nationalistic Sedition	65
New Year's Revolution	12
Newhome Independence Day	46
Newhome Station	6, 10, 11, 59
Nicholoid	27
Nomad colonies	54
Nomnor	63-64

► O

Odyssey	5, 20, 59, 62
Olympian War	19
Olympus Independence Day	46
Olympus	6, 10, 11

► P

Park, Dong-Hwa	63
Payne, Betty "Bets"	64
Peacekeeper, IM-07	77
Pen-Yu Chiang	41
Peyarje, Dr. Agram	20
Pilgrimage, the	13
Pilgrims	13
Praetor	26, 78
Priam	39
Principii	25
Provisional Council of governors	25
Pseudophysalia Iovis	See Floaters

► R

Ranks, JAF	58
Rashapur	27
Redeye	60
Religion	48

► S

Sagittarius Incident	19
Salatiel, Councilor Venancio	61
Santala, Director Hector	63
Schwarzwald	27
Second Journey	14
Sensei, EAT-02LRS	73
Sergei, AlphDivCom Henrietta	59
Siranouche Garabedian	61
Skuld	64
Skunk Works	67
Smirnoff, Council Chair Yanosz	38
SolaPol	5
Stormrider, EAH-07	69
Sverdlova, President Esperanza	15
SysInstruum	51

► T

Tharpe, Councilor Jeanette	24
Themis	64
Thorsen, General Avram	21, 54, 57, 59, 62
Titan	17
Titanian Hydrocarbon Corporation	17
Tough Times, the	5, 19
Triumph	11
Trojan Asteroids	6, 10, 11
Trojan Conservative Party	61
Trojan States	23, 49
Trojan Trails	49
Tunnels, the	43

► U

Uerlig, Sabine	44
Unification War	19
Unity Hymn	15
Urd	64

► V

Vanguard Mountain Independence Day	46
Vanguard Mountain	6, 11, 42, 59
Vator Crater	20
Venus	11, 16, 54
Verdandi	64
Visual Media	50
Vivarium	11, 27, 28, 33

► W

West, Narana	24
Wunderlich Consortium	10-11

► X

Xmas	46
------	----

► Y

Yin-wang	27
----------	----

► Z

Zagadka	35
Zapata, Raul	40
Zimble, Manfred	40