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. Nanotechnolog 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

<table>
<thead>
<tr>
<th>Modern</th>
<th>High Colonies</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Handguns</strong></td>
<td></td>
</tr>
<tr>
<td>Beretta 92F autoloader</td>
<td>9mm autoloader</td>
</tr>
<tr>
<td>Beretta 93R machine pistol</td>
<td>9mm Machine Pistol</td>
</tr>
<tr>
<td>Colt Double Eagle autoloader</td>
<td>10 mm autoloader</td>
</tr>
<tr>
<td>Colt M1911 autoloader</td>
<td>.45 Auto Pistol</td>
</tr>
<tr>
<td>Colt Python revolver</td>
<td>.357 Revolver</td>
</tr>
<tr>
<td>Derringer pistol</td>
<td>Derringer pistol</td>
</tr>
<tr>
<td>Desert Eagle autoloader</td>
<td>.44 autoloader</td>
</tr>
<tr>
<td>Glock 17 autoloader</td>
<td>9mm autoloader</td>
</tr>
<tr>
<td>Glock 20 autoloader</td>
<td>10 mm autoloader</td>
</tr>
<tr>
<td>MAC Ingram M10 machine pistol</td>
<td>9mm Machine Pistol</td>
</tr>
<tr>
<td>Pathfinder revolver</td>
<td>.22 Revolver</td>
</tr>
<tr>
<td>Ruger Service-Six revolver</td>
<td>.38 Revolver</td>
</tr>
<tr>
<td>S&amp;W M29 magnum revolver</td>
<td>.44 Revolver</td>
</tr>
<tr>
<td>SITES M9 autoloader</td>
<td>9mm autoloader</td>
</tr>
<tr>
<td>Skorpion machine pistol</td>
<td>.32 Machine Pistol</td>
</tr>
<tr>
<td>TEC-9 machine pistol</td>
<td>9mm autoloader</td>
</tr>
<tr>
<td>Walther PPK autoloader</td>
<td>.32 autoloader</td>
</tr>
<tr>
<td><strong>Longarms</strong></td>
<td></td>
</tr>
<tr>
<td>AKM/AK-47 assault rifle</td>
<td>7.62mm Light Assault Rifle</td>
</tr>
<tr>
<td>Barrett Light Fifty sniper rifle</td>
<td>.50 Sniper Rifle</td>
</tr>
<tr>
<td>Beretta M3P shotgun</td>
<td>12 gauge Shotgun</td>
</tr>
<tr>
<td>Browning BPS shotgun</td>
<td>10-gauge shotgun</td>
</tr>
<tr>
<td>HK G3 assault rifle</td>
<td>7.62mm Assault Rifle</td>
</tr>
<tr>
<td>HK MP5 submachine gun</td>
<td>9mm submachine gun</td>
</tr>
<tr>
<td>HK MP5K submachine gun</td>
<td>9mm submachine gun</td>
</tr>
<tr>
<td>HK PSG1 sniper rifle</td>
<td>7.62mm Sniper Rifle</td>
</tr>
<tr>
<td>M16A2 assault rifle</td>
<td>5.56 Assault Rifle</td>
</tr>
<tr>
<td>Rifle Type</td>
<td>Caliber/Description</td>
</tr>
<tr>
<td>----------------------------------</td>
<td>--------------------------------------</td>
</tr>
<tr>
<td>M4 Carbine assault rifle</td>
<td>5.56 Assault Rifle</td>
</tr>
<tr>
<td>Mossberg shotgun</td>
<td>12 gauge Shotgun</td>
</tr>
<tr>
<td>Remington 700 hunting rifle</td>
<td>7.62mm Hunting Rifle</td>
</tr>
<tr>
<td>Sawed-off shotgun</td>
<td>12 gauge Sawed-off Shotgun</td>
</tr>
<tr>
<td>Steyr AUG assault rifle</td>
<td>5.56 Assault Rifle</td>
</tr>
<tr>
<td>Uzi submachine gun</td>
<td>9mm submachine gun</td>
</tr>
<tr>
<td>Winchester 94 hunting rifle</td>
<td>.444 Hunting Rifle</td>
</tr>
</tbody>
</table>

**Heavy Ranged Weapons**

<table>
<thead>
<tr>
<th>Weapon Type</th>
<th>Caliber/Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>M-60 medium machine gun</td>
<td>7.62 Medium Machine Gun</td>
</tr>
<tr>
<td>M2HB heavy machine gun</td>
<td>.50 Heavy Machine Gun</td>
</tr>
<tr>
<td>M72A3 rocket launcher (LAWs)</td>
<td>66mm Light Rocket Launcher</td>
</tr>
<tr>
<td>M79 grenade launcher</td>
<td>40mm Grenade Launcher</td>
</tr>
</tbody>
</table>
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 throughout 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 EarthHome 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 Lowe (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 (subsidiary 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 Isreali 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/Canada. League: HTC, CPL. Type: Colony Station

54 **DET-001** – HQ of Lerrigan Synthetics, subsid. of the Mesinal Group. League: PSEL, CPL. Type: Colony Station
<table>
<thead>
<tr>
<th>Number</th>
<th>Station</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>55</td>
<td><strong>Harmony</strong></td>
<td>Dependent of Bernoulli, Pitt, Adler and Charlemagne, it is ruled by a joint council from all four stations. League: HTC, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>56-75</td>
<td><strong>O'Neill</strong></td>
<td>Built by the HTC to serve as its capitol and HQ. League: HTC. Type: Colony Station</td>
</tr>
<tr>
<td>76-00</td>
<td><strong>Tau</strong></td>
<td>HQ to Kyakov-Hanadi, as well as several other minor corp. League: PSEL. Type: IndustrialStation</td>
</tr>
<tr>
<td>28-50</td>
<td><strong>L3</strong></td>
<td></td>
</tr>
<tr>
<td>01-02</td>
<td><strong>Castro</strong></td>
<td>Cuban Station. League: HTC, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>03-14</td>
<td><strong>Cook</strong></td>
<td>Australia Station. League: HTC, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>15-33</td>
<td><strong>Efrit</strong></td>
<td>Union of Arab States. League: HTC, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>34</td>
<td><strong>Esau</strong></td>
<td>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</td>
</tr>
<tr>
<td>35-90</td>
<td><strong>Morrigan</strong></td>
<td>HQ of Genistarr Corporation and admin. offices of the PSEL. League: PSEL, CPL. Type: Industrial/Colonoy Station</td>
</tr>
<tr>
<td>91-93</td>
<td><strong>Mwari</strong></td>
<td>Zimbabwean Station. League: HTC, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>94-99</td>
<td><strong>Orion</strong></td>
<td>HQ of Allanson Robotics. League: PSEL, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>00</td>
<td><strong>Rykov</strong></td>
<td>Russian Colonial Republic Military station. League: HTC, CPL. Type: Industrial/Military Station</td>
</tr>
<tr>
<td>51-63</td>
<td><strong>L4</strong></td>
<td></td>
</tr>
<tr>
<td>01-33</td>
<td><strong>Abigail</strong></td>
<td>HQ of the Mesinal Group. League: PSEL, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>34-36</td>
<td><strong>El Cid</strong></td>
<td>Built by the EU/Spain. League: HTC, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>37-00</td>
<td><strong>Gandhi</strong></td>
<td>Station built by India. League: HTC, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>64-00</td>
<td><strong>L5</strong></td>
<td></td>
</tr>
<tr>
<td>01-54</td>
<td><strong>Aldrin</strong></td>
<td>One of the two surviving American States. League: HTC, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>55-56</td>
<td><strong>Gompers</strong></td>
<td>HQ of United Science, Technology and Employees Assoc. League: SFL, CPL. Type: Colony Station</td>
</tr>
<tr>
<td>57-71</td>
<td><strong>Kastrovo</strong></td>
<td>Member of the Russian Colonial Republic. League: HTC, CPL. Type: Colony Station</td>
</tr>
</tbody>
</table>
### High Colonies d20 – Draft 1.5

<table>
<thead>
<tr>
<th>Number</th>
<th>Name</th>
<th>Description</th>
<th>League(s)</th>
<th>Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>72-79</td>
<td>Lazarus</td>
<td>Dependent of Genisis. League: BH, CPL. Type: Colony Station</td>
<td></td>
<td>Colony Station</td>
</tr>
<tr>
<td>80-84</td>
<td>Palme</td>
<td>Station built by EU/Sweden. League: HTC, CPL. Type: Colony Station</td>
<td></td>
<td>Colony Station</td>
</tr>
<tr>
<td>85-00</td>
<td>Xerxes</td>
<td>Iranian Station, predominantly Sunni muslims. League: HTC, CPL. Type: Colony Station</td>
<td></td>
<td>Colony Station</td>
</tr>
<tr>
<td>32-57</td>
<td>Borscovo</td>
<td>Dependent of Krasny Oktyabr. League: HTC, CPL. Type: Surface Colony</td>
<td></td>
<td>Surface Colony</td>
</tr>
<tr>
<td>01</td>
<td>Camelot</td>
<td>Owned by Adam Stembridge Assoc. League: ICO, OL, CPL. Type: Surface Industrial/Military</td>
<td></td>
<td>Surface Industrial/Military</td>
</tr>
<tr>
<td>04-06</td>
<td>Coristan 1</td>
<td>Owned by Coristan Mining Corp., HQ to several of its subsid. League: PSEL, CPL. Type: Surface Industrial/Military</td>
<td></td>
<td></td>
</tr>
<tr>
<td>07</td>
<td>Elnet</td>
<td>Owned by Kyakov-Hanadi Corp. League: PSEL, CPL. Type: Surface Mining</td>
<td></td>
<td>Surface Mining</td>
</tr>
<tr>
<td>08-13</td>
<td>Hammarskjold</td>
<td>HQ of the CPL. League: CPL. Type: Surface Colony</td>
<td></td>
<td>Surface Colony</td>
</tr>
<tr>
<td>14-43</td>
<td>Kennedy Base</td>
<td>Capital of the State of Tranqility, one of the two surviving states of the US. League: HTC, CPL. Type: Surface Colony</td>
<td></td>
<td></td>
</tr>
<tr>
<td>44-64</td>
<td>Krasny Oktyabr</td>
<td>Capital of the Russian Colonial Republic. League: HTC, CPL. Type: Surface Colony</td>
<td></td>
<td>Surface Colony</td>
</tr>
<tr>
<td>65-78</td>
<td>Lao Tzu</td>
<td>Station built by China. League: HTC, CPL. Type: Surface Colony</td>
<td></td>
<td>Surface Colony</td>
</tr>
<tr>
<td>79-84</td>
<td>LX-0403</td>
<td>HQ of Sorenson Insurance and Tech Development (subsid. of Genistarr Corp.). League: PSEL. Type: Surface Industrial/Mining</td>
<td></td>
<td></td>
</tr>
<tr>
<td>85-93</td>
<td>Pitt</td>
<td>Station built by Great Britain, ruled by a monarchy. League: HTC, CPL. Type: Surface Colony</td>
<td></td>
<td>Surface Colony</td>
</tr>
<tr>
<td>94-99</td>
<td>St. John</td>
<td>Built by the Roman Catholic Church and the Vatican. League: ECS, CPL. Type: Surface Colony</td>
<td></td>
<td>Surface Colony</td>
</tr>
<tr>
<td>00</td>
<td>Twinstar</td>
<td>Dependent on Kennedy and Krasny Oktoby. League: HTC. Type: Surface Colony</td>
<td></td>
<td>Surface Colony</td>
</tr>
</tbody>
</table>
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
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** (Jupiter) – 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) – Dependecy of Genisis, 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
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 Quebeccois 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
Abel (Pluton-Charon-L1) – Home to the Newstart Coorperative Assoc. League: OL, CPL. Type: Colony Station

Bentham (Uranus) – HTC Prison station. League: HTC. Type: Industrial Station

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

Calypso (Minerva) – Dependent of the OL. League: OL. Type: Colony Station

Copernicus (Miranda) – Owned by Haran Minerals. League: ICO, OL. Type: Surface/Industrial/Mining

Coristan 3 (Neried) – Owned by Coristan Mining Corp. League: PSEL, CPL. Type: Surface/Mining

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

Disaster Landing (1985U1 or Puck) – Secret base of what is left of Carter’s raiders. League: Independent. Type: Surface/Colony

Far Sturleson (Triton) – Dependency of Near Sturleson. League: OL. Type: Surface/Mining

Heartland (Umbriel) – Former US colony, it drew from the mid-western states. It declared independence in 2121. League: OL, CPL. Type: Colony Station

Libertatia (Uranus-Oberon-L4) – Owned by the Van Owen’s Rangers. League: Independent. Type: Military/Colony Station

L’Ollonais (Uranus-Puck-L1) – Built by Gerald Carter as a refuge during the Barbary Wars and is a well kept secret. League: Independent. Type: Military Station

Mathewson (Oberon) – OL Military Installation. League: OL. Type: Military Station

Moro (Ariel) – Built by Philipina Muslim nationalists. League: OL, CPL. Type: Colony Station

Near Sturleson (Triton) – Built by EU/Iceland. League: OL, CPL. Type: Colony Station

Nevsky-Lincoln (Neptune) - League: HTC. Type: Scientific/Military Station

New Vermont (Umbriel) – Founded by environmentalists and survivalists. League: OL, CPL. Type: Colony Station
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 Sheridon 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 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 exists in the individual stations and not as a whole in an 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 Proceed, 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 Earth Home 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 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 islamofascist wings in power. Many of these terrorist cells still exist and cause trouble.

  - **Lurkers** – Throughout 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 the secret asylum stations throughout 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] (Urnaus), 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, Sinhal, 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), Khruschev (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 Ukranian

**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:** Efrit (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.