

High Colonies

D20 Future

Progress Level late 6, early 7. There is anti-gravity in some of the more advanced stations while others still have to spin to establish gravity.

Laser weapons are common with corporate troops but Mercenaries are still carrying advanced versions of modern weapons.

Limited PL 7 cybernetics is available to the connected or the rich. The only cybernets that exist are local to each station and sometimes linked between close dependent stations. There is no system-wide cybernet.

Genetic modification and engineering is also available and genetic mutants are common in many forms. Nanotechnology is at its early adolescence stage, used in many medical procedures but is not prevalent in society.

Space Travel is limited to sub-light. The only interstellar travel that has been done is through sleeper ships.

Robotics are more advanced than most other technologies, save Gravity Systems. It is more in the PL 7 range.

Future Player's Companion

Specifically the Sol Colonials Subraces will be used. Anything else can be used with approval. No alien races will be used other than the Fraal (Chakon) who will be a NPC race.

Weapons Conversion

Modern	High Colonies
<i>Handguns</i>	
Beretta 92F autoloader	9mm autoloader
Beretta 93R machine pistol	9mm Machine Pistol
Colt Double Eagle autoloader	10 mm autoloader
Colt M1911 autoloader	.45 Auto Pistol
Colt Python revolver	.357 Revolver
Derringer pistol	Derringer pistol
Desert Eagle autoloader	.44 autoloader
Glock 17 autoloader	9mm autoloader
Glock 20 autoloader	10 mm autoloader
MAC Ingram M10 machine pistol	9mm Machine Pistol
Pathfinder revolver	.22 Revolver
Ruger Service-Six revolver	.38 Revolver
S&W M29 magnum revolver	.44 Revolver
SITES M9 autoloader	9mm autoloader
Skorpion machine pistol	.32 Machine Pistol
TEC-9 machine pistol	9mm autoloader
Walther PPK autoloader	.32 autoloader
<i>Longarms</i>	
AKM/AK-47 assault rifle	7.62mm Light Assault Rifle
Barrett Light Fifty sniper rifle	.50 Sniper Rifle
Beretta M3P shotgun	12 gauge Shotgun
Browning BPS shotgun	10-gauge shotgun
HK G3 assault rifle	7.62mm Assault Rifle
HK MP5 submachine gun	9mm submachine gun
HK MP5K submachine gun	9mm submachine gun
HK PSG1 sniper rifle	7.62mm Sniper Rifle
M16A2 assault rifle	5.56 Assault Rifle

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M4 Carbine assault rifle	5.56 Assault Rifle
Mossberg shotgun	12 gauge Shotgun
Remington 700 hunting rifle	7.62mm Hunting Rifle
Sawed-off shotgun	12 gauge Sawed-off Shotgun
Steyr AUG assault rifle	5.56 Assault Rifle
Uzi submachine gun	9mm submachine gun
Winchester 94 hunting rifle	.444 Hunting Rifle
<i>Heavy Ranged Weapons</i>	
M-60 medium machine gun	7.62 Medium Machine Gun
M2HB heavy machine gun	.50 Heavy Machine Gun
M72A3 rocket launcher (LAWs)	66mm Light Rocket Launcher
M79 grenade launcher	40mm Grenade Launcher

Timeline

It's important to note that this is a summary. There is more detail in the book, but this gives a general idea of what goes on. Since the book was written before the Soviet collapse, it still references the Russians as Soviets. I changed it to the Russians to make it fit better with today's history.

1990 - 2010 - The US and other governments open space to private entities and a massive colonization of the solar system begins. Space stations, space factories, and mining facilities are built through out the solar system starting with the Moon, asteroids and Mars.

2011 - US and Russian colonists almost go to war but a detente is established.

2012 - As the technology advances and gets cheaper more minor powers join the new space race.

2015-2016 - Syrian-Israeli War on Earth, and it ends with a forced peace after a severe nuclear exchange.

2016-2035 - Continued colonization of the solar system.

2039 - Brockway Prison Station in Asteroid built

2041-2044 - Corporation Wars between LEC and Genistarr. Ends with Shepard's Accords.

2042 - Terraforming on Venus starts

2058 - Morrigan Declaration. The "Seven Witches" are formed. 7 of the most powerful corporations unite and declare independence from Earth.

2059 - 20-Minute War - United US & Russian forces attack the lead corporation of the Seven Witches, Genistarr. The attack fails.

2064-2066 - Gran Chaco War on Earth . Argentina invades Paraguay and in the end, Brazil gains dominance of South America as a rising super power.

2074 - Bentham Prison station riot - worst prison riot in human history

2082 - Charter of Hammerskjold creates the foundation of the Co-Prosperity League between the US, Russia, India, Canada, Brazil, China and the high colonies. It also establishes the Joint Peacekeeping Force.

2087 - Kodama Bio-systems create the first bio-genetic super soldiers (bio-gens)

2088 – The Ares Project begins – terraforming of Mars.

2093 - First contact with an alien sleeper ship full of Chakron. They join the Co-Prosperity League.

2096 - Research into FTL achieves some breakthroughs on Earth. A theoretical drive is developed and is called the NCD.

2106 - Lofa River War begins - Guinea vs. Liberia. US and Russia take opposite sides, straining relations.

2117 - Earth Home War - A chemical, biological, and nuclear war renders the Earth uninhabitable. The "High Colonies" are left on their own and enter into a hard times.

2118-2128 - The High Colonies recover from near collapse in the aftermath of the Earth Home War. Out of the ashes are born new alliances and government organizations. Two primary organizations rival the Co-Prosperity League for power - The High Terran Commonwealth, and the Outstation League.

2130 - Outstation War - between the Commonwealth and the Outstation League.

2135-2139 - Lunar War between Kyakov-Hanadi (one of the Seven) and Commonwealth.

2143-2151 - Barbary Wars - A raider named Gerald Carter leads attacks against Outstation League stations and then Commonwealth installations. The end result is a united Commonwealth/Outstation Peacekeeping force that rivals the Co-Prosperity League. Carter is killed in a final decisive battle.

2154 - Band of Humanity forms.

2167-2171 - The Purge Wars - The Band rages a war to "purify humanity" using an army of bio-gen soldiers (called Ram-Soldiers). The war ends when the Band attacks a Chakon station and the retaliation was more than anyone ever expected from the Chakon. After the decisive battle with the Chakon, other factions move in for the kill, destroying the Band fleet.

2176 - Venusian Flu breaks out. Many die. All stations and colonies in and around Venus are quarantined.

2188 - Present day

01-02 VENUS AND MERCURY

- 01-12 **Bernoulli** (Venus) - Built by EU/Switzerland. It is under quarantine now. League: HTC, CPL. Type: Colony Station
- 13-15 **Canute** (Venus) - Built by EU/Denmark, it is under quarantine. League: PSEL. Type: Colony Station
- 16-32 **Garibaldi** (Venus) – Built by EU/Italy, it is under quarantine. League: HTC, CPL. Type: Colony Station
- 33-34 **Lenin** (Venus) – Built by Russia, it is under quarantine. League: HTC, CPL. Type: Military/Scientific Station.
- 35-37 **Low** (Venus) - Built by EU/Germany, it is under quarantine League: HTC, CPL. Type: Mining/Industrial Station
- 38-52 **New Pacific** (Venus) – built by the Pan Oceanic Coalition (Pacific nations) It is also under quarantine. League: Independent. Type: Colony Station
- 53-85 **Peron** (Venus) – Built by Argentina, it is under quarantine. League: HTC, CPL. Type: Colony Station
- 86 **Persephone** (Venus) - Built by a joint effort between US and Russia, it was to supervise the terraforming of Venus. It is under quarantine. League: HTC, CPL. Type: Scientific Station
- 87 **Quiller's Folly** (Mercury) – Corporate station, Quiller Mercury Venture Co., subsidiary of Kyakov-Hanadi (one of the Seven Witches) League: ICO. Type: Mining Surface Colony
- 88 **Sagan** (Venus) – Former US/Russian Research station. It is under quarantine. League: HTC. Type: Scientific/Surface Colony
- 89-90 **Scobee** (Venus) – Military installation for the High Terran Commonwealth. The only station not under quarantine around Venus. It has sterilization facilities. League: HTC. Type: Military Station
- 91-00 **Seddon** (Venus) – Built by New Zealand, it is under quarantine. League: HTC, CPL. Type: Colony Station

03-31 EARTH

01-10 - Earth Orbit

- 01-18 **Adler** – Built by EU/Germany, together with Lowe forms the EU/Germany. League: HTC, CPL. Type: Colony Station
- 19 **Armstrong** – American station dependent on Aldrin. League: HTC. Type: Scientific Station
- 20 **Friendship** – Headquarters of the Kodama Bio- Systems (subsidi. of LEC) League: PSEL, CPL. Type: Industrial Station
- 21-35 **Genesis** – Theocratic-ruled station of the BH, home to the Evangelic Church of the Chosen. League: BH, CPL. Type: Colony Station
- 36 **Glenn** – American military base-station. League: HTC, CPL. Type: Military Station
- 37-51 **Hephaestus** – Owned by Genistarr Corporation and corporate HQ for Universal Comm., and ORTOL Pharm. League: PSEL, CPL. Type: Industrial Station
- 52-57 **High Zion** – New homeland for the Orthodox Israeli Jew population, built by the ECS. League: ECS, CPL. Type: Colony Station
- 58 **Komarov** – A low-earth orbit station, it is one of the oldest. Built by the Russians. League: HTC, CPL. Type: Industrial/Military Station
- 59-60 **Shepard** – One of the oldest stations, it is suffering failures through out. There is a rumor that it will be ordered abandoned soon. League: HTC, CPL. Type: Colony Station
- 61-00 **Xanadu** – Corporate HQ for Adam Stembridge Assoc. (member of ICO) League: ICO, OL, CPL. Type: Industrial Station

11-27 – L1 (LaGrange 1)

- 01-02 **Brezhnev** – A member of the Russian Colonial Republic. League: HTC, CPL. Type: Colony Station
- 03-23 **Champlain** – Canadian Station. League: HTC, CPL. Type: Colony Station
- 24-53 **Charlemagne** – Built by EU/France. League: HTC, CPL. Type: Colony Station
- 54 **DET-001** – HQ of Lerrigan Synthetics, subsidi. of the Mesinal Group. League: PSEL, CPL. Type: Colony Station

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- 55 **Harmony** – Dependent of Bernoulli, Pitt, Adler and Charlemagne, it is ruled by a joint council from all four stations. League: HTC, CPL. Type: Colony Station
- 56-75 **O'Neill** – Built by the HTC to serve as its capitol and HQ. League: HTC. Type: Colony Station
- 76-00 **Tau** – HQ to Kyakov-Hanadi, as well as several other minor corp. League: PSEL. Type: IndustrialStation

28-50 - L3

- 01-02 **Castro** – Cuban Station. League: HTC, CPL. Type: Colony Station
- 03-14 **Cook** – Australia Station. League: HTC, CPL. Type: Colony Station
- 15-33 **Efrit** – Union of Arab States. League: HTC, CPL. Type: Colony Station
- 34 **Esau** – Ruled by Pastoral Council of Lifeline Church, a liberal Christian humanist group, it also contains the administrative offices of the ECS> League: ECS, CPL. Type: Colony Station
- 35-90 **Morrigan** – HQ of Genistarr Corporation and admin. offices of the PSEL. League: PSEL, CPL. Type: Industrial/Colony Station
- 91-93 **Mwari** – Zimbabwean Station. League: HTC, CPL. Type: Colony Station
- 94-99 **Orion** – HQ of Allanson Robotics. League: PSEL, CPL. Type: Colony Station
- 00 **Rykov** – Russian Colonial Republic Military station. League: HTC, CPL. Type: Industrial/Military Station

51-63 - L4

- 01-33 **Abigail** – HQ of the Mesinal Group. League: PSEL, CPL. Type: Colony Station
- 34-36 **El Cid** – Built by the EU/Spain. League: HTC, CPL. Type: Colony Station
- 37-00 **Gandhi** – Station built by India. League: HTC, CPL. Type: Colony Station

64-00 - L5

- 01-54 **Aldrin** – One of the two surviving American States. League: HTC, CPL. Type: Colony Station
- 55-56 **Gompers** – HQ of United Science, Technology and Employees Assoc. League: SFL, CPL. Type: Colony Station
- 57-71 **Kastrovo** – Member of the Russian Colonial Republic. League: HTC, CPL. Type: Colony Station

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- 72-79 **Lazarus** – Dependent of Genisis. League: BH, CPL. Type: Colony Station
- 80-84 **Palme** – Station built by EU/Sweden. League: HTC, CPL. Type: Colony Station
- 85-00 **Xerxes** – Iranian Station, predominantly Sunni muslims. League: HTC, CPL. Type: Colony Station

32-57 – MOON

- 01 **Borscovo** – Dependent of Krasny Oktyabr. League: HTC, CPL. Type: Surface Colony
- 02-03 **Camelot** – Owned by Adam Stenbridge Assoc. League: ICO, OL, CPL. Type: Surface Industrial/Military
- 04-06 **Coristan 1** – Owned by Coristan Mining Corp., HQ to several its subsid. League: PSEL, CPL. Type: Surface Industrial/Military
- 07 **Elnet** – Owned by Kyakov-Hanadi Corp. League: PSEL, CPL. Type: Surface Mining
- 08-13 **Hammarskjold** – HQ of the CPL. League: CPL. Type: Surface Colony
- 14-43 **Kennedy Base (Tranquility)** – Capital of the State of Tranquility, on of the two surviving states of the US. League: HTC, CPL. Type: Surface Colony
- 44-64 **Krasny Oktyabr** – Capital of the Russian Colonial Republic. League: HTC, CPL. Type: Surface Colony
- 65-78 **Lao Tzu** – Station built by China. League: HTC, CPL. Type: Surface Colony
- 79-84 **LX-0403** – HQ of Sorenson Insurance and Tech Development (subsid. of Genistarr Corp.). League: PSEL. Type: Surface Industrial/Mining
- 85-93 **Pitt** – Station built by Great Britain, ruled by a monarchy. League: HTC, CPL. Type: Surface Colony
- 94-99 **St. John** – Built by the Roman Catholic Church and the Vatican. League: ECS, CPL. Type: Surface Colony
- 00 **Twinstar** – Dependent on Kennedy and Krasny Oktoabr. League: HTC. Type: Surface Colony

58-70 - MARS

- 01-02 **Eden** – Ruled by the Church of the Apocrypha. League: BH, CPL. Type: Colony Station
- 03 **Horus** – Station built by Egypt, formerly a member of the HTC, now member of the OL. League: OL, CPL. Type: Colony Station
- 04-30 **Izanami** – Station built by Japan. League: HTC, CPL. Type: Colony Station
- 31-32 **Khruschev** – One of the most influential members of the Russian Colonial Republic. League: HTC, CPL. Type: Surface Colony
- 33 **McAuliffe** – Dependency of the HTC. Martian Terraforming station. League: HTC, CPL. Type: Surface Colony
- 34-62 **Quetzacoatl** – Station built by Mexico. League: HTC, CPL. Type: Surface Colony
- 63-90 **San Pedro** – Brazilian Station, capital of the New Republic of Brazil. League: HTC, CPL. Type: Surface Colony
- 91-97 **Solidarity** – HQ of the Alliance of Transport, Service and Space Workers. League: SFL, CPL. Type: Colony Station
- 98 **Suleiman** – Secondary terraforming facility. League: HTC. Type: Surface Colony/Scientific
- 99 **Tokura** – Japanese Martian station, dependent on Izanami. League: HTC, CPL. Type: Surface Colony
- 00 **Zhukov** – Russian Colonial Republic Station. League: HTC, CPL. Type: Surface Colony

71-78 - ASTEROID BELT

- 01-02 **Apianus** – A CPL University. League: CPL. Type: Asteroid Belt/Scientific
- 03 **Brockway** – HQ of the BMA. League: BMA. Type: Asteroid Belt/Industrial/Mining
- 04 **Caroline** – Mesinal Corporate owned. League: PSEL. Type: Asteroid Belt/Industrial/Mining
- 05 **Clement** – LEC Mining facility. League: PSEL. Type: Asteroid Belt/Industrial/Mining
- 06-10 **Coristan 2** – HQ to Coristan Mining Corp. League: PSEL, CPL. Type: Asteroid Belt/Industrial/Mining
- 11 **Destiny** – HQ of the True Brotherhood. League: BH, CPL. Type: Asteroid Belt/Colony
- 12 **Gagarin** – Russian Colonial Republic military base. League: HTC. Type: Asteroid Belt/Military
- 13-39 **Hegira** – Self-described Islamic-republic, home to Islamic Fundamentalists and rumored haven of terrorists. League: Independent. Type: Asteroid Belt/Colony
- 40 **Huygens** – HQ of the independent Belt Research Agency. League: Independent. Type: Asteroid Belt/Scientific
- 41-54 **Joe Hill** – HQ to Mining & Manufacturing Workers Union. League: SFL, CPL. Type: Asteroid Belt/Industrial/Mining
- 55 **Lowell** – Owned by Monstral Mining Company. League: ICO, CPL. Type: Asteroid Belt/Colony/Mining
- 56-71 **Omega** – HQ to IroCor. League: PSEL, CPL. Type: Asteroid Belt/Industrial/Mining
- 72 **Patton** – HQ to Hailey-Parker Armaments. League: PSEL, CPL. Type: Asteroid Belt/Industrial
- 73-86 **Rebirth** – Former state of the US colonies, it drew from much of the industrial mid-east US states (MI, OH, IN, PA). It is now independent of the US colony states. League: OL, ICO, CPL. Type: Asteroid Belt/Industrial
- 87-88 **Revelation** – HQ to the One Church of the Lord’s Process. League: BH. Type: Asteroid Belt/Colony
- 89-92 **Sargon** – Station built by Syria. League: HTC, CPL. Type: Asteroid Belt/Colony/Mining
- 93 **Seraglio** – Dependency of the BMA, it is a entertainment and recreational facility – “Station of Sins.” League: BMA. Type: Asteroid Belt/Industrial/Mining

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- 94 **Sigma** – HQ to several Allanson Robotics subsid. League: PSEL, CPL. Type: Asteroid Belt/Industrial/Mining
- 95 **Sun Tzu** – Home to Orchid Gunner Merc. League: Independent. Type: Asteroid Belt/Colony
- 96 **Talisman** – Owned by Genistarr Corp. League: PSEL. Type: Asteroid Belt/Industrial
- 97-00 **Unity** – Established by the United Native Peoples (American Indians). Allied with Tootega and Dreamtime. League: BMA, OL. Type: Asteroid Belt/Mining

79-90 JUPITER

- 01 **Agony** (Io) – Prison station run by the OL. League: OL. Type: Surface/Mining
- 02-03 **Barzani** (Callisto) – Station founded by Khurdish nationals. League: OL. Type: Colony Station
- 04-05 **Blaze** (Jupiter) – HQ of the LEC. League: PSEL, CPL. Type: Industrial Station
- 06-07 **Brahe** (Europa) – Owned by IroCor. League: PSEL. Type: Surface Mining/Industrial
- 08 **Calamity Base** (Ganymede) – Owned by Allanson Robotics. League: PSEL. Type: Surface/Industrial/Mining
- 09 **Cobra** (Jupiter) – HQ of James Engineering. League: PSEL, CPL. Type: Industrial Station
- 10 **Coristan 4** (Io) – Owned by Coristan Mining Corp. League: PSEL, CPL. Type: Surface Mining/Industrial
- 11 **Dalmady** (Jupitier) – OL Military base. League: OL. Type: Military Station
- 12-21 **De Souza** (Jupiter) – Part of the New Republic of Brazil. League: HTC, CPL. Type: Colony Station
- 22-30 **Dnepr** (Jupiter) – Formerly under Russian rule, it declared independence in 2020. League: OL. Type: Colony/Industrial Station
- 31 **Dolina** (Io) – Dependent of Krasny Oktyabr. League: HTC, CPL. Type: Surface Mining
- 32 **Dreamtime** (Jupiter) – Built by the Australian aboriginal people. Strong soldiers come from this station. League: OL. Type: Colony Station
- 33-35 **Electra** (Jupiter) – Built by a feminist movement called the Electra Society. League: OL, CPL. Type: Colony Station
- 36-45 **Empire** (Jupiter) – Former US station; it drew from the north eastern seaboard. It declared independence from the US in 2121 League: OL, CPL. Type: Colony/Industrial Station
- 46-49 **Fundament** (Jupiter) – Dependency of Genesis, built by the Evangelic Church of the Chosen. League: BH. Type: Colony Station
- 50 **Ganymede II** (Jupiter) – A joint dependent of the Russian Colonial Republic, Aldrin and Kennedy. League: HTC, CPL. Type: Scientific Station
- 51-53 **Guernica** (Jupiter) – Built by the Basque nationalists as part of a relocation from the EU. League: OL, CPL. Type: Colony Station

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- 54-69 **High Plains** (Jupiter) – Formerly a US colony, it drew from the Midwest, primarily Texas. It declared independence in 2119. League: OL, CPL. Type: Colony Station
- 70-76 **Ho Chi Minh** (Jupiter) – Vietnamese built station, it was formerly a member of the HTC , but now is not. League: CPL. Type: Colony Station
- 77-87 **Homeland** (Jupiter) – Built by the Congress of African States. League: OL, CPL. Type: Colony Station
- 88-89 **Janissary** (Jupiter) – Jointly owned and maintained by six mercenary groups. League: Independent. Type: Industrial Station
- 90-93 **Levesque** (Callisto) – Built by the Quebecois Nationalists. League: OL, CPL. Type: Colony Station
- 94-96 **Sukarno** (Europa) – Built by Indonesia. League: OL, CPL. Type: Colony Station
- 97-98 **Unkulunkulu** (Ganymede) – Built by the New Zulu Nation. League: OL, CPL. Type: Colony Station
- 99-00 **Vitality** (Jupiter) – Built as a joint project between the EU countries of Belgium, the Netherlands, and Luxembourg. League: HTC, CPL. Type: Colony Station

91-97 SATURN

- 01-02 **Alban** (Iapetus) – Built by Scottish Nationalists, it is one of the most politically active stations in the OL. League: OL, CPL. Type: Colony Station
- 03-52 **Bolivar** (Saturn) – Built by the Pan-Latin Congress, an alliance of Central and South American countries. League: OL, CPL. Type: Colony Station
- 53 **Cymru** (Mimas) – Built by Welsh nationalists. League: OL, CPL. Type: Colony Station
- 54 **Fianna** (Titan) – Built by Irish dissidents who fled after the end of the Irish Civil War in 2036. League: OL, CPL. Type: Colony Station
- 55 **Gaea** (Phoebe) – Built by the Guardians of Earth Society as a preserve for all Earth's plant and animal life. League: Independent. Type: Colony/Scientific Station
- 56-57 **High Khalistan** (Titan) – Built by the Punjabi nationalists. League: OL, CPL. Type: Colony Station
- 58-59 **Kruger** (Tethys) – Built by neo-fascist South Africans. League: BH, CPL. Type: Colony Station
- 60 **Kyklos** (Rhea) – HQ of the Ku Klux Klan. League: BH. Type: Surface/Colony/Mining
- 61-62 **New Hope** (Saturn) – Built by the Howard-Fry Society. League: Independent. Type: Colony Station
- 63-64 **Newton** (Dione) – HQ to Sabah Energy (IrCor). League: PSEL, CPL. Type: Surface/Colony/Mining
- 65 **Noyes** (Rhea) – Built by the New Oneida Society, a radical spiritualist group. League: OL. Type: Colony Station
- 66-92 **Nuevo California** (Saturn) – Former US colony, it drew from primarily California. It declared independence in 2121. League: OL, HTC. Type: Colony Station
- 93 **Shaka** (Hyperion) – HQ to the Mombala;s Brigade mercenary group. League: Independent. Type: Surface/Colony/Mining
- 94-96 **Starfall** (Tethys) – Owned by Adam Strembridge Assoc. League: ICO, OL, CPL. Type: Industrial Station
- 97-99 **Sullivan Co-op** (Enceladus) – “Run” by an anarchist group of disparate peoples, no one single group runs the station. League: OL, CPL. Type: Colony/Industrial Station
- 00 **Walden** (Saturn) – Built by a pacifist group called the Walden Restoration Society, it is now run by a group called the Forsaken Ones – a group of disparate groups. League: Independent. Type: Colony Station

98-00 URANUS AND BEYOND

- 01-03 **Abel** (Pluton-Charon-L1) – Home to the Newstart Cooperative Assoc. League: OL, CPL. Type: Colony Station
- 04 **Bentham** (Uranus) – HTC Prison station. League: HTC. Type: Industrial Station
- 05-11 **Byelobog** (Uranus) – Built by the EU/Russia, it drew from many of its Eastern Europe and Russian fringe republic states. It declared independence just after the Earth Home War. League: OL. Type: Colony Station
- 12 **Calypso** (Minerva) – Dependent of the OL. League: OL. Type: Colony Station
- 13-14 **Copernicus** (Miranda) – Owned by Haran Minerals. League: ICO, OL. Type: Surface/Industrial/Mining
- 15 **Coristan 3** (Neried) – Owned by Coristan Mining Corp. League: PSEL, CPL. Type: Surface/Mining
- 16-17 **Coven** (Pluto) – Established by the Le Fay Order, a group of self described prophets, witches and occultists. They have very little contact with the outside. League: Independent. Type: Colony Station
- 18-19 **Disaster Landing** (1985U1 or Puck) – Secret base of what is left of Carter’s raiders. League: Independent. Type: Surface/Colony
- 20 **Far Sturleson** (Triton) – Dependency of Near Sturleson. League: OL. Type: Surface/Mining
- 21-45 **Heartland** (Umbriel) – Former US colony, it drew from the mid-western states. It declared independence in 2121. League: OL, CPL. Type: Colony Station
- 46 **Libertatia** (Uranus-Oberon-L4) – Owned by the Van Owen’s Rangers. League: Independent. Type: Military/ Colony Station
- 47 **L'Ollonais** (Urnanus-Puck-L1) – Built by Gerald Carter as a refuge during the Barbary Wars and is a well kept secret. League: Independent. Type: Military Station
- 48-49 **Mathewson** (Oberon) – OL Military Installation. League: OL. Type: Military Station
- 50-56 **Moro** (Ariel) – Built by Philipina Muslim nationalists. League: OL, CPL. Type: Colony Station
- 57 **Near Sturleson** (Triton) – Built by EU/Iceland. League: OL, CPL. Type: Colony Station
- 58 **Nevsky-Lincoln** (Neptune) - League: HTC. Type: Scientific/Military Station
- 59 **New Vermont** (Umbriel) – Founded by environmentalists and survivalists. League: OL, CPL. Type: Colony Station

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- 60-62 **Rising Star** (Neptune-Triton-L1) – A communal anarchy. League: Independent. Type: Colony/Industrial Station
- 63-79 **Schroeter** (Urnaus) – Built by Germans, it is now independent from the EU/Germany. League: OL CPL. Type: Colony Station
- 80 **Sixtus** (Umbriel) – Owned by the Sheridan Mining Corp. League: ICO, OL. Type: Surface/Mining
- 81 **Thorgen Station** (Miranda) – Owned by First Arrow Industries. League: Independent. Type: Surface/Mining/Industrial
- 82 **Tootega** (Titania) – Built and colonized by Alaskan Eskimos, part of the United Native Peoples. League: OL. Type: Surface/Colony/Mining
- 83-84 **Viride** (Neptune) – Built by the Viride Ecological Cooperative, now ruled by the mercenary group, Cammarata's Light Irregulars. League: OL, CPL. Type: Colony Station
- 85-98 **Yankee** (Triton) – Formerly a US colony, it drew from the populations in New England. It declared independence in 2121. League: OL, CPL. Type: Colony Station
- 99 **Yvette** (Triton) – HQ to the Triton Free Company Mercenary group. League: Independent. Type: Surface/Colony/Mining
- 00 **Zale** (Pluto) – OL dependent. League: HTC. Type: Surface/Scientific

Leagues

Leagues rule the High Colonies. Political and economic forces formed these leagues. There are basically four types of leagues – Nationalist, Corporate, Labor and Religious. Political systems have fallen prey to the simple need to survive and the human tendency for greed. Although democratic ideals exist in places, as do communist, they exist in the individual stations and not as a whole in a particular league.

- **Band of Humanity (BH)**– A united group of fringer radicals, religious zealots and fascists who seek to cleanse the solar system of what it sees as ‘unclean’ humans. They include the Evangelic Church of the Chosen, The One Church of the Lord’s Process, Church of the Apocrypha, The True Brotherhood (white supremacists), and the Ku Klux Klan. Type: Religious
- **Belt Miner’s Association (BMA)** – A union of miners, prison workers, and former prisoners formed together out of the need to survive after the EarthHome War. They developed a system to become self sufficient, in a strange union of prisoner and prison guards along with area miners, forming a network of supplies and trade. Some prisoners remain imprisoned as their crimes were too heinous but many have redeemed themselves by helping the cause. Type: Labor
- **Co-Prosperity League (CPA)** – The UN-like governing body formed after the corporate owned High Colonies and unions declared independence from Earth. Members were all the major independent colonies and the ruling unions. Its enforcement arm is called the Joint Peacekeeping Force (soldiers calling themselves League Peacekeepers). Members of this group represent the old-guard; original colonists before the EarthHome War who see the influx of the Earth nationals as a threat to their power. Unions of the inner colonies have recently politically taken over the CPL, once seen as a governing body over independent colonial states. Its power has waned considerably since the EarthHome War, but recently, the HTC and other entities have helped it out to counter the power of the PSEL and others. Type: Labor
- **Ecumenical Council of Sol (ECS)** – A union of tradition Earth religions and churches, from Taoism and Christianity. They rarely ‘rule’ their members as much as spiritually advise. They were formed in reaction to the jihad threats from many of the minor radical Islamic factions. Many fear the day when these fractional Islamic movements unite under one banner but most believe

they still suffer from too much division and internal conflict. Type: Religious

- **High Terran Commonwealth (HTC)** – Formed after the Earth Home War, it represents what is left of the national governments of Earth. Some see it as a successor to the waning CPL, but in reality it is far different from it. While the CPL was formed out of corporate entities and labor unions, the HTC was formed out of nationalist states of old Earth in an attempt to preserve what was. The Commonwealth is one of the most powerful bodies in the Solar System now, with a considerable military – known simply as the Commonwealth Army. Members include the American Alliance, the New Republic of Brazil, Imperial Colonies of Japan, Chinese Colonial Republic, the Russian Colonial Republic, New Mexican Colonies and many other of the old governmental states. Type: Nationalist
- **Independent Commercial Organization (ICO)** – Formed in reaction to the Pan-System Enterprise League and the “Seven Witches”, this is a group of eight corporations unified and strong. They tend to be somewhat ruthless, stamping out small independent competition and strong-arming potential members to join. Most of the members are on the outer regions of the solar system and were able to take advantage of the EarthHome War to build their power. It is a strong ally of the Outstation League. Type: Corporate
- **Outstation League (OL)** – Founded not long after the Commonwealth in reaction to it by outer-colonies, the original members were drawn from separatists and fringer stations who were denied entry into the Commonwealth. Since its formation, it rivals the Pan-System Enterprise League as the second most power entity in the solar system. It’s military is considerable, and its people are unified despite the disparity in cultures that have joined it. People from this league are radical thinkers, some see as crazy, insane, or just odd. Type: Nationalist
- **The Pan System Enterprises (PSEL)** – The oldest league in the solar system, the PSEL is the organization formed by the Seven Witches. Its military is considerable and its stance against organized labor is strong. It wields considerable economic power and controls the major monetary unit in the solar system, the EC – Enterprise Credit. Despite seeming like one single body of unified companies, its internal struggles although kept as secret as possible, are common and considerable. The Seven are still rivals and competitors. Type: Corporate

- **Solar Federation of Labor (SBL)** – Able to trace its roots back to the American AFL-CIO, this league was formed in direct reaction to the PSEL's anti-labor union actions. Relations with the PSEL have varied from violent to friendly. However, since the Purge War, things have looked bad for labor relations and the SBL felt it was going to have to step up again. Members of this League represent the original colonist factory workers and other blue collar workers of the High Colonies. The CPL, recently taken over by unions, has increased tensions between labor and corporate leagues. Type: Labor

- **Minor Factions:** There are many minor factions vying for power or membership into the majors, while others just want to be left alone.
 - **Independents** – As the name implies, there are many stations that are self-sufficient enough that they can remain independent.

 - **The Jihad** – Prior to the EarthHome War, the Islamic movement had diminished considerably. Unfortunately, the radicals were able to eliminate the more liberal branches of their movement, leaving the pro-terrorist and islamo-fascist wings in power. Many of these terrorist cells still exist and cause trouble.

 - **Lurkers** – Through out the solar system are homeless and the lost. These are people from lost colonies or descended from “corporate slaves” who wonder about with no home in particular. They are independent and will do just about anything to survive.

 - **Danverites** – This is a rumored faction of people who broke out of some of many of the secret asylum stations through out the solar system. The rumor is they have banded together and formed a group of raiders that commit heinous and inhuman acts of barbarism.

Much of the Earth Nationalities still exist because the peoples have become even more isolated in their own stations or colonies. Only a few have mixed and those are on surface colonies.

Africa

Stations: Unkulunkulu (Ganymede), Homeland (Jupiter), Mwari [Zimbabwean] (Earth L3)

Languages Include - English, French, Somali, Swahili, Malagasy, tribal languages

Benefit: Disease Tolerant: +3 to Fortitude checks against disease

Argentina

Stations: Peron (Venus)

Languages: Spanish, English

Benefit: Jungle Dweller - +2 to Climb, Hide, Search, Spot, and Survival.

Australia Aborigi

Station: Dreamtime (Jupiter)

Language: English, Aboriginal languages

Benefit: Adaptable - +1 bonus to Will saves, +1 bonus to Survival, +1 bonus to any die roll vs. fear or morale

Australian Pacific Union (Australia, New Zealand)

Station: Cook (Earth L3), Seddon (Venus)

Language: English

Benefit: Adaptable – +1 bonus to Will saves, +1 bonus to Survival, +1 bonus to any die roll vs. fear or morale

Canada

Station: Champlain (Earth L1)

Languages Include - English, French

Benefit: Cold Tolerance - +3 to any Fortitude or Survival related to Cold environments

Cuba

Station: Castro (Earth L3)

Language: Spanish

Benefit: Heat Tolerant - +3 to any Fortitude or Survival related to hot environments

Eastern Europe (Bulgaria, Czech Republic, Slovakia, Hungary, Poland, Romania, Montenegro and Serbia)

Station: Byelobog (Uranus)

Languages Include: Bulgarian, Turkish, Greek, Czech, Slovak, Finnish, Swedish, Hungarian, Polish, Romanian, Serbo-Croatian

Benefit: Team Player – When Aiding Another in a skill check, your bonus is +3 if the Aid check is successful.

Egypt

Station: Horus (Mars)

Languages Include: Arabic

Benefit: Heat Tolerant - +3 to any Fortitude or Survival related to hot environments

European Union (Austria, Belgium, France, Germany, Finland, Netherlands, Portugal, Spain, Greece, Italy, Switzerland, Albania, Norway, Sweden, Denmark, Iceland, Luxembourg)

Stations: Lowe [Germany] (Venus) Adler [Germany] (Earth Orbit), Charlemagne [France] (Earth L1), Schroeter [Germany] (Uranus), Vitality [Belgium, Netherlands, Luxembourg] (Jupiter), El Cid [Spain] (Earth L4), Bernoulli [Switzerland] (Venus), Garibaldi [Italy] (Venus), Palme [Sweden] (Earth L5), Canute [Denmark] (Venus), Guernica [Basque] (Jupiter), Near Sturleson [Iceland] (Triton)

Language: German, Flemish-Dutch, French, Dutch, Portuguese, Spanish, Greek, Italian, Norwegian, Swedish, Icelandic

French Canadian (Quebecois)

Station: Levesque (Callisto, Jupiter)

Languages Include: French

Benefit: Cold Tolerance - +3 to any Fortitude or Survival related to Cold environments

Great Britain

Station: Pitt (Moon), Alban [Scotland] (Iapetus), Cymru [Welsh] (Mimas)

Language: English

Benefit: Unflappable - +2 to Concentration checks and can reroll these checks once with a -4 penalty.

India

Station: Gandhi (Earth L4)

Languages: Hindi-Hindustani, English

Benefit: Religious Influence - +4 to Knowledge (Religious) checks

Indonesia

Station: Sukarno (Europa)

Language: Malay-Indonesian

Benefit: Efficient – When you take 10 or 20, you make a skill check against the original DC. If successful, the time to accomplish the task is cut by 25%. This applies to skills checks with Computer Use, Forgery, Gather Information, Treat Injury, Profession or Repair.

Iran

Station: Xerxes (Earth L5)

Language: Arabic

Benefit: Heat Tolerant - +3 to any Fortitude or Survival related to hot environments

Ireland

Station: Fianna (Titan)

Language: English, Gaelic

Benefit: Gregarious - +2 to Diplomacy, Perform, and Gather Information.

Israel

Station: High Zion

Languages Include: Hebrew, Arabic

Benefit: Resilience - +3 to Will saves against fear or morale.

Japan

Station: Izanami (Mars), Tokura (Mars)

Language: Japanese

Benefit: Level Headed - +2 to Will saves and +1 to Concentration checks when in a stressful situation.

Mexico (Spanish).

Station: Quetzacoatl (Mars)

Languages Include: Spanish, English

Benefit: Heat Tolerant - +3 to any Fortitude or Survival related to hot environments

New Republic of Brazil (Chile, Paraguay)

Stations: San Pedro (Mars), De Souza (Jupiter)

Languages: Portuguese, English, Spanish

Benefit: Jungle Dweller - +2 to Climb, Hide, Search, Spot, and Survival.

Pan-Latin Congress (Central American including Belize, Costa Rica, El Salvador, Guatemala, Honduras, Nicaragua, Panama & some South American Nations including Bolivia, Columbia, Ecuador, Peru, Suriname, Uruguay, Venezuela)

Station: Bolivar (Saturn)

Languages Include: Spanish, English

Benefit: Guerrilla Tactics - +1 to Hide and Move Silently and doubled if in a military tactical situation.

Pan Oceanic Coalition (Cambodia, Laos, Sri Lanka, Thailand, Malaysia, Papua New Guinea, small Polynesian island nations)

Station: New Pacifica

Language: English, Lao, Khmer, French, Sinhala, Tamil, Thai, Javanese, Malay-Indonesian, Maori, Melanesian Pidgin

Benefit: Streetwise - +1 bonus to Knowledge (Streetwise), +1 bonus to Hide, +1 bonus to Bluff

Philippines

Station: Moro (Ariel)

Language: Pilini, English

Benefit: Jungle Dweller - +2 to Climb, Hide, Search, Spot, and Survival.

Republic of China (China, Korea, Hong Kong, Taiwan)

Station: Lao Tzu (Moon)

Languages Include: Mandarin Chinese, many regional dialects, Korea

Benefit: Agricultural - +3 to Knowledge (earth & life sciences)

Russian Colonial Republic

Station: Lenin (Venus), Persephone (Venus), Sagan (Venus), Komarov (Earth orbit), Brezhnev (Earth L1), Rykov (Earth L3), Kastrovo (Earth L5), Krasny Oktyabr (Moon), Borscovo (Moon), Khrushchev (Mars), Zhukov (Mars), Gagarin (Asteroid belt), Dnepr (Jupiter), Ganymede II (Jupiter), Byelobog (Uranus), Dolina (Io), Persephone (Venus), Sagan (Venus)

Languages Include: Russian

Benefit: Level Headed - +2 to Will saves and +1 to Concentration checks when in a stressful situation.

South Africa

Station: Kruger (Tethys, Saturn)

Languages Includes - Afrikaans, English, Bantu

Benefit: Disease Tolerant: +3 to Fortitude checks against disease

Turkey/Iraq Kurdish

Station: Barzani (Callisto)

Languages Include: Arabic, Turkish

Benefit: Heat Tolerant - +3 to any Fortitude or Survival related to hot environments

Ukranian

Station: Dnepr (Jupiter)

Languages Include: Russian or Ukraniu

Benefit: Vehicular Engineer - +2 to Repair, Knowledge and Craft (Mechanical) checks when involving a ground vehicle.

Union of Arab States (Algeria, Arabia - includes all countries/tribal groups on Arabian peninsula, Iraq, Jordan, Lebanon, Libya, Morocco, Palestine, Sudan, Tunisia, Afghanistan, Pakistan, Turkey)

Station: Efrat (Earth L3), Hegira (Asteroid Belt), High Khalistan [Punjabi/ Pakistan] (Titan)

Languages Include: Arabic, Berber, French, Armenian, Turkish

Benefit: Heat Tolerant - +3 to any Fortitude or Survival related to hot environments

Syria

Station: Sargon

Languages Include: Arabic

Benefit: Radiation Tolerance - +3 to Fort saves against radiation

United Native Peoples (Native American Nations)

Station: Unity (Asteroid Belt), Tootega (Titania)

Language: English, native languages

Benefit: Open-Minded - +2 to Gather Information and Listen checks and +3 to Diplomacy checks

United States of America

Station: Persephone (Venus), Sagan (Venus), Armstrong (Earth Orbit), Glenn (Earth Orbit), Kennedy Base (Tranquility), Rebirth (Asteroid Belt), Empire (Jupiter), High Plains (Jupiter), Nuevo California (Saturn), Heartland (Umbriel), Yankee (Triton)

Language: English

Benefit: Jack-of-all –trades - +1 bonus to 3 different skills that could be reasonably considered hobbies.

Vatican City

Station: St. John

Language: Italian, Latin

Benefit: Religious Influence - +4 to Knowledge (Religious) checks

Vietnam

Station: Ho Chi Minh (Jupiter)

Language: Vietnamese, English, French

Benefit: Jungle Dweller - +2 to Climb, Hide, Search, Spot, and Survival.