MUTANT CHRONICLES

WARZONE

The Chronicles of War



TARGET GAMES


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WARZONE CREDITS



PROJECT DEVELOPMENT:
John Robertson



ART DIRECTION:
Nils Gulliksson



EDITOR IN CHIEF:
Peter Flannery

WRITTEN BY:
Peter Flannery



GAMES DESIGN:
John Grant



DESIGN SUPPORT:
Patrick Casey and Mike J. Murtha



GRAPHIC DESIGN & LAYOUT:
Stefan Thulin



GRAPHIC ASSISTANTS:
Andrew Smith and David Boylan



COVER ARTWORK:
Paul Bonner



ARTWORK:
Paul Bonner, Stuart Beel, Jon Haward, Mark Dubois, Terry Oakes, Paolo Parente and Parente Studio, Les Edwards, Alex Horley, Luca Zontini, Tony Bagge and Simon Bisley



FIGURE SCULPTORS:
Kev White, Alex Hunter, Roy Eastland, Phil Lewis, Neil McKenzie, John Robertson, Tim Prow, Werner Klocke, Mark Copplestone, Mark Kay and Kev Adams



PLASTIC MINIATURES:
Bob Naismith



FIGURES PAINTED BY:
Mark McNaught, Jackie Prow and the Target Games Design Studio



PHOTOGRAPHY:
John Robertson and Whitehouse Studios



DIORAMAS AND VEHICLES:
Jean-Jacques Chaboissier



LANGUAGE CO-ORDINATOR:
Luca Bernabei



PLAY TESTERS:
Grant Kinsley at Mission Games, Tom Schadle, Hex, Ed and Chris Smith, The Adventurers Club, Jim Williamson, Tony Swanson and the Target Games Design Studio



TARGET GAMES:

PRESIDENT:
Fredrik Malmberg

SENIOR VICE PRESIDENT:
Klas Berndal

VICE PRESIDENT:
Robert J. Watts

CREATIVE DIRECTOR:
Nils Gulliksson

STUDIO MANAGER:
John Robertson

SALES:
Felix Garzon, Mal Green, Patric Backlund and Tara Gallagher

PRODUCTION MANAGERS:
Tom Carter, Joseph Watts and Cees Kwadijk

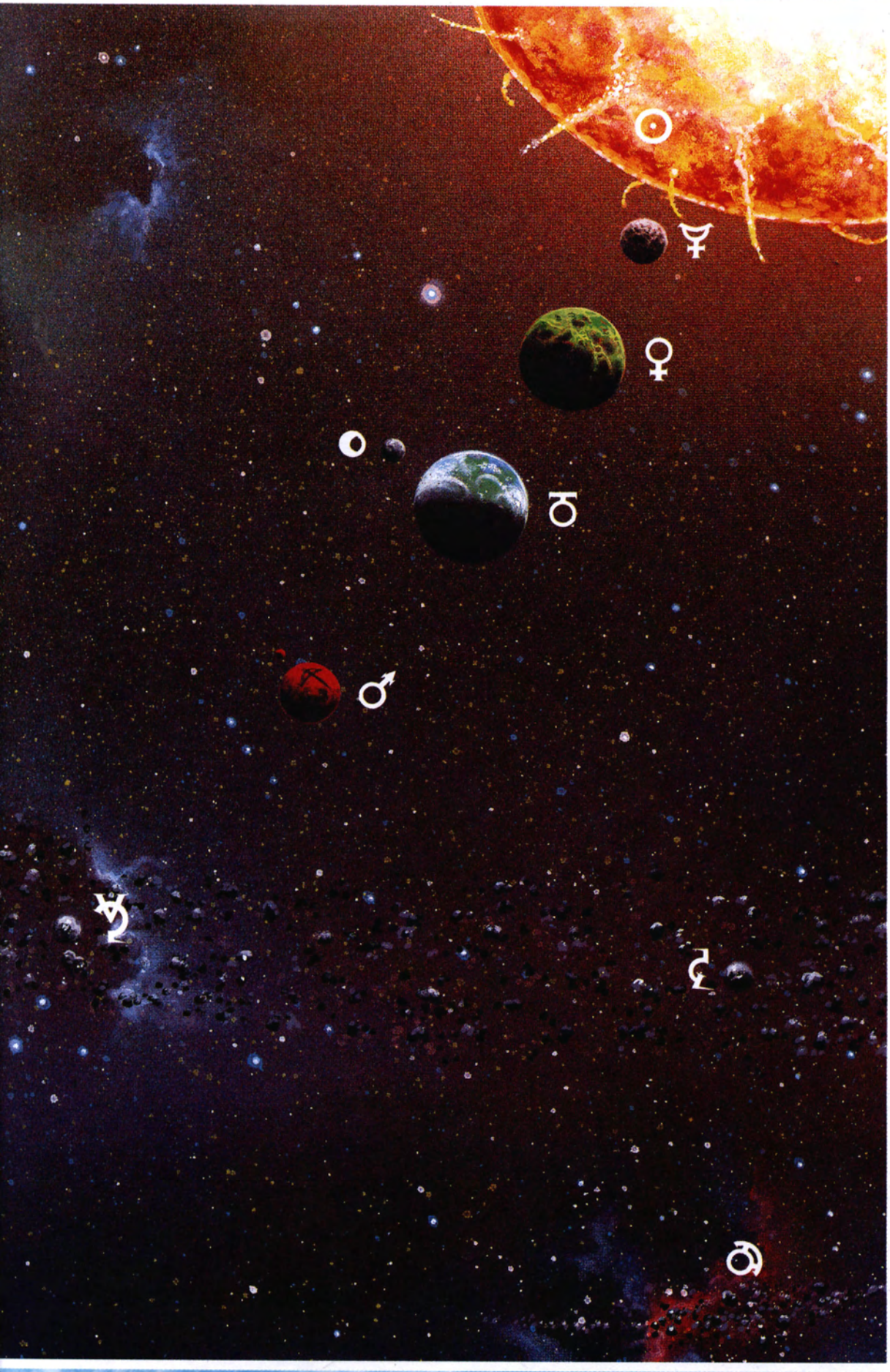
US BUSINESS MANAGER:
Dewaine Gartensleben

CONTROLLER:
Mikael Enquist

WEB SITE:
www.target.se

E-MAIL:
warzone@target.se

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Prologue

It is the nature of life to create, to push back the boundaries of its world. It is the nature of man to destroy what he has created and defend, unto death, the boundaries that he calls his own. It is the fire that fuels our supremacy; it is our nemesis! For, in the dark recesses of our minds, in the cold vacuum between the stars, there lurks an unspeakable presence that looks upon the darkness of our hearts with slavering anticipation.

It is the Dark Soul.

And with every life we take, with every drop of blood we shed, with every treacherous deed, every famine, every war, every psychotic act, we bind ourselves more closely to its dark purpose. And the Dark Soul delights in our weakness.

Despite our efforts to resist, the Dark Soul is laughing, it is laughing at you! For you can no more shed the blackness in your soul, than the wolf can shed its teeth, its claws and its desire for rending flesh.

Hide yourself away and it will find you, fight and it shall destroy you, slay yourself and it shall claim your soul, submit and it shall mock you for all eternity…

And yet, there is a way; a way to prevail. But will you find it? I think not. For even now you feel the Dark Soul clutching at **your** soul…

Can you feel it?

Can you hear it laughing?

It is laughing at you….

☉	**SUN**
☿	**MERCURY**
♀	**VENUS**
♁	**EARTH**
☾	**LUNA**
♂	**MARS**
⚸	**VICTORIA**
⚵	**ASTROID BELT**
♄	**DEMBOVSKA**
⚳	**CERES**
♃	**JUPITER**
♄	**SATURN**
♃	**TROJANS**
♃	**GANYMEDE**

War Without End, Amen



1500 years ago man set foot upon the moon - one small step for a man; one giant leap towards oblivion. "We come in peace for all mankind" - so arrogant, so naïve. Did they really think they could deny a million years of bloodshed with a single gesture of unity? There has never been a time when mankind was not at war. There has never been a time of peace.

Mankind's appetite for destruction has transformed his beloved Mother Earth into a toxic wasteland, its beauty raped, its treasures plundered, its people deserted, left to wallow in the discarded filth of the Megacorporations. Those privileged organizations with the power and the resources to deliver their own from the poisoned Earth. When Earth could no longer sustain them they fled to the other worlds that orbit the Sun, taking with them their wealth, their armies and their greed for power. And thus the tragic story of mankind continued.

Violence, bloodshed, war…thus has it always been, thus shall it always be…war without end…Amen!

Exodus

Towards the end of the twenty-first century the world was no longer divided into nations but into vast financial blocks known as corporations. These powerful companies carved up the planet until every inch of soil, every blade of grass, every drop of water belonged to one corporation or another. Nothing of value was left unclaimed, and nothing of value was left uncontested.

Fewer and fewer of the battles for ownership were fought within the courts as corporate espionage grew into an art form and an instrument of war. When corporate investors began to look beyond the planet for resources it became less important to protect those on Earth. Why fight for dwindling reserves in the mountains of Siberia, when surveys showed vast deposits on Mercury, Venus and Mars? And why transport resources back to Earth, when setting up a base on these planets would prove so much cheaper?

A dynamic corporation known as Capitol established the first permanent base on the moon, which became known as Luna. The presence of water on the moon made it the perfect launch pad for space craft, as the water could be split into hydrogen and oxygen, which forms the main component of rocket fuel.

no longer a dream but a practiced reality. Humanity became obsessed with the science of terraforming and entire worlds were transformed. Powerful superconducting gravity regulators were buried deep beneath the planet's crust. Giant atmospheric processing plants were set up to convert thin, toxic gases into breathable air. Organic enzymes dusted from orbit worked upon the noxious soil until it was capable of sustaining life. Entire ecologies were designed to suit the nature of each environment and the fertile land was seeded with a plethora of life. Enhanced with DNA accelerators and screaming with the torture of forced growth, life was spawned on worlds which nature, in her wisdom, had chosen not to grace. By the middle of the twenty-second century all the inner planets had been settled and the Megacorporations began to push out to the larger planetoids in the asteroid belt and the giant moons of Jupiter.

But all this was achieved at the cost of Earth's ruin. The skies grew black, the seas rose, famine war and pestilence swept over humanity like a ravening lion. Armageddon, it seemed, had finally arrived. The population of Earth cried out in despair but when they beseeched the heavens for salvation it was not the Lord of Hosts that reached down to save them but the mighty hand of the Megacorporations. They harvested the human race like any other commodity, fighting over the brightest and the best and leaving the weak and the sick to wallow and drown in the poisoned sludge and toxic waste of a world that had given all it had to give. They built gigantic transport ships to deliver the faithful to the New Worlds prepared for them and the human race was apportioned between the Megacorporations. Capitol, Imperial, Bauhaus and Mishima, four great powers, the like of which mankind had never known.

There was much weeping and gnashing of teeth as the sick, the weak and those too proud to sell their loyalty, watched the mighty transports rise up on columns of fire and disappear into the choking brown clouds. The Megacorporations left nothing behind, neither resources, knowledge nor technology; that might, in time be used against them. They fled their diseased home-world and thus the tragic story of mankind spread beyond the place of his birth in this, the greatest migration in the history of the world, this the Exodus of the human race.

AND THOSE WHO HAD CHOSEN TO STAY LEARNED THE MEANING OF REGRET!

Stein watched as the last of the great transport ships disappeared into the thick and dismal clouds. The column of fire burned brightly until the cloud swallowed it and only the distant noise remained. It was raining and people around him were racing for cover to get out of the corrosive downpour. The poisoned water burned his eyes but still he looked up. They had asked him to go - but he had said no. He had said no because she had said no... she had lied.



Working with the Capitol Corporation were a number of others. Bauhaus, whose engineering was second to none, Imperial whose navigational expertise and manpower skills were valued by all and Mishima who would often accomplish a task where others might abandon it for safety's sake. Other smaller corporations sought to assert themselves, but they were crushed and absorbed by the four giants who guarded their supremacy with ruthless determination. They became know as Megacorporations and their power was total.

The Megacorporations pushed the limits of space travel and atmospheric processing until the colonization of other planets was









Where Angels Fear to Tread

And the waves of Dark Symmetry went out from the Steel Tablet like ripples upon a black velvet pond, like the waves of sound from the striking of a gong.

The sound was terrible and it spoke thus… "Look into the face of Evil and despair!"

By combining their strengths the four great Megacorporations had managed to eradicate all competition. But now, with so much unclaimed wealth and so much unclaimed territory, the eternal curse of conflict began to manifest itself among them. They began to withdraw support from each other as they tried to extend their power. While each corporation had some presence on all the newly settled worlds, they maneuvered their positions until they had established strongholds that they could call their own.

On Mercury, Mishima had the strongest presence. To accommodate the searing heat and the thin atmosphere the extensive subterranean caves of Mercury were excavated and enlarged to house the millions transported there. Vast cities, mining complexes and sunken jungles now fill these deep pockets, which shield the people from the heat of the sun and the frigid cold of Mercury's long nights.

As the largest of the newly settled worlds, Venus is host to a large contingent from all the corporations. Though of them all, it is the Bauhaus Corporation that dominates the planet. Once a hell of sulfuric rain and searing heat, the planet is now swathed in deep ocean and dense jungle and the Bauhaus city of Heimburg is testimony to what mankind can achieve in the short span of half a century. Life on Venus is unlike any other inhabited world in the solar system. For on Venus the sun rises in the west and sets in the east. And unlike any other world its days are longer than its years. One day on Venus lasts for 243 'Earth days'. Designing plants and animals that could survive a night of 121.5 days was one of the greatest achievements of the Bauhaus and Mishima molecular biologists. It is therefore no wonder that some of the most bizarre 'New Era' plants and animals are to be found on Venus.

Building on their first initial steps the Capitol Corporation has claimed Earth's Moon and built the city of Luna, which is destined to become the grandest city of all time. They also maintain the strongest presence on Mars, whose red deserts have been made fertile and whose deep canyons now flow with the cold waters that were locked away beneath the planet's rocky surface.

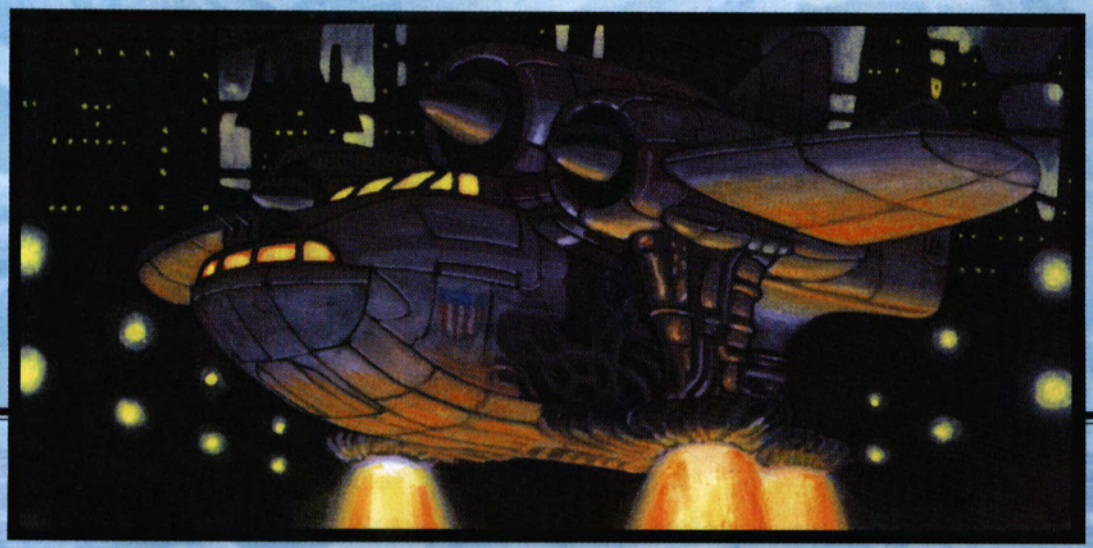


DARK SYMMETRY

The smell of fear filled the orbital station as the computer controlled scrub-air filters screamed into reverse, spewing out the poisonous gases that they were designed to absorb. Two of the crew were already dead following a series of violent electrical malfunctions. The station was running on emergency power and all communications were down. As dizziness and nausea began to overtake Station Commander Brennan he saw one of the technicians move past the airlock in an attempt to reach the central control console. One flick of a switch would shut down the computer that was acting as though possessed of an evil force with murder on its mind.

The technician, pulled himself through the weightlessness and made for the console but as he reached out the airlock cycled open. A hurricane of rushing air sucked him violently back, slamming his body against the half opened bulkhead. The technician screamed as his body was pulled through the narrow gap and Brennan heard bones snapping. The technician's screams were suddenly cut off as the airlock closed, crushing the man's body and severing his torso from right shoulder to left hip. A mass of human flesh drifted away from the airlock, gobbets of blood forming into crimson spheres. Brennan began to tremble violently, he was in the belly of a demon and no hope remained

Ever driven by the spirit of exploration, the Imperial Corporation chose not to contest the inner planets, not until they had established a position of strength atleast. They pushed out further, claiming the small asteroid Victoria and Ganymede, Jupiter's most massive moon, which is larger even than Mercury.









A new golden age descended upon humanity and they delighted in their power. Theirs was the greatest, most technologically advanced society that had ever existed and they seemed invulnerable. They built manned ships capable of reaching the outer planets of the solar system. Powerful computers generated DNA profiles that put an end to disease. And these same computers managed every aspect of corporate life from the navigation of ships, to the allocation of resources. Complex artificial intelligences predicted tension and unrest in the population and recommended measures to avert disaster. They plotted corporate strategy, engaged in corporate negotiations, the computer - the artificial brain had come of age.

But oh! How the mighty fall…

In the year 2200 AD, the pioneering wing of the Imperial Corporation, known as the Imperial Conquistadors, successfully landed on Pluto. Immediately they began the task of terraforming and the first thing to do was to set in place the GR's or Gravitational Regulators. Huge superconducting devices sunk deep into the crust of a world to concentrate or diffuse the gravitational waves until gravity was stabilized at 1g, at which point work on the atmosphere could begin. The fourteenth and final regulator was barely a kilometer below the surface when it struck something that should not have existed, something that resisted the diamond tipped drilling head, something entirely unnatural and not of human hands. The Conquistadors sent back to Victoria for instructions on how to proceed. A day later they received two orders, the first was a standard AI directive.

"Do not proceed. Document exact location of artifact and abort mission."

The second was an official order from the *human* board of directors.

"Previous order countermanded! Learn the nature of artifact and recover if possible."

Over the next few days, as reception from mission control deteriorated, the artifact was indeed recovered and it took the form of a large metallic tablet, engraved with strange lines and shining like dark steel. The Conquistadors maneuvered it into the lab for analysis. Their limited instruments revealed only that it was an alloy of unknown composition and that it was 100% inert, which is theoretically impossible. Concluding that it was safe, one of the team reached out his hand to trace the strange lines in its surface. As he touched the steel tablet he was suddenly and viciously yanked to his knees. His eyes widened in terror but his scream was cut short as the front of his face was torn off in a shower of blood. His companions rushed the dying man to sick bay and all the while his severed tongue, moved over his splintered jaw as he struggled to tell them something.

While they tried to save his life the Conquistadors recorded his pitiful litany as the laboratory equipment began to fail around them. They included his drowning, lisping words in the mayday they sent to Victoria and of their fate, no more is known.

The mayday was picked up at mission control on Victoria. They too were having trouble with much of their equipment, as if from the disturbance of a violent solar storm, though none had been reported. Before they lost power they were able to decipher what the dying man had said, what he had repeated over and over as the life ebbed out of his ruptured skull, the words were faint but clear, "She kissed me…" he'd said.

"She kissed me…"

"She kissed me!"

Dark Symmetry

It wasn't until many years later that the connection between the Steel Tablet on Pluto and the corruption of electronic equipment was fully appreciated. All that humanity knew was that their precious AI's and their mighty computers grew silent and full of malice. Their God had turned away from them. It did not happen over night but in pulses like the beating of a spiteful heart or the waves of a dark incoming tide.

Each of the corporations blamed the others for corrupting their systems but as the months passed the corporations were forced to acknowledge that something far more sinister than a hacker's virus was at work in their lives. Sporadic malfunctions became increasingly common and people began to die. Orbital craft spiraled out of control, food quotas were miscalculated and power supplies were lost for weeks at time. Hundreds of thousands died from cold and starvation, from transport and industrial accidents as computer controlled machines turned on their human masters as though possessed. Financial credit systems collapsed, and human records and archives disappeared from electronic data banks. The people rose up in revolt and the corporations recalled their ambassadors and flexed their military might as panic struck a civilization that had embraced the power of the thinking machine only to realize that in doing so they had shaken hands with the Devil.

And yet, the spirit of mankind shines most brightly in the darkness of adversity. From the raising of the Egyptian pyramids to the shaping of hostile worlds, the defining qualities of humanity have remained the same - boundless ingenuity and a stubborn refusal to lie down and die.

The collapse and treachery of all 'thinking machines' came to be known as The Fall. And as the pillars of their civilization began to crumble around them mankind shored it up with every ingenious contraption they could devise. Basic electrical equipment remained reliable but complex electronic circuits were not. One









could safely direct the path of electricity, but to ask an electronic machine the question - yes or no, was an invitation to chaos. Scientists christened this new phenomenon 'Dark Symmetry' the pattern without logic, the science of entropy.

The technology of mankind was dragged back 300 years. But amid all the cataclysmic tragedy there was one field of science that took a massive stride forward, even as so many disintegrated in ruin, a science that literally stretched the bounds of reality. As the influence of the Dark Symmetry grew stronger new energy fields began to form throughout the solar system. Shifting electromagnetic tides that resonated in a way that defied comprehension. The Dark Symmetry tore great holes in the fabric of space and time, and by a combination of accident and design, mankind learned how to navigate the unpredictable rifts in space.

It was a small Imperial engineering family by the name of Harrison who first stumbled on a way to move between the spatial rifts. They were experimenting with a new mechanism for docking orbital spacecraft. The device was mechanical in nature, with a host of intricate parts working together to measure attitude, velocity and inertia. The information was then transferred through a complex series of steam-powered valves to the maneuvering thrusters. Compared to the earlier computer guidance systems it was a clumsy contraption but it was so finely crafted and accurate that docking in space was once again considered a relatively safe operation.

However, on March 24th 2202 an historic event occurred. One of the Harrison ships vanished from orbit around Ganymede. Within a matter of hours Bauhaus and Mishima radio stations on Venus reported picking up a distress call from the Harrison ship in orbit around the planet. Somehow, the ship had accomplished in a few hours, a trip that would normally take months. The first journey through a spatial rift had occurred and in the face of technological collapse, there emerged a new form of travel that far outpaced anything from before 'The Fall'.

Eager to learn the nature of this freak accident Imperial demanded that Bauhaus return the ship to them. Bauhaus regretfully informed them that this was impossible, as the ship had lost control and burned up in the planet's atmosphere. Mishima and Capitol both confirmed this story, a lie, which seriously damaged relations between the corporations. Imperial were forced to build a duplicate ship before they could attempt to replicate the experiment.

And so, as basic electrical circuits, gas driven micro mechanics and simple mechanical calculating machines slowly replaced electronic gadgetry, computer controlled systems and semi-sentient microprocessors, mankind embraced a new obsession, that of mastering the technique of travelling through the spatial rifts.

Over the next twenty years some thirty five thousand people were killed, driven mad or simply vanished, as scientists sought to unlock the secret of moving through the spatial rifts. Slowly they realized that certain mechanical configurations, combined with the resonance of these machines, produced a kind of magnetic polarity that drew the device and anything attached to it through a rift in space and time. The rifts appeared and disappeared around planets and a ship could drift for weeks before encountering an active rift. There were however, certain individuals that seemed to possess an instinct for knowing where a rift would open up. There was no explanation for this, but such people became much sought after by all the corporations.

And so new ships were constructed. At the rear of the craft lay the conventional jet propulsion system while at the front of the craft a new device was fitted, a device that came to be known as a Harrison Drive.

Imperial had never forgiven the other corporations for stealing the first Harrison craft and while the others had conspired to deceive Imperial, the fierce competition to obtain this powerful secret inevitably drove them apart. Relations between the various corporations deteriorated as negotiating the spatial rifts became increasingly reliable. With journeys between worlds now being achieved in hours and days rather than months and years, the fear of invasion began to play on the paranoia of the corporate minds. Fear and hatred that had been simmering since the discovery of the Steel Tablet and The Fall of technology now began to bear fruit. On Venus the tension led to violence.

The corporations began to mobilize the vast armies that they had been recruiting over the last two decades. It was time for some one to pay for their suffering and the collapse of their shining civilization. The masses worked themselves up into a frenzy of corporate patriotism until they viewed anyone not of their corporation as the enemy. Harrison Drives were fitted to mighty ships of war and for the next fifty years the solar system was shaken to its core by the First Corporate Wars.

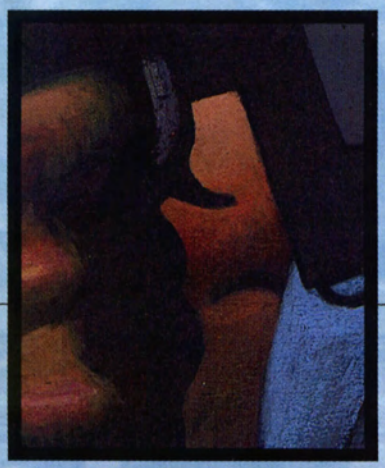


THE HARRISON DRIVE

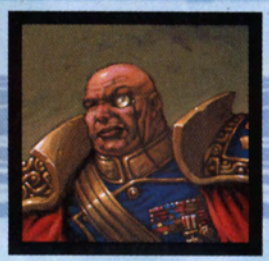
Steven Harrison was well aware that all previous attempts to replicate the 'Harrison Effect' had resulted in death. But he was certain that his new innovations would make a difference. Only he understood. It was not perfection but a particular pitch of disharmony that would succeed. As he watched the dials twitching and the brass regulators spinning, he listened to the steam screeching violently from straining valves. One of the crew moved to adjust the valves but he stopped them with a sharp gesture. He could hear something, feel something, a resonance like discordant music. The pistons labored slowly, the shuttles shifted back and forth and the canter-levers turned in their lopsided circles. He could hear the oil pulsing in the narrow pipes, inserting itself between copper axle and steel bearings he was listening to the symphony of mechanism.

Students of psychology saw this as an extension of the nationalistic wars of Earth, corporate leaders saw it as a way to increase their strength and power, religious leaders saw it as an opportunity to sink their hooks into the minds of the fearful. Only one man saw it for what it was, only one man fully appreciated the true nature of the Dark Symmetry and his name was Nathaniel Durand.










The First Corporate Wars

Hell is not a place that one is sent to. It is a place to which we choose to go…!

"Render unto God what is God's and unto Caesar what is Caesar's."

By the time Nathaniel Durand was born, the First Corporate wars had been raging for nearly twenty years. He was born into a world of bitter hatred and terrible violence just one year before the discovery of a new planet beyond the orbit of Pluto. The planet was large and ominous and christened Nero after the astronomer who first discovered it. There are those who say that the discovery of Nero so close to the birth of Durand is mere coincidence. Such people are mindless fools. For the cosmos can not suffer the presence of so great an evil without a shining light of hope to keep the balance intact.

Nathaniel Durand lived his childhood in the city of Luna on Earth's moon. Nathaniel's parents are unknown and rumor has it he was born on Earth (impossible as that may be). He was raised in a church-maintained refuge and was often reprimanded for his outspoken criticism of the Corporate Wars and the church that did nothing to stop them.

After twenty years of ceaseless war, even the huge resources of the corporations were becoming exhausted. The smell of acrid smoke and burning flesh choked the air on all the settled worlds but none more so than Venus. Here all the corporations had blazed through the steaming jungles and the blood of millions enriched the fertile soil. Bauhaus, Mishima and Capitol had fought a savage and wasteful campaign across the Thousand Islands of the Graveton Archipelago. Imperial had managed to establish and maintain a presence on Venus despite the constant bombardment from the other corporations.

Even after forty years of conflict there was no end in sight to this, the Mother of all wars. There followed a period of entrenchment and consolidation, during which the corporations sought to repair the damage they had sustained and stockpile fresh supplies of weapons, munitions and space faring warships in readiness for the final assault, which everyone one knew, was only a matter of time in the coming.

Into the hatred and the uneasy calm stepped the young Nathaniel Durand. Speaking publicly for the first time he condemned the corporations for their ignorance and insanity. Possessed of a powerful presence, Durand rose quickly from obscurity and began to amass considerable support in political and religious circles. He captured the imagination of the people by speaking of an unholy presence that sought to feed on human hate and suffering, that sought to bind the collective mind of humanity to its own dark purpose. He said that even as the Dark Symmetry had corrupted technology so too had it corrupted their souls, feeding on their paranoia and their fear. He appealed to the politicians, the scientists, the religious leaders and the ordinary people of all corporations, to put up their weapons and join him in resisting the darkness that threatened them all. He made bold promises about the powers that he would share with them if they would commit to peace. He talked of the Dark Soul, the source of all evil, and the Dark Symmetry, which is its instrument of ruin. He accused the corporations of continuing to create computers and thinking machines, which could never again serve mankind but would only seduce him and betray him to the Dark Soul.

Although unsettled by the power of his conviction the corporate leaders chose to ignore Durand. None of them were prepared to show even the slightest hint of weakness that might be exploited by their enemies. But as the months passed, more and more people began to listen to his message of peace and the corporations sought to remove Durand before he caused any serious damage to their war efforts. Pressure was brought to bear for the leaders of the Church on Luna to expose his mystical claims as entirely false. Were this to fail they would simply assassinate him before he reached the status worthy of a martyr.

To everyone's surprise Durand took up the challenge put to him by the Church leaders. Not since the Nazarene had offered the wounds in his flesh to human scrutiny, had a spiritual leader presented proof of his supernatural claims. On the day of the trial billions watched their flickering television screens and for a day atleast the fighting stopped.

Nathaniel Durand stood before the crowds on Luna and smiled as the church leaders attempted to unmask him as a fraud. They failed, but neither did Durand succeed in convincing the corporations. He healed the sick, he spoke into the minds of men, he performed many amazing feats. Still many *were* convinced, especially those who had heard his gentle voice within their minds. His following grew. He gave the corporations six months to end the war or else, he promised, he would end it for them.

The corporations laughed at his arrogant boast and continued their military preparations, they also dispatched a host of assassins to remove this troublesome man from the public eye.







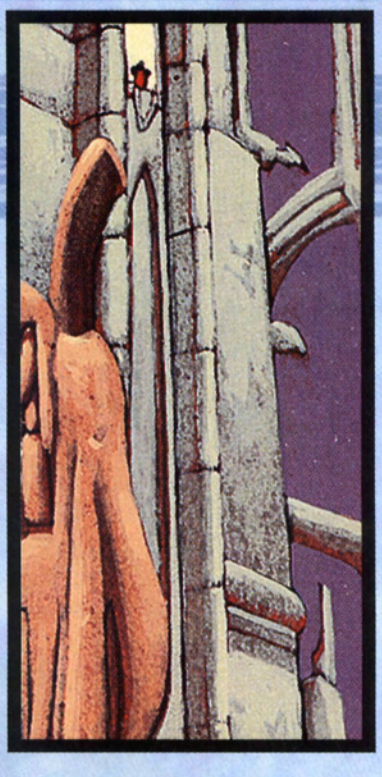




Six months later Nathaniel Durand delivered his famous 'Divination' address, in which he revealed the secret strategies of all the corporations. Durand's knowledge was so complete that there was no denying the truth of his claims. He brought forward 154 corporate assassins charged with taking his life. He addressed each of them in turn, asking them to join him in the struggle against the Darkness that threatened all mankind and, while the corporations watched in growing disbelief, all but ten of them were overcome by his presence and swore allegiance to him. The remaining ten, expecting nothing but death, were astonished when he ordered their release and safe passage to their home worlds.

One of the ten grasped the opportunity to make an attempt on Durand's life and before the guards could intervene he lunged at Durand, a hidden knife flashing in his hand. Durand calmly raised a hand and the assassin was frozen in mid attack, bound by invisible cords. Durand approached the assassin and gently placed a hand on the man's cheek. Looking into the man's eyes Durand had wept as he said, "And unto Caesar what is Caesar's…". At this the man's eyes widened in terror at a vision of hell that only he could see. Then, before the eyes of billions, the man screamed a despairing scream and disappeared and Durand fell to his knees weeping.

Billions flocked to Nathaniel Durand's appeal for peace until none of the corporations could afford to oppose the momentum of popular opinion and in the year 2274 the Heimburg Treaty was signed by all the corporations and the First Corporate Wars were brought to an end.



The Brotherhood

Following the end of the First Corporate Wars the human race was bound together by a new sense of unity. Luna established itself as the spiritual center of the solar system and Church leaders convened to establish a new United Church to serve humanity according to the teachings of Nathaniel Durand. They called this new church the Brotherhood and its power and influence was to eclipse any religious organization that had gone before. Durand accepted the appointment of Cardinal and was presented with a finely crafted sword christened 'The Bringer of Light', a physical manifestation of the sword of faith.

To celebrate this new beginning the old Gregorian calendar was done away with and a new calendar was begun in the year of the Cardinal's inauguration.

Thus the year 2275 AD was henceforward known as 0 Y.C. 'In the Year of the Cardinal'.

The first of the great Cathedrals was built on Luna as a symbol of power and faith. The Cardinal formed the Curia and the Four Directorates to aid him as he tried to prepare humanity to resist the Evil that he could feel growing stronger each day. He trained other men of faith and raised them to the status of Cardinal, sending them out to each of the corporate worlds that no place should be left untouched by the light of the Brotherhood.

The distribution of power remained much the same as before the First Corporate Wars. Mishima still held Mercury. Bauhaus still dominated Venus. One could no longer say that Earth's moon was under Capitol control, Luna was now the domain of the Brotherhood. However, Capitol still maintained a firm grip on Mars, despite the fierce efforts of the other corporations to dislodge them. And Imperial retained Ganymede and Victoria. Indeed one might ask the question - why had the Corporate Wars been fought in the first place? The answer to that question lay on the dark surface of the planet Nero and in the haunted visions of Brotherhood seers who began to talk of terrible visions and of Dark Apostles who sought to devour both man's flesh and his eternal soul.

In a bizarre repetition of the fateful mission to Pluto, Imperial became the first corporation to open up a spatial rift to the newly discovered planet Nero. Their armored Conquistadors landed on the infernal tenth planet and immediately began to disobey the strict orders they'd been given: to disturb nothing that might be considered artificial or of alien origin.

What they found was no simple tablet of steel but a vast Dark Citadel that would dwarf even the mighty Cathedral on Luna. Rising from the cracked, laval surface of Nero, the Citadel was like a dark twisted abbey, shrouded in a crimson mist. The Dark Symmetry was strong at this place, so strong that the Conquistadors could not look upon the place without succumbing to nausea and the urge to weep. But still they advanced, driven by natural curiosity and a powerful seductive force that only a man of faith like the Cardinal might have resisted. They passed into the gaping portal and did not even notice as their clumsy steps scattered the thinnest line of salt that lay across the threshold. The First Seal of Repulsion was broken and the Legions of the Dark Soul were released into the world of humankind.

From the blackness beyond the portal a green light sprang up and something that might be described as a woman appeared. She was beautiful and terrible, her arms were extended in welcome and her mouth was dripping blood. It had been over 100 years since she had kissed the Conquistador on Pluto, as he touched the Steel Tablet, and still the blood was wet. From the darkness behind her a throng of creatures appeared, demon things from the worst nightmares of mankind. Vicious hooks whipped out and snagged in the environmental pressure suits and flesh of the Imperial Con-















quistadors. Struggling against the insanity that clamored in their minds they raised their weapons and opened fire on the abominations before them.

Twelve fully armed Conquistadors had stepped into the Dark Citadel, only two emerged to reach the drop ship alive and by the time the clumsy ship had struggled from the surface of Nero they had succumbed to madness. The woman had not spoken a word and yet they knew her name…Ilian, Dark Apostle and first Mistress of the Dark Soul.

Back on Luna a cold wind of terror swept over the city. The people cried out in fear and cowered down on their knees, covering their ears to block out the sound of evil that filled their minds. On all the inhabited worlds the people couched in terror, but the Cardinals did not flinch before the breath of the Dark Soul. They had been trained and prepared by Cardinal Durand himself. On Luna Cardinal Durand had been addressing the Curia when the First Seal of Repulsion was broken. While the members of the Curia fell to their knees he stood tall in their midst. His face was set like stone and his eyes burned with the light of faith. He drew the members of the Curia to their feet. "Now Brothers," he told them, "you have felt the touch of evil. Now you understand why we can never rest and why we cannot afford to fail."

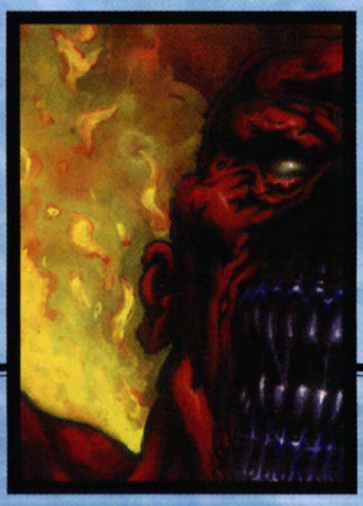
Over the next few years members of the Brotherhood were afflicted by nightmare visions that increased in intensity. Cardinal Durand decreed that a record of these dark times be made. He found that all such records by the other corporations had been warped and corrupted by the Dark Symmetry and trusting in them would only lead humanity to ruin. From among his scribes he chose Alexander Horatio, a scholar who was pure of heart. To him was given the task of recording the chronicles of mankind, from the Exodus of the human race, to the awakening of the Dark Soul and beyond. And to ensure that the chronicles were free of the taint of Dark Symmetry, Cardinal Durand decreed that they should be inscribed on the marble walls of the Brotherhood Cathedral itself. The human race was about to be plunged into a new time of darkness, a war that would need all the courage, all the faith and all the awesome firepower that they possessed and still it might not be enough, for the Dark Legion was upon them.

The Dark Legion

And so the Dark Legion descended upon humanity and taught them the meaning of terror. Black ships tore through the spatial rifts and slammed into the inhabited worlds and wherever they struck Dark Citadels rose up. From out the Citadels marched the Legions of the Dark Soul and they were dreadful. Mankind was faced with demons from his worst nightmares and he despaired. Despite the Cardinal's warnings the human forces still believed that the evil he spoke of would assault their minds and their faith. They never dreamed that the Dark Legion would appear in the rancid flesh, with teeth and claws and powerful weapons capable of ripping through armor and tearing bodies apart. They wielded guns and blades, weapons that spewed dark engulfing flames and many such things that so closely resembled the weapons of man, that one was forced to wonder just how long the Dark Symmetry had been influencing man's designs of war.

The demonic hordes attacked humanity with diabolic frenzy. The fear of death or pain did not stop them and they cared nothing for the losses they suffered, they were a mindless, hateful force bent on one thing only…the complete annihilation of the human race. And as they swept over the corporations' pitifully inadequate defenses the Dark Soul delighted in man's suffering.

The power of the Dark Symmetry worked upon those who fell in battle, denying them rest and filling them with depraved appetites. Thus, as the defending human forces were decimated so the ranks of the Dark Legion were swollen. These hideous apparitions became known as Undead Legionnaires but they were not the worst nightmare to be visited upon those who resisted the Dark Legion. It soon became a tragic reality that many defenders would take their own lives rather than risk the unthinkable horror of being taken alive. As the seemingly hopeless war continued, all those on the front line of battle had seen what became of those taken alive by the Dark Legion. They were drawn down into the Dark Citadels









and violated in unspeakable ways, warped and made evil in what came to be known as distortion chambers. Then when nothing but agony and eternal misery remained they were returned to the struggle where their pain and unholy strength was directed against their former comrades and the demented glint of malice in their eyes says - "You let them do this to me, now reap what you have sown!"

On every inhabited world, from the vast caverns of Mercury to the ice-covered plateaus and dense forests of Imperial Ganymede, the Dark Legion crushed all resistance. But nowhere was the fighting so fierce as on the largest inhabited world of Venus. Some say it is the retrograde spin of Venus that makes it so appealing to the perverse Symmetry of the Dark Soul but whatever the case it was on Venus that the Dark Apostle Algeroth first appeared. As with Ilian on Nero, all those who saw the towering apparition of war instantly knew its name…Algeroth Apostle of War, master of the Dark Technology. He laid waste to entire cities with the host of weapons at his command and with him marched a further host of hideous abominations. The grotesquely muscled Razides, who's flesh was like a skin of steel. Pretorian Stalkers whose wasted limbs are enhanced and made strong by virtue of the mechanized battle-suits they wear.

And in the wake of Algeroth's carnage came the eternally foul Demnogonis, Apostle of disease and corruption. His befouling influence claimed the lives of thousands of wounded who succumbed to infection and rotting diseases for which no treatment could be found.

Elsewhere in the solar system humanity encountered the remaining two of the five Dark Apostles, Muawijhe who claws his way into the minds of men, breeding insanity and summoning nightmare creatures to slay his tortured victims. And Semai the Apostle of Deceit, who plays upon the hearts of men turning loyalty into betrayal, playing on the fears of the weak, making them afraid.

Humanity also witnessed for the first time the brutal strength of the Nepharites. Huge demons with a terrible presence who act as lieutenants to the Dark Apostles, such as the mighty Nepharite Overlord Alakhai who serves Algeroth. Thus the Dark Legion closed its hands around humanity's throat and began to squeeze. Defeat bred fear and the fear bred weakness, weakness led to total despair…until the Cardinal made a stand.

Through all the Dark Legion attacks the Cardinal had kept vigil on Luna. The presence of the Brotherhood had protected Earth's moon for, of all the inhabited worlds, only Luna had remained free of the Dark Legion's presence. The other Cardinals on each of the worlds also maintained their faith but their faith was beginning to fray as billions died and the Darkness eclipsed all hope. And then Augustus, Cardinal of Venus, died as he refused to give ground before the legions of Algeroth. The end was nigh and Cardinal Durand knew what had to be done.

He took up the sword of faith and rallied the beleaguered forces of humanity. On every world he called for them to join him in one last attempt to banish the Darkness. The brave response wrung tears of love from the Cardinal's soul. Even in the face of oblivion the light of human courage shone brightly. He instructed each corporation to gather up their bravest and best, to form them into elite units and meet him on Venus where the fighting burned the hottest of all. And the corporations did as he asked.

The Lord of the Mishima Corporation released his personal guard, the Hatamoto.

Bauhaus formed the Bauhaus Rangers, veterans of the most intensive battles in the solar system.

Capitol established the Sea Lions, an amphibious strike force, perfect for use around the large oceans and islands of Venus.

Imperial formed the grim and battle-hardened Blood Berets and the ferocious Wolfbanes.

And together with the Sacred Warriors of the Brotherhood the greatest warriors humanity had to offer went to do battle with the forces of hell.

Converging on Venus the Cardinal conducted a mass for the gathered troops and he refused to rush the ceremony even as the noise of battle began to drown out his words.

As he finished the mass he raised up his sword, the Bringer of Light. His eyes were bright and fierce and there was a grim smile of irony on his lips as he delivered his final blessing, "The Lord be with you…Go in peace!"













Greater Love Hath No Man

As Cardinal Nathaniel Durand led the combined forces of humanity out onto the field of battle, there could be no denying that the armor of God is more than just words upon a page. There would be no retreating from this battle, there could only be victory or defeat. Algeroth himself led the Dark Legion on that fateful day and his presence filled the battlefield like the scent of death and destruction. His minions swarmed forward in a stampede of demonic flesh and warped human cadavers. Weapons blazing, black blades scything through the air the Dark Legion surged forward in a terrifying wave and broke upon the Cardinal's forces.

At the head of the human forces stood the Cardinal with his Sacred Warriors. They stood firm and the wave of the Dark Legion passed around them. The defenders of humanity refused to yield as they fought to prove themselves worthy of the Cardinal's faith in them. Mishima, Bauhaus, Capitol and Imperial united by a common foe, they fought together, they died together and the strength of their unity made them strong before the Dark Legion. The Cardinal cut through the hellish ranks until he faced Algeroth himself and as the battle raged around them these two mighty opponents contested each other for mastery of the solar system.

Filled with the light of faith and wielding the mystical power of the Art, the Cardinal stood strong before the towering Apostle of War. They fought like titans and the storm of battle raged around them. Finally Algeroth gave ground before the Cardinal and his sword of faith. The Apostle of War was beaten and attempted to flee to the sanctuary of his Dark Citadel but the Cardinal pursued him. Leaving the battle behind, the two passed into the vast Citadel of Algeroth and there in the heart of his enemy's stronghold the Cardinal struck the Dark Apostle down. The Cardinal was victorious but in a moment of compassion he refrained from destroying the abomination completely. This was to be the Cardinal's undoing but also the salvation of mankind. For in that moment Algeroth struck and the Cardinal was mortally wounded. Struggling back to the surface Cardinal Durand fell into the arms of the Bauhaus commander Marshal Toth. With his last breath he ordained Toth as the new Cardinal of the Brotherhood and with the words, "What I have begun, thou shalt finish, my brother..." he died.

So great was the people's love for the Cardinal and so hot the fury at his death, that the human forces crushed the Dark Legion on that great and tragic day, for their passion could not be denied. Cardinal Toth took up Nathaniel's sword and carved a space around the body of the Cardinal that no hand of the Dark Legion should defile his blessed flesh.

And thus the Venusian Crusade proved the turning point in the fight against the Dark Legion. With the defeat of Algeroth the human forces throughout the solar system renewed their efforts and the death of Cardinal Durand filled their hearts with a righteous anger that enabled them to resist the influence of the Dark Soul. First they began to hold their ground then they turned demoralizing retreat into momentous advance.

Cardinal Toth was officially inaugurated and immediately set about the task of eradicating every last vestige of the Dark Legion's presence. Forty years after taking office, the last remnants of Dark Legion forces were wiped out from the Graveton Archipelago on Venus. Cardinal Toth died just one year later, after performing his duty and carrying out Durand's dying request with single-minded devotion. Indeed it was Toth's rigid determination that led to the Brotherhood's obsession with wiping out every possible shred of the Dark Legion and the Dark Symmetry that is its web of ensnarement and its instrument of ruin. The Second Directorate of the Brotherhood, known as the Inquisition, began to scrutinize every aspect of corporate life, searching out the slightest evidence of Dark Symmetry. Anyone found to be working on thinking machines or technology that might be corrupted by the Dark Symmetry was branded a Heretic and therefore an enemy of humankind.

Cardinal Randolph was inaugurated in succession to Toth, the solar system slowly recovered from the ravages of the Dark Legion and life regained a degree of normality. The power of the Brotherhood increased and spread until it permeated every aspect of corporate life. Towards the end of the first century Y.C. a fourth mighty Cathedral was completed in San Dorado on Mars. But then in the following year, like the shadow of a recurring nightmare, a Dark Citadel was discovered on Mars.

The Citadel became the stronghold of the Nepharite Overlord Saladin. For six years Saladin maintained his presence on Mars but then in the year 100 Y.C. Saladin disappeared from the red planet as suddenly as he arrived. The only evidence of his presence were the scars from the many battlezones and huge marks branded upon the surface of Mars and its two moons Phobos and Deimos. On the desert sands of Mars the symbol of Algeroth has been melted into the surface; the sand and rock bonded together like dark glass. While on the moons Phobos bears the mark of Semai and Deimos shows the insane symbol of Muawijhe. No one knew what they meant and all attempts to remove, destroy or cover them failed. They remained as a disquieting reminder that the Dark Legion had not been unmade only driven back into shadows too dark for human eyes to penetrate.











A Thousand Years of Apathy

Memory is a kind servant but its kindness can also be a curse. For even as it shields our minds from the remembrance of terror, it dulls our instinct to guard against terror's return. With the disappearance of Saladin from Mars the memory and the true nature of the Dark Legion began to fade from the minds of humanity. Further Cathedrals were completed on Mercury, Mars and Venus and the power of the Brotherhood continued to grow. They claimed sole understanding of the Dark Soul and the evil Symmetry of its presence. So great was their control over the minds of the corporations, so great was their power, that none dared to contend their divine duty to decide what was right for human kind. The computers and thinking machines of the 21st century AD were now a thing of distant history, an evil that humanity no longer required; an evil that was nearly the instrument of their downfall.

With the spatial rifts firmly established as a safe way to traverse the huge distances across the solar system, there was no longer the imperative to develop new and advanced forms of transport. With the Brotherhood monitoring all aspects of technological research it became morally correct to produce machines and tools, that while efficient and sophisticated, still maintained a certain mechanical essence.

One social scholar published a book called 'The Aesthetics of Steam' in which he expounded upon the superior nature of modern day technology compared to the insidious electronic gimmicks of the 'Pre Fall' era. He pointed to the 'exquisite pneumatic calculating chambers', which manage the stock market on Luna. He pointed out, that where once this task might have been accomplished by one great artificial brain (may the Cardinal protect us!), it now employs the skills of 240 highly trained mathematicians all working in harmony on a machine that fills a five story building. A machine of Imperial design and Bauhaus engineering, operated by members of the Brotherhood, which is itself made up of people from all the corporations. The machine in operation (he tells us), "has the elegance and beauty of a fine musical instrument".

The design of technological devices, from vehicles and production equipment, to space faring craft and military hardware became a matter of style. But the style was not only a question of fashion but also a statement of spiritual cleanliness. Neat, clever electrical devices were frowned upon as vulgar and morally unsound and only when such devices were absolutely necessary would the Brotherhood sanction their design and manufacture.

Thus from the year 100 Y.C. the technological advancement of humanity became essentially static. However, the political environment and the maneuverings for power among the corporations did not. Over the next 600 years, countless minor conflicts broke out amongst the corporations.

There were the Bauhaus Throne Wars, bitter struggles as families fought for appointment to the Four Electoral Dukedoms. The breakdown of the Imperial Clans was finally achieved by virtue of the Imperial War of the Eagles. And relations between Mishima and Bauhaus were severely damaged during the Graveton Sub-Wars on Venus. By the year 700 Y.C. there was such a level of tension and distrust in the solar system that one might have begun to suspect that the influence of the Dark Symmetry was once again at work in the world. Spreading its tendrils of evil, like the mycelium of a putrid fungus, infiltrating man's thoughts before it could once again produce its rotten and poisonous fruit.

In the year 908 Y.C. the hierarchy of the Brotherhood was shaken by the Neronian Heresy as fierce battles were fought between multiple claimants to the Cardinal's throne. The conflict caused many to lose faith in the leadership of the Brotherhood, most notably the Mishima Corporation who, after several years of strife on Luna finally broke away from the fold. The Seven Sages of Mishima rose in eminence and the Mishima Schools of Enlightenment were formed. This rift between Mishima and the Brotherhood exists to this day, though after a number of years the two came to an uneasy compromise and now tolerate each other's differences.

All the other corporations were shaken by internal struggles but in the year 1103 Y.C. something took place that was to affect all the major powers and introduce a new and powerful player to the game. The name of the newcomer was Cybertronic Investment Inc, a large but relatively unknown organization that had always walked a fine line between rebuke and tolerance by the Brotherhood's Inquisitors. In a daring and decidedly illegal maneuver, Cybertronic manipulated the Luna-based stock market and almost overnight transformed their little known company into a fully-fledged Megacorporation with considerable wealth and power. As secretive as ever they chose not to establish themselves upon the contested worlds of the inner solar system but in the scattered planetoids of the asteroid belt. They set up their base on the asteroids Ceres and Dembovska and began to build an entire society amid the two clouds of asteroids, know as the Trojans, that follow Jupiter's orbit.

The emergence of Cybertronic as a major power was a catalyst for disaster. They openly defied the edicts of the Brotherhood and established a closed society in which they maintained their own program of rigid indoctrination. Many people in the solar system

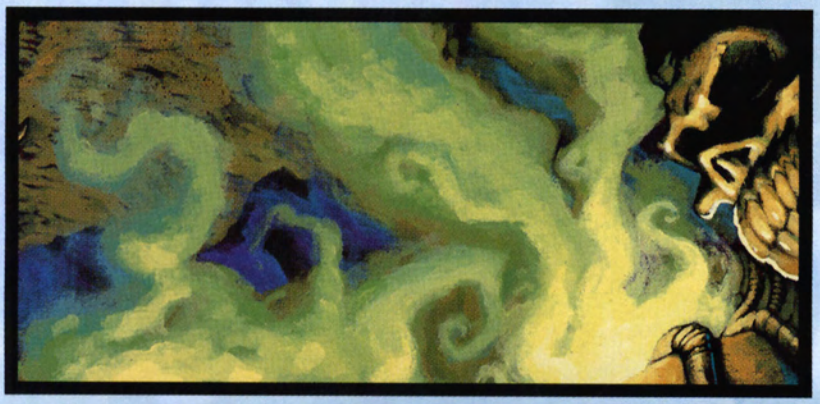


















were frustrated by the watchful eye of the Brotherhood Inquisition. Industrialists, scientists, military commanders, even political activists. There was no shortage of people who thought they could decide for themselves when a device or a certain way of thinking veered too close the realm of Dark Symmetry. Such people responded to Cybernetic's recruitment campaign. A few hundred here, a few hundred there but as is the way of folk, were a few lead, many will follow. Soon the number of people seeking to join the 'free thinking' Cybertronic Corporation, was in the hundreds of thousands.

To accommodate their growing population Cybertronic engineers began binding together small asteroids with a latticework of alloy struts. Within these small geodesic worlds they housed millions. Induction into the Cybertronic Corporation was carefully controlled and engineered, they actively used passive coercion and brainwashing techniques to produce a society of single-minded unity. They were Cybertronic, everyone else was not. This element of being one with the company was taken to the extreme when Cybertronic began artificially enhancing their members with narcotic regulators that could stimulate or inhibit certain human characteristics as the corporation saw fit. They even began to enhance the human body mechanically too. Such enhancements are still rare and generally reserved for the privileged or those employed in a particular task that would benefit from mechanical enhancement.

In the 150 years of their existence Cybertronic have swollen their numbers until they are now one of the most populous of all the corporations. They maintain an insular society that while it does not have a great deal of direct contact with the other corporations its impact has been nothing less than catastrophic.

Cybertronic's open defiance of the Brotherhood's spiritual supremacy set a precedent that upset the fragile balance of power within the solar system. Suddenly each corporation was out to prove that they held more closely to the teachings of the Cardinal than did the next. The Brotherhood tried to reassure the corporations that there was never a question of preferential treatment between the corporations and that their struggle lay against the Dark Soul and its dreadful legions. But over the last thousand years the reality of the Dark Legion had been reduced to the status of myth and legend, an exaggeration of the evil that man once visited upon man. No one really believed that the accounts of terrible demons and creatures of darkness were anything more than parables depicting the darker side of human nature and despite the Brotherhood's efforts the seeds of renewed conflict had been sown.

First to be singled out was Mishima, who's divergence from the way of the Cardinal had been tolerated by the church. Now each of the other corporations demanded that their particular requests be accommodated. Thus began the bitter contention for the Brotherhood's favor. The Curia of the Brotherhood convened and agreed that the influence of the Dark Soul was once again exerting its influ-





ence over the affairs of man. In the year 1255 Y.C. Cardinal Durand XVII was invested and true to his namesake he attempted to embrace the corporations in a new spirit of unity.

He failed.

Once again relations deteriorated between the corporations and tension developed into sporadic violence. And faster than one could imagine possible the solar system plunged into the self-sustaining maelstrom of the Second Corporate Wars. The Brotherhood was powerless to intervene and even found themselves becoming embroiled in conflict with their fellow human beings.

Seven years into the war Capitol discovered the presence of a Dark Citadel on Mars. But, like a man recognizing the first symptoms of a fatal disease, they chose to ignore it. After all, initial reports showed that the Citadel was empty…

After 15 years in office Cardinal Durand died mysteriously and one of the most powerful men in history has stepped up to take his place. These are dark times and if the Brotherhood is to navigate the imminent storm it will need a stern hand at the helm. In the year 1270 Y.C. Cardinal Dominic was inaugurated and he grasped the mantle of power in a stone fist. Now he fortifies the Brotherhood and steels many a faltering heart but he fails to unite the corporations. They struggle on in a conflict that seems to have no end and so the paradox of war is once again observed. For even in his darkest hour the spirit of man shines the brightest.

And this is well for the darkness descending upon him is complete; the eternal terror is back, the Dark Legion has returned…



Epilogue

Do you think you can fathom the blackness of the Dark Soul? Do you think your tiny mind, your worm's brain, can comprehend something that has swallowed worlds, and devoured the souls of man since their dawning in the primal world?
You can not!

This is no difference of opinion, no church of a different creed. It does not see itself as good, it knows itself for what it is…Evil, pure, unalloyed, unmitigated, unrepentant evil. Delighting in itself and its capacity to harm.

Do not hope for compassion, it has none…
Do not beg for mercy, it shows none…
Do not look for remorse, it knows none…
Do not pray for salvation there shall be none!







Capitol



History

Capitol was the first corporation to fully appreciate the commercial viability of colonizing the solar system. Taking the initiative they invested a massive amount of resources in the construction of a permanent launch facility and resource depot on the Moon. Their investment paid huge dividends as traffic throughout the solar system increased and all the Megacorporations began using the Capitol base. They developed a reputation for logistical expertise that persists to this day, for their supply lines and rapid deployment record is by far the most impressive of all the corporations.

Although Luna is now under Brotherhood control there exist strong ties between the commercial interests of Capitol and Luna (the largest city of the inhabited worlds). Capitol's stronghold now rests on Mars, where they control almost three-quarters of the planet's surface. They also maintain a strong presence on Mercury and Venus and have a number of well-established bases on the Imperial world of Ganymede.

Capitol is no stranger to the forces of the Dark Legion. During the Legion's first assault on the solar system they faced the full fury of its evil. Over three thousand years ago the red planet was named after the God of War and now, as the Dark Legion descends once more on humanity, the planet Mars is living up to its name.

Corporate Structure

Of all the Megacorporations only Capitol possess a true corporate structure, as every member of the population is a shareholder in the corporation. The corporation prides itself on being a democracy but the capitalist nature of its economy undermines this ideal. For in Capitol society, the number of votes you may cast is directly proportional to the number of shares you hold. Thus while the notion of equal contribution and opportunity is highly regarded the reality is very different. In the Capitol Corporation wealth equals power and power assures the accumulation of wealth. Thus, while producing a dynamic and unprejudiced corporation Capitol lacks the single-minded coherence of others whose identity is more a matter of heritage then personal gain.

At the head of the corporation is the President who is elected by the Board of Directors who, in turn, are elected by the shareholders. The President oversees the Board of Executives, who are responsible for the day-to-day running of the corporation, though he or she retains ultimate power in matters of corporate security.



HOME WORLD	Mars
CORPORATE HEADQUARTERS	San Dorado on Mars
MARS:	
Diameter › 6794 km	
Mean Distance from Sun › 227,940,000 km	
Day Length › 24hrs 37mins	
Orbital Period in Earth days › 687	













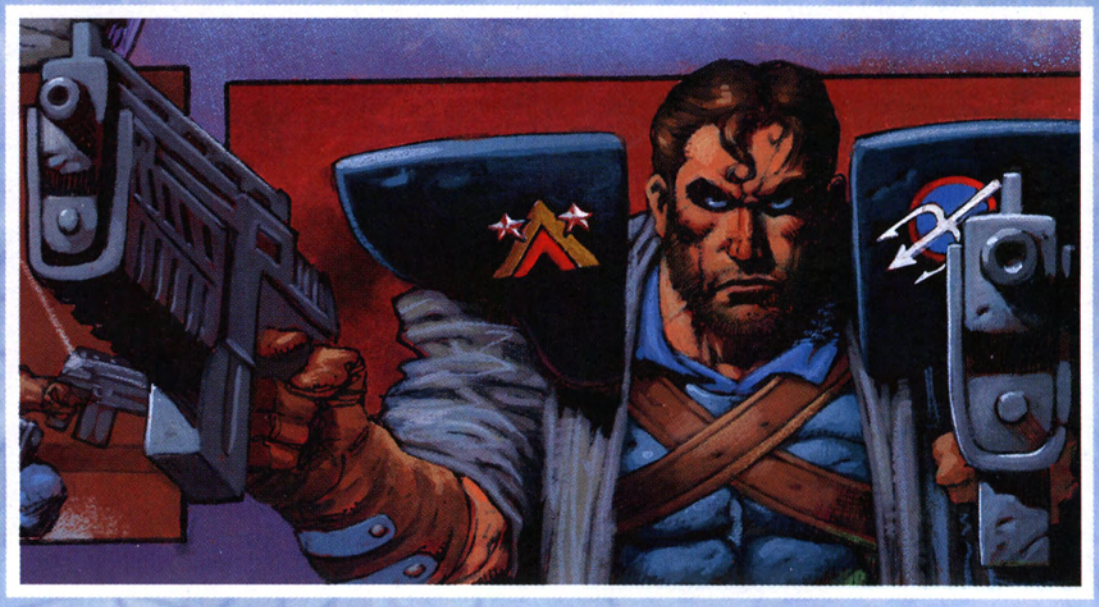
Sunset Striker | Martian Banshee Trooper | Light Infantry Trooper | Heavy Infantry Trooper











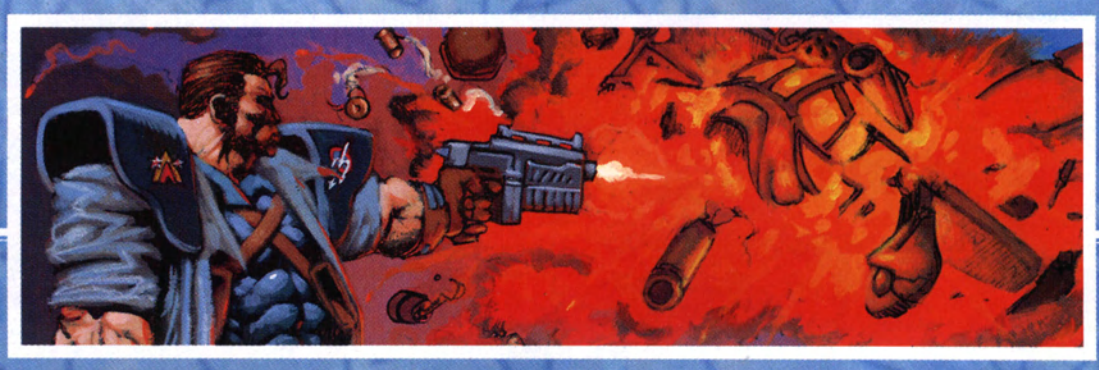
Topography

The heart of Capitol society is the capital city of San Dorado located in the highland region known as the Tharsis Rise. Built within the protective shield wall of a long-extinct volcano it is a vast metropolis, second only to Luna City itself and rising above the city is the second largest Brotherhood Cathedral, resplendent in the red stone quarried from the surface of Mars. The Trans-Martian railroad links San Dorado to other cities on the extensive highlands, while the immense canyon of the Valles Marineris and several deep oceans separate the Tharsis Rise from other elevated landmasses such as the Elysium Rise. Such oceans and fast flowing rivers have allowed all the other corporations to establish and maintain bases on the rocky surface of Mars despite Capitol's efforts to eject them. One of the most hotly contested areas is a broad front of trenches in the Rust Desert known as the McCraig line, here the forces of Capitol and Imperial bombard each other constantly even as they seek to hold their ground against the encroaching forces of the Dark Legion.

Now the Dark Legion has returned and the Nepharite Warlord Saladin has rebuilt his Citadel on the exact antipode to San Dorado (the exact opposite side of the planet). Many other Citadels have risen up and Capitol struggles to contain the demonic hordes by surrounding the Citadels with extensive fortifications even as it continues to maintain its dominant position over one of the most hotly contested worlds in the solar system - Mars, the planet of War.

Society

The citizens of Capitol have a reputation as freethinkers and to a large extent this holds true. They are not subject to the same strict indoctrination of the other corporations but neither do they need it, for the mechanics of their society appeal so strongly to basic human nature that little additional coercion is necessary. The corporation celebrates personal achievement and presents no fundamental reasons why even the most disadvantaged individual might not rise to eminence in the corporation by virtue of their own efforts. Thus many high profile citizens, whether in the military or commercial domain, revel in the hardship of their humble beginnings.



Military

The Capitol military reflects the emphasis on individuality, which is prevalent in their society at large. They possess a large regular army but the majority of conscripts join up in the firm belief that they are destined for service in one of the special-forces divisions.

The Sea Lions, an elite force of marines trained in jungle, and amphibious warfare; perfect for the struggle along the Graveton Archipelago on Venus.

The Sunset Strikers, trained in martial arts to fight close-quarter battles with the forces of Mishima in the subterranean caverns of Mercury.

The Martian Banshees, who have given themselves to defending the planet of war and act as a rapid strike force wherever the fighting is most fierce.

And the Capitol Free Marines, who guard the secret of their driven aggression as fiercely as their reputation for being the toughest troops in the Capitol army.

The Capitol population reacts badly to excessive casualties. Costly campaigns can have a serious impact on electoral decisions made within the Board of Directors and as a result they favor long-range attacks and heavy air support. Indeed, some of the best pilots anywhere in the inhabited worlds are to be found in the Capitol Air Force, the CAF.

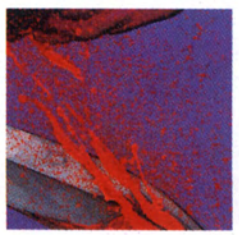
Capitol works on the notion that it would be foolish to attack them and if anyone has the audacity to do so they respond with massive retaliation. Their logistical expertise allows them to respond so quickly and effectively, that their enemies are often overwhelmed before they are able to establish an adequate defensive position.

The equipment of the Capitol military is mass-produced and not of a particularly high standard. However, as with the higher end of their elite forces, they are capable of producing some of the finest specialized equipment anywhere in the solar system.



Capitol Light Infantry







Bauhaus



History

Even before the Exodus of Mankind the Bauhaus Corporation had a well-deserved reputation for engineering excellence and now, nearly 1400 years later, the reputation still holds true. During the colonization of the solar system all the corporations employed their skills in the construction of ships, atmospheric processing plants and gravity regulators. In addition to this they were recognized for their honorable business ethics. They rarely offered the most appealing deals and they were never the cheapest but agreements signed with them were always honored.

Bauhaus was quick to realize that of all the planets available for colonization Venus would yield the greatest return and they established themselves so firmly that they have dominated the planet ever since. Their inclination to consolidation has limited their expansion throughout the solar system. However, it would be foolish not to have some presence on the other worlds and with customary efficiency they have set up cities and bases on all the larger inhabited worlds.

Nowhere in the solar system has the struggle against the Dark Legion been so fierce as on Venus. It was on Venus that Algeroth the Apostle of War first appeared. Today the fighting is as fierce as ever and while Bauhaus still holds the dominant position, victory for any of the warring sides seems an eternity away.

Corporate Structure

The Bauhaus Corporation is based around the hierarchy of the four Duke Electors, a tradition of family descendancy that has endured for nearly a hundred generations. The Duke Electors retain complete control over every aspect of the corporation whether industrial, social or military.

The four great families have always maintained strong links with the military and as a result it is rare for someone without a military background to achieve a position of authority within the corporation. However, it is not uncommon for an official of civilian background to be raised to military status if their achievements merit the promotion. In this way new blood is drawn into the four Duke Elector families to sustain their dominance by absorbing promi-





HOME WORLD	Venus
CORPORATE HEADQUARTERS	Heimburg on Venus
VENUS:	
Diameter › 12,104 km	
Mean Distance from Sun › 108,200,000 km	
Day Length › 243 days (retrograde)	
Orbital Period in Earth days › 225	









nent and talented members of society into their ranks. It is a well-established and well-respected system that makes for a very stable seat of government. However, the same elements that provide stability also limit the scope of what Bauhaus might achieve, for the Duke Electors tend to err on the side of caution. And yet this serves to strengthen their reputation for efficiency as they rarely embark on a campaign that ends in failure.

Topography

In addition to the myriad of islands on Venus there are two main landmasses, the huge equatorial continent of Aphrodite Terra and the smaller continent of Ishtar Terra in the Northern Hemisphere. Bauhaus made a wise decision when they founded their capital city of Heimburg on the smaller northern continent rather than the larger and richer continent of Aphrodite.

The equatorial continent with its vast resources has become the archetypal warzone, one huge battlefield from its rugged coastline to the dense jungles of the interior. Indeed, surviving the jungles alone can prove to be a nightmare. During the long Venusian day when the heat is sweltering and the leviathan beasts are roaming abroad, and equally during the cold, humid nights when the semi-carnivorous plants seek out the flesh of living things in the absence of the sun's nourishing rays.

The city of Heimburg is one of the grandest in the solar system with a Brotherhood Cathedral of imposing Bauhaus design. The city sprawls across a meandering river, near the Ishtar Terra coast, and like every inch of Venus, it bears the scars of the conflict that threaten to tear the planet apart. The continents provide the ideal arena for prolonged campaigns, while the expansive oceans and countless islands make it very difficult to eradicate an enemy's presence altogether as they can simply retreat and set up their defenses on yet another island stronghold. A strategy clearly illustrated by the prolonged Sub-Wars between Bauhaus and Mishima, which raged across the Thousand Islands of the Graveton Archipelago for many years.

Society

The upper tiers of Bauhaus society are dominated by the maneuvering for power between the four Duke Elector families. This internal struggle handicaps a corporation that many believe could be the most powerful in the solar system, as the internal conflict between families prevents them from coordinating a concerted strategy. The Bauhaus Throne Wars of the 4th century Y.C. illustrate how internal strife led to the loss of a great deal of Bauhaus territory throughout the inhabited worlds.

This sense of division stands in stark contrast to the main body of the population, which is entirely committed to the corporation. The majority of citizens aspire to nothing more than a distinguished career in the armed forces. Such a career can bring rich rewards and social advancement.

WILL IT NEVER BE DAY?

After three months of continuous night even the nerves of the Venusian Rangers were beginning to show the strain. It was not so much the darkness as the incessant attempt of the jungle to strip the flesh from their bones. Every six hours they stopped to make camp, hacking a clear space in the dense vegetation. They rested for two hours at a time. This far into the interior they couldn't remain in one place for longer. The jungle soon became aware of their presence and a thousand creatures, some invisible to the naked eye, some many times larger than a man, converged on their location eager to feed on human flesh.





Military

As one might expect the Bauhaus reputation for excellence extends onto the battlefield. Their military hardware is generally of a high standard and their mechanical and vehicular support is notably superior to that of the other corporations. Combined with good discipline and highly trained troops, the Bauhaus army is one of the most effective in the solar system. Following the culture of military service the troops themselves are also well motivated and follow a code of honor that has earned them respect throughout the corporations.

Unlike the other corporations Bauhaus is not reliant on special forces units. The training and equipment of their regular army puts it almost on a par with many of the other corporations special units. This gives Bauhaus a solid and versatile force albeit somewhat less dynamic than that of a corporation like Capitol for instance.

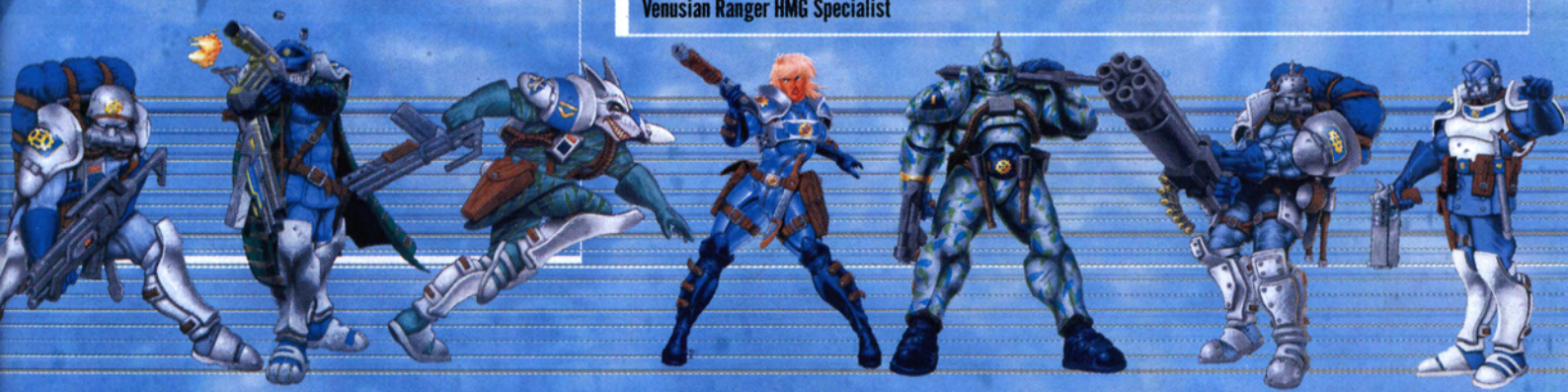
One step up from the regular infantry of the Bauhaus Corporation are the Hussars. Even with their basic training and relatively light equipment they are still a match for any of the other corporation's regular troops.

Formed in answer to the first Cardinal's call to arms during the Venusian Crusade, the Venusian Rangers form the elite force of the Bauhaus army. They are well equipped and well trained, constantly adapting their tactics and equipment to accommodate the ever-increasing diversity of terrain in which they are required to fight.

The reemergence of the Dark Legion on Venus has led to the formation of a small special forces unit known as the Etoiles Mortant, the 'Dying Stars'. An all-female unit, consisting of volunteers from the Venusian Rangers, these warriors are more lightly armored than their comrades and given additional training. Stars that burn the brightest, also die most quickly, a fact that is not lost on the volunteers of the Etoiles Mortant.



Venusian Ranger HMG Specialist



Ducal Militia | Blitzer | Dragoon | Etoiles Mortant | Hussar Trooper | Ducal Militia HMG Specialist | Ducal Militia Sergeant

Mishima



History

Of all the corporations Mishima holds most closely to the ancient traditions of its origins. They suffered badly during The Fall because so much of their wealth had been accumulated through the design of microprocessors and the generation of powerful AI's. But as history has repeatedly shown, Mishima has a remarkable capacity for resilience. Their adherence to duty has seen them accomplish many things that other corporations considered impossible, not least of which was the successful settling of the infernal world of Mercury.

Of all the corporations they have the most unique mindset. Both rigid and elegant, unforgiving, yet highly prized by even the most lowly of their citizens. It is this introspective way of thought that has led them into much controversy over the centuries. Not least of which was the rift that sprang up between Mishima and the Brotherhood during the Neronian Heresy. This division is not entirely healed, even to this day.

Following the divergence of Mishima from the teachings of the Cardinal they established the Schools of Enlightenment, which many see as an act of Heresy. The Brotherhood however, saw no evidence of the Dark Symmetry in the schools and so tolerated their existence. This was seen by many in the Curia as a wise move as it allowed Mishima to concede the Brotherhood's spiritual authority without losing face. Others see it as a display of Brotherhood weakness and a sign that Mishima are moving ever closer to the shadow.

Corporate Structure

The structure of the Mishima Corporation is and always has been dynastic in nature. At the head of the Mishima dynasty is the Lord Mishima himself, the dynastic Overlord. This is more of a public and ceremonial role rather than a position of real power. The real power resides in the hands of the three Lord Heirs. These are normally the Overlord's three oldest children, but the Overlord has the right to adopt a son or daughter to rule as Lord Heir, if he is without children or if his offspring are judged unworthy of the appointment. This can, and often does, lead to bitter rivalry between the Lord Heirs and would-be contenders for the Overlord's favor.

Even among the current Lord Heirs there is fierce conflict. However, nothing of this conflict shows on the surface. In public the Lord Heirs are united behind the Overlord and the greater good of



HOME WORLD	Mercury
CORPORATE HEADQUARTERS	Yamato on Mercury
MERCURY:	
→ ○ ←	Diameter › 4880 km
○ → ○	Mean Distance from Sun › 57,910,000 km
○ → ◐	Day Length › 59 days
← ○ →	Orbital Period in Earth days › 88







the corporation but behind the unrevealing mask of formality they each plot the others' downfall, seeking to expand their influence until they attain sufficient power to depose the ruling Overlord.

Topography

Mishima has founded its seat of power in Yamato City, which lies in the Longshore region of Mercury. The city was named after the great Yamato family of the 6th century AD who claimed to be descendants of the Sun Goddess. The city is also known as The City of Two Dawns. The name is derived from a peculiarity of Mercury's orbit round the Sun. Mercury's days are almost as long as its years, which means that most parts of the planet only see one sunrise each year. However, as the planet draws closer to the Sun, certain regions experience two sunrises in the space of the year and are thus considered to be places of natural power.

Yamato is one of many cities in the great valleys and sunken caves of Mercury. Water, released from the shielded polar caps, now flows through subterranean rivers bringing life to isolated pockets excavated from the bedrock of Mercury's crust. Such is the design of this network of caves that the climate in these cities can be pleasant and relatively cool in stark contrast to the surface of Mercury which remains a sun-baked desert.

All the Mishima cities were built following the ancient proverb of Shotoku Taishi, which asserts that "Harmony is to be valued". An appealing maxim but one that is difficult to live up to when the sounds of battle echo loudly through the subterranean chasms of a world that knows little peace. And now the Dark Legion has arrived on the planet and their Citadels rise up boldly in the scorching Mercurian sun. Mecury, the 'Messenger of the Gods', carries a new dispatch, one that speaks of war and bloodshed, of eternal conflict, but Mishima are not perturbed by such for they know all too well that life is suffering!

Society

Mishima has a closed society governed by a strict code of conduct and a rigid class structure, which is feudal in nature. Vassals are awarded land and privileges in exchange for absolute loyalty and service to the corporation and the Overlord Mishima. This all-encompassing regime is further refined through the structure of the Lord Heirs and lesser regional lords.

The result is a society where there is a place for everyone and everyone knows their place. The rigidity of Mishima society is the source of its indomitable strength but also its greatest weakness. With society governed by ritual and a strict adherence to tradition there is little opportunity for imagination which means that individuals are often handicapped in ways that the other corporations do not experience.



Military

The battlefield is the one place where all citizens of Mishima have the opportunity for equality, not in rank, position or opportunity but in courage, service and the freedom to die well. There is no law saying that peasants of low status cannot fight with the honor of a great warrior. Having said that the divisions in society exist just as clearly in the military. Nobles will automatically become Samurai, while peasants will automatically be formed into the Ashigaru.

The Samurai follow the strict code of Bushido (the way of the warrior). Bushido requires a certain respect for one's enemy and places honor in combat above all other considerations. This results in a general respect for the Mishima Samurai among the other corporations but it also serves as a weakness in practical terms. The Samurai prefer to face their opponents in close combat, which is considered a more honorable way of doing battle. Unfortunately, the armed forces of the other corporations do not follow the same code which often results in many Samurai being cut down by missile weapons long before their deadly Ceremonial Blades can be brought to bear.

The Ashigaru are not so consumed by the code of Bushido, their main aim is to serve their fief lord as best they can, thus they are more inclined to make use of any weapons they have in their possession. There are also a growing number of Ronin, Samurai who no longer adhere to the teachings of Bushido. They favor more modern ways of doing battle relying less heavily on close combat skills and as a result their survival rate is generally higher than that of their 'more honorable' comrades.

The elite members of the Mishima army are the Hatamoto. They act as personal guard to the Overlord and the Lord Heirs. They are better armored and more highly trained than the Samurai and serve their lords with fanatical zeal.

Emerging from the Mishima Schools of Enlightenment are two notable special forces units, the Shadow Walkers and the Deathbringers. The Shadow Walkers are trained in the stealth attacks and infiltration. Deathbringers possess supernatural powers, similar to the Art, practiced by the Brotherhood. However, much of what is known of these mysterious warriors is speculation by those who fear them and should not be taken as evidence of the Dark Soul's influence.



Bushido Samurai



Hatamoto

Ashigaru

THE CITY OF TWO DAWNS

The citizens of Yamato crowded into the Shinto gardens as the gentle mist began to lift, rising up in nebulous streamers as the warm air above drew it out of the great Yamato Basin. There was the customary gasp as the towering walls of the basin began to shimmer with the first flush of dawn, then the upper edge of the western rim grew radiant with the sun's light. The slice of brilliant sunlight grew broader as the sun rose and daylight reached down once more into the shadows of their world. Many wept from the sheer beauty of it.

Imperial



History

For all the achievements of the Imperial Corporation, their history is forever darkened by events that changed the world of mankind forever. During the pre-Exodus migration from Earth it was the navigational space-faring skills of Imperial that allowed it to rise in power until it was on a par with the other megacorporations. Although the smallest of the corporations their imperialistic nature has allowed them to keep step as the great powers of the solar system jostled for power. Their success is due to the caliber of the common citizens and not to the corporate leadership, which has earned a well-deserved reputation for bad judgement.

It was the Imperial Conquistadors on Pluto that first unearthed the so-called Steel Tablet, a careless act, which released the Dark Symmetry into the solar system. And yet it was also the Imperial Corporation who designed the first Harrison Drives, which enabled travel through the spatial rifts and effectively saved mankind from despair after the collapse of so much of his precious technology. But then, in a repetition of history, and true to their inquisitive nature, it was the Imperial Conquistadors landing on the tenth planet Nero who unwittingly invited the Dark Legion itself into the world of mankind. And they are yet to redeem themselves for this catastrophic act.

Corporate Structure

The confusion of Imperial's corporate structure is a good indicator of the failings of its leadership. In spirit it considers itself an aristocracy and it is true to say that corporate power rests in the hands of the wealthy and privileged. Some see the establishment of the Imperial Serenity as an attempt to convert the corporation into a monarchy but those with eyes can see that the heart of the corporation beats within the Imperial Clans.

The official head of the corporation is the Imperial Serenity who resides in the Paladine Palace on the asteroid Victoria. However, corporate decision making is given to the Parliament, which also convenes on Victoria. Composed of sixty-two representatives known as the Chamber of Lords, the parliament is consumed by ceremony and bureaucracy and still fails to serve its citizens as they deserve. Three members of the Brotherhood attend every assembly of Parliament and it is generally agreed that their main purpose is to guard against further Imperial blunders that might further arouse the evil of the Dark Soul.



HOME WORLD:	Ganymede (Jupiter's largest moon)
CORPORATE HEADQUARTERS:	Paladine Palace on the asteroid Victoria
GANYMEDE:	
Diameter › 5262 km	
Mean Distance from Sun › 778,330,000 km	
Day Length › 7 days	
Orbital Period around Sun in Earth days › 4,333	
Mean Distance from Jupiter › 1,070,000 km	







Wolfbane Pathfinder



Wolfbane Mourning Wolf



Wolfbane Headhunter



Sean Gallagher



Bloodberet Sergeant





Topography

Unlike the other corporations Imperial did not attempt to assert themselves over the inner planets. This is probably due to their smaller size but is also in keeping with their imperialistic nature. They chose to single out contested settlements and move in quickly to claim them as their own, often using military force to do so. This seems to be the only policy that parliament has an instinct for judging correctly for it has served the corporation time and again.

Imperial now has a substantial presence on all the inhabited worlds including the stronghold of Strathgordon in the highlands of Mars, from which troops are often drawn to reinforce the hotly contested McCraig Line.

Imperial was also the first corporation to successfully settle an asteroid. Other corporations have contained mining facilities on many asteroids but at only 151 km in diameter, the asteroid Victoria was the smallest inhabited world until the emergence of Cybertronic 150 years ago, who turned the colonization of asteroids into an art form.

Imperial took a gamble when it chose to terraform Jupiter's giant moon Ganymede. Its remoteness and Jupiter's strong gravitational field proved a challenge for their engineers but now they are in possession of a world, which is larger than both Luna and Mercury. It is a cold, dark world, characterized by vast ice–covered plateaus, broad valleys and deep criss-crossing ravines, filled with fast flowing rivers that feed into large land-locked oceans. Still the coniferous forests of Ganymede are said to be among the most beautiful in the solar system.

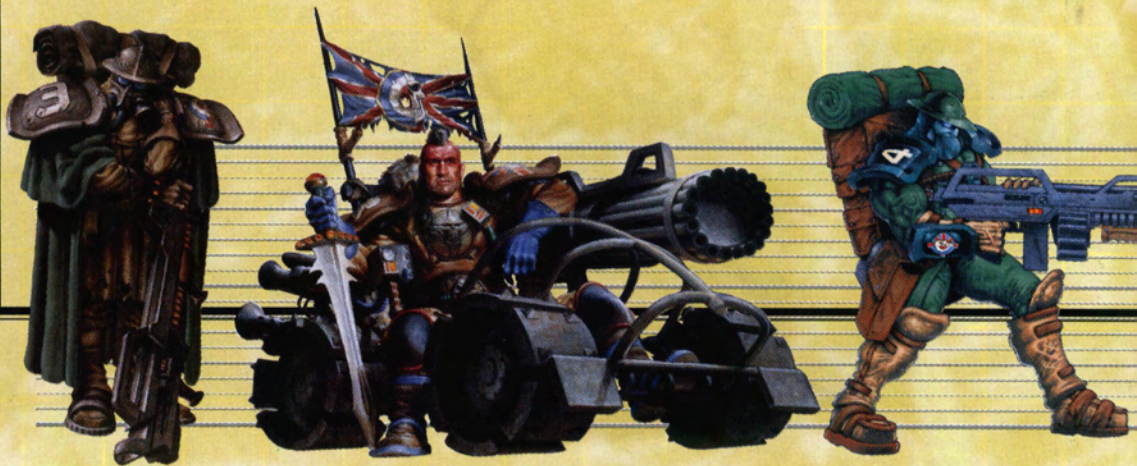
Society

There is a quality of toughness about the people of Imperial and an inherent sense of loyalty that has served them well. The upper classes are concerned with Parliament and the running of the corporation, while the main population is divided amongst the Clans. Friction and conflict between the Clans is a way of life, from the decimation of the Kingsfield Clan to the Imperial War of the Eagles.

There are sixty-two noble Clans but the three strongest are the Bartholemews, the Murdochs and the MacGuires. However, whichever Clan they belong to the people are characterized by a stubborn pride and a fierce identity, difficult to define as it may be. Simply put - they are Imperial.

Military

Like the civilian population the Imperial military is characterized by outstanding troops which are let down by poor leadership and relatively poor equipment. Imperial officers can be split into two distinct groups. Solid, experienced individuals who have earned their promotion on the battlefield and risen up from the ranks. These leaders are afforded the greatest respect and can ask great things of the men who serve under them. In contrast there are the privileged officers who view the battlefield as a means of achieving impressive trinkets with which to adorn their shiny military uniforms. Unfortunately these upper class fools are in the majority and many a campaign has ended in bloody catastrophe as a result of their lack of experience and self–inflated bravado. Amongst the



battle-hardened veterans of the Imperial forces such officers are known as 'fops'! And yet, even as they are the focus of much derision, they are still obeyed as the officers they are.

Imperial can however boast some of the most famous special forces units in the solar system. Most notably, the awesome Blood Berets who were formed up during the Venusian Crusade and played a major role in pushing back the demonic horde of Algeroth. They are trained for jungle fighting, and renowned for their refusal to give ground.

Then there are the Wolfbane Commandos, whose members are required to give up their Clan name before being allowed to join. These fearsome warriors are often used as shock troops by Imperial, sent in against seemingly impregnable positions. The fact that they so often achieve their objectives is not a testament to the good tactics of their superiors but to their skill and simple refusal to accept failure.



Golden Lion Edward S. Murdoch



Hurricane Walker



Regular HMG Specialist



Rams Air Cavalry



Regular Sergeant

Cybertronic



History

Compared to the other corporations the history of Cybertronic is extremely short. However, in the 160 years since they reached Megacorporation status they have had a huge impact on the solar system. The corporation had its beginnings in a relatively unknown company called Cybertronic Investment Inc., with a dubious reputation for developing technology in violation of Brotherhood directives. In the year 1103 Y.C. they orchestrated a colossal 'ghost collapse' of the stock exchange on Luna. Billions of valuable shares were unwisely sold only to be bought up by supporters of Cybertronic who suddenly emerged from within all the corporations. The company's assets soared rapidly and almost over night a new Megacorporation was born.

Cybertronic was duly registered, according to an ancient law that had never been annulled, and immediately put in motion a massive recruitment campaign. As millions flocked to the lure of Cybertronic and Imperial sources reported greatly increased traffic to and from the asteroid belt, it became clear that this huge operation had been many years in preparation. But by the time the Brotherhood or any of the corporations were fully aware of the campaign Cybertronic were firmly established on Ceres, the largest asteroid in the solar system, and were near completion of a fortified base on a smaller asteroid with the name of Dembovska.

For better or worse, Cybertronic was here to stay.

Corporate Structure

The controlling force of Cybertronic is a board of directors, known only as The Collective. Little is known about their identity but a great deal is known about the methods they use to manage the corporation and dispose of its efforts in a direction of their choosing. The kindest term one might apply is selective education.

Cybertronic's indoctrination techniques work extremely well for two main reasons. Firstly because the people drawn to their recruitment campaigns are already disillusioned with their own corporation and secondly because the fear and criticism of all the other corporations has already established for them a reputation of superiority. So when recruits are brought in they are not taught anything new, Cybertronic need only reinforce what the rest of the solar system has been telling them for years.

In this way Cybertronic's corporate structure is designed. New members are screened, categorized then filtered down avenues of thought manipulation until they simply become what Cybertronic wants them to become. Because after all, that was what they always wanted to be in the first place!

Topography

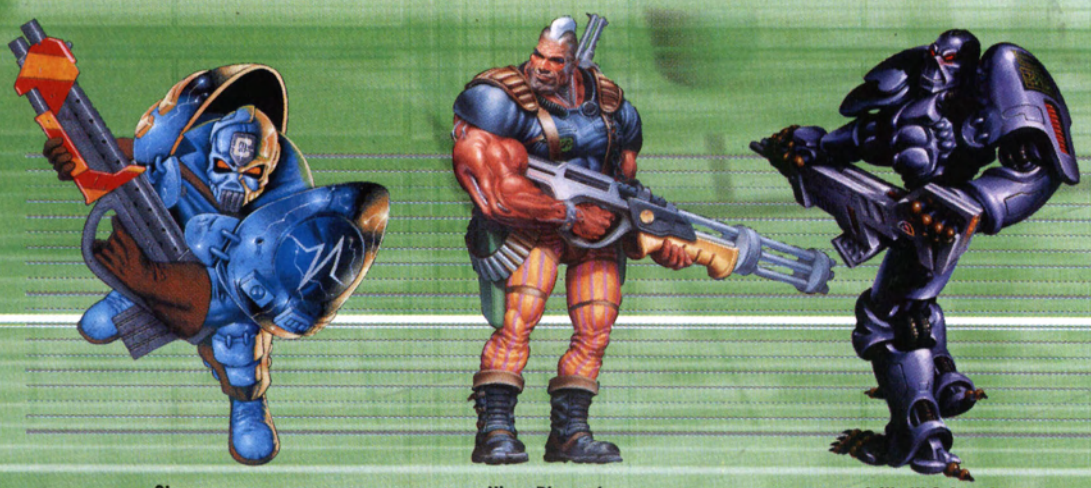
Cybertronic had carefully planned the location of their population base long before the instigation of the stock market crash. They deliberately chose locations that would not pose a threat to any of the other corporations but ones which would also present difficult targets to attack should armed conflict ever become a reality.

They set up their command center on Dembovska, while simultaneously establishing an industrial base on the larger asteroid of Ceres. This would give them the raw materials they would need to extend their domain and challenge the other corporations for territory on their precious planets. Once work was well underway on these two projects they began the ambitious task of colonizing the two asteroid clouds that travel in Jupiter's orbit, one moving before the planet and the other behind, separated by many millions of kilometers in space. Very few of the Trojans are large enough to warrant conversion into habitable worlds, so Cybertronic set about binding them together with alloy struts and stelothene membranes. In this way they created a whole host of miniature self-contained worlds. Geodesic hot-houses in which they could control not only the atmosphere of gases but the atmosphere of thought.

Over the years Cybertronic has moved back into the realm of the inner planets and the domain of the other corporations and they have done so with great efficiency. Now they battle on Mercury, Venus and Mars and they present a constant threat to Imperial who one might consider to be their neighbors.

Society

The citizens of Cybertronic are well aware of the claims of brainwashing and mental coercion to which they are supposed to be subjected and they laugh at the claims. Everything they were told about Cybertronic is true. They do not fear the ingenuity of man,



Chasseur

Vince Diamond

Atilla III Cuirassier

HOME WORLD	The asteroids Ceres and Dembovska
CORPORATE HEADQUARTERS	Somewhere on Dembovska
CERES:	
Diameter › 1,040 km	
Mean Distance from Sun › 414,000,000 km	
Orbital Period around Sun in Earth days › 1,278	
THE TROJANS:	
Mean Distance from Sun › 778,330,000 km	
Orbital Period around Sun in Earth days › 4,333	
DEMBOVSKA:	
Diameter › 258 km	
Mean Distance from Sun › 432,000,000 km	
Orbital Period around Sun in Earth days › 1,460	

they do not cower in the shadow of the Brotherhood, jumping at shadows and computer generated bogeymen.

They are Cybertronic they wield the cutting edge of science. Only they have the courage to seek out the knowledge that mankind has lost. A great prize and a great responsibility and the citizens of Cybertronic do not turn away from their responsibility for they know that Cybertronic shall never turn away from its citizens. Haven't they all seen the heroes from battle embraced and made good by the power of Cybertronic, when all other corporations would discard individuals too badly wounded to serve?

Military

As the Cybertronic farms continue to deliver citizens at a rate that no other corporation can match the ranks of their army are swelling in step. Many are the rolls that one might fulfill for the corporation but none yield the esteem or the potential rewards of serving in the armed forces.

Contrary to what most Cybertronic citizens believe, their soldiers do not always go into battle supported by the finest military hardware to be found in the solar system. It is true that the best that Cybertronic has to offer really is the best there is. However, Cybertronic's resources and their confidence in their superiority are not as limitless, nor as certain as they would have their citizens believe. As a consequence of this the majority of their troops are sent into battle with equipment that is decidedly average in quality and effectiveness.

Even so, despite propaganda directed against them, many soldiers from the other corporations still believe that Cybertronic are superior and this can have a marked effect on the outcome of a battle. In addition to this, the single minded belief of the Cybertronic Shock Troops often proves to be a powerful weapon in itself and the use of altered-state drugs can induce soldiers to perform feats beyond the normal expectations of the human body.

Having said all this, there is the undeniable existence of the Cybertronic Cuirassiers and the Eradicator Deathdroids, both of which prove that even the outrageous claims of the Cybertronic Collective are not without some foundation in truth. And, when even the basic Cybertronic Chasseurs can measure up to the regular troops from other armies, it might not be long before the claims of Cybertronic supremacy are proven to all.



Machinator LMG Specialist | Shock Trooper | People's Volunteer | Machinator



The Tribes of Earth



History

The history of the Tribes, as they are known today, begins with the Exodus of mankind from the planet Earth. There were many among the population of Earth that were considered undesirable by the corporations and the swarming millions were left upon the ruined Earth to eke out whatever existence they could. Millions died from starvation, plague and the inevitable violence as the remnants of human civilization fought for the pitifully few resources that the Megacorporations had left them. And as is the nature of the human species they formed into groups, for the strength of the Tribe is greater than the sum of its parts.

Structure

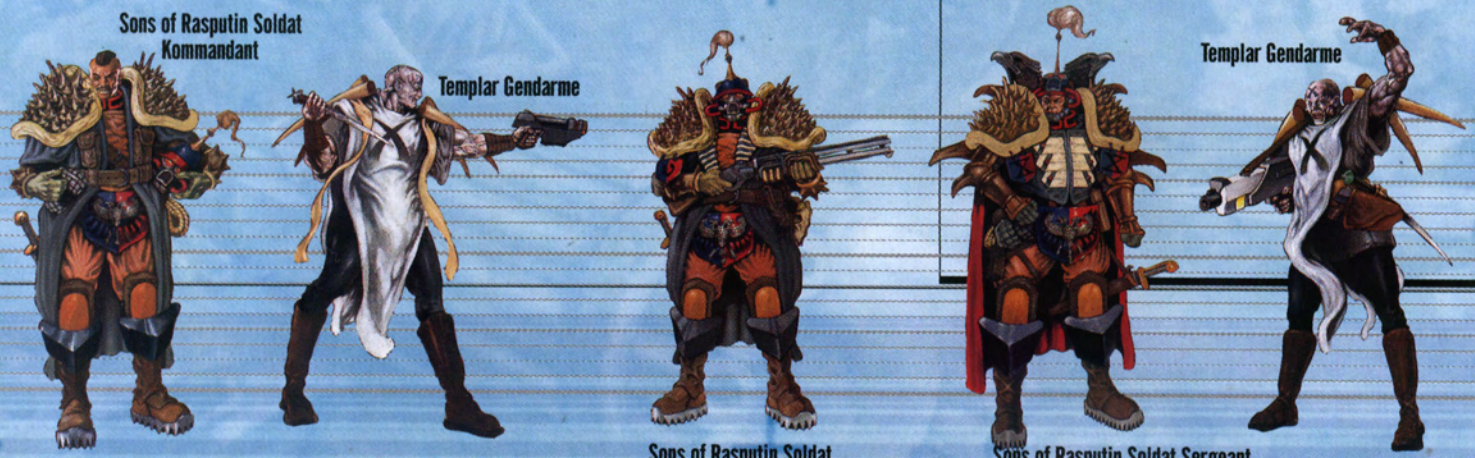
Little is known of how the Tribes of Earth are governed or the way in which they interact with each other. What is known is that there are now four great Tribes that dominate the planet, the fanatically religious Tribes of the Lutherans, Templars and Crescentians and the imperialistic Sons of Rasputin.

Topography

The geography of Earth has changed considerably since the level of the oceans rose to claim vast tracts of land. The four Tribes are confined to the vast continental area that was once known as Eurasia and they wage constant war on each other as they fight for territory and the meager resources that still remain in the exhausted soil.

Society

The society of the Tribes varies from one to the other but whichever Tribe one belongs to, life is hard and brutal. Loyalty to the Tribe is paramount and weakness is not tolerated. The Tribes are filled with hate and bitterness, a bitterness that began with the desertion of the Megacorporations and has been ingrained with every day of hellish suffering that the chattel of humanity has suffered ever since.





HOME WORLD	Earth
CORPORATE HEADQUARTERS	None
EARTH:	
Diameter › 12,756 km	
Mean Distance from Sun › 150,000,000 km	
Day Length › 24hrs	
Orbital Period in days › 365.25	



Military

The military forces of the Tribes are notoriously vicious and brutal. They are hard people living hard lives. They do not enjoy the same technological advantages of the Megacorporations and they are willing to go to extraordinary lengths to secure even the slightest advantage over their enemies in the day-to-day struggle for survival. All the Tribes enter into clandestine trade with the corporations. It is a degenerate trade, one that illustrates the desperate situation of the Tribes and the continuing callousness of the Megacorporations towards the people they deserted over a thousand years ago. The Tribes trade their own people for weapons and technology from the Megacorporations and they know the Megacorporations surrender only the most outdated and redundant equipment in exchange for troops and workers that are destined for the most desperate and hopeless areas of conflict within the solar system.















The Brotherhood



History

One might say that the formation of the Brotherhood rewrote the course of history. The Brotherhood was formed in 2275 AD by the first Cardinal, Nathaniel Durand, following the end of the First Corporate Wars. Its formation drew all the corporations together in unity. A new calendar was begun in the year of the Cardinal's inauguration and dates were henceforth written as Y.C. - In the Year of the Cardinal.

The power of the Brotherhood quickly grew as thousands flocked to the rallying cry of Cardinal Durand I but it was to be another fifty years before the position of the Brotherhood, as supreme power in the solar system, was irrevocably established. For in the year 51 Y.C. the Dark Legion fell upon humankind. There is no question that it was the presence of the Brotherhood that saved mankind in that terrible time. Without their guidance and spiritual fortitude mankind would not have been able to resist the dreadful fear and corrupting despair that are the Dark Legion's most effective weapons.

It was also the Brotherhood, led by Cardinal Durand I himself, that led the combined forces of humanity to their victory against the Dark Legion during the Venusian Crusade. Since those glorious and tragic times the power and influence of the Brotherhood has grown to include far more than just the spiritual wellbeing of humanity. They are now a vast worldly power, almost a Megacorporation in their own right. They certainly have the resources to qualify but their prime directive remains spiritual and not commercial and thus they are set apart from the other corporations.

The Brotherhood was weakened somewhat by the divergence of Mishima some three centuries ago and more recently by the open defiance of Cybertronic. Now, in the bloody turmoil of the Second Corporate Wars, their diplomatic skills are stretched to the limit. But with the reemergence of the Dark Legion their star is rising once again. Because, with all other things aside, when it comes to combating the evil of the Dark Legion, the Brotherhood remains humanity's best and only hope for victory and survival before the power of the Dark Soul.



HOME WORLD	Luna
SPIRITUAL HEADQUARTERS	Luna City
LUNA:	
	Diameter › 3,475 km
	Mean Distance from Sun › 150,000,000 km
	Day Length › 27.3 days
	Orbital Period around Sun in Earth days › 365.25
	Mean Distance from Earth › 384,400 km











Archangel Pilot



Keeper of the Art



Inquisitor

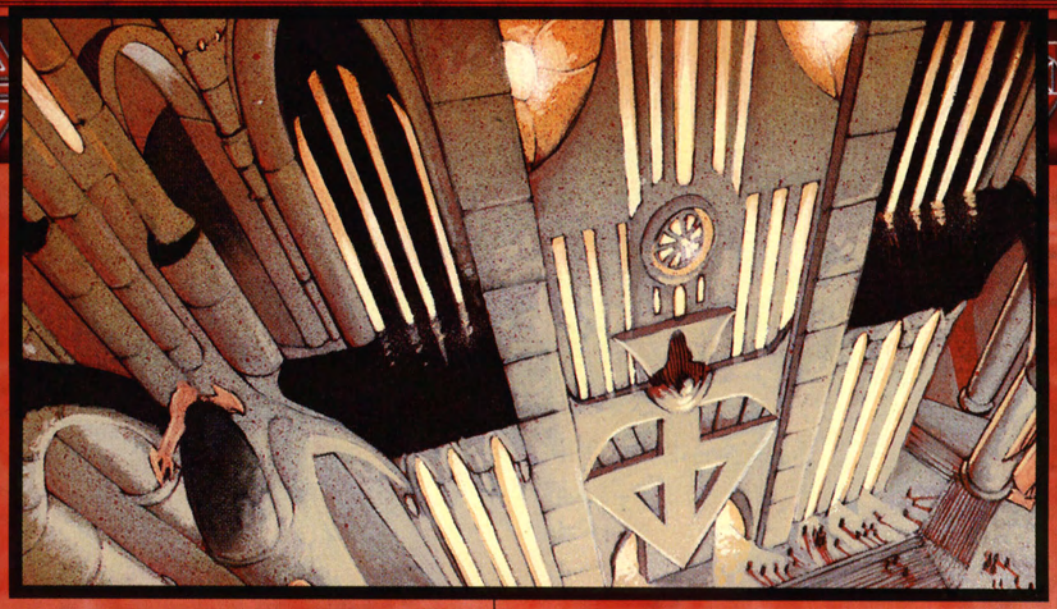


Trooper with ceremonial shield



Trooper Sergeant







Structure

The hierarchical structure of the Brotherhood is rich and complex. At the head of the organization is the single most powerful man in the solar system, the Cardinal himself. The Cardinal holds supreme control over every aspect of the Brotherhood including their considerable military forces of which he is considered divine commander in chief.

Immediately beneath the Cardinal is the advisory body known as the Curia. Consisting of highly esteemed and spiritually impeccable brethren, the Curia manages all aspects of Brotherhood affairs through the Four Directorates. Even though the Four Directorates are further divided into subdivisions, known as cells, they encompass the four prime elements of the Brotherhood's holy purpose.

The Four Directorates are:

The Mystics, charged with the stewardship and nurturing of the Art, that mystical energy force, which first manifested itself in the person of Nathaniel Durand, the first Cardinal.

The Inquisition, the Brotherhood's righteous blade of faith, charged with combating the Dark Soul's minions, whether on the battlefield, or by hunting down Heretics wherever they may hide.

The Mission, the blessed evangelists, charged with bringing the word of the Brotherhood and the teachings of the Cardinal to even the most blighted corner of the solar system.

The Administration, the heart of the Brotherhood, charged with nothing less than the welfare of the whole, from managing resources to the maintenance of diplomatic relations.

Advancement within the Brotherhood is achieved through dedication, devotion and the virtue of faith. Generous donations to the Brotherhood's cause have also seen many individuals rise to eminence but only when the offering comes from one who's heart is sincere and who's love for the Cardinal is beyond question. Indeed, it is surprising just how many such people hold high office within the upper echelons of the Brotherhood.





Topography

The influence of the Brotherhood is not easily defined by their physical presence. One might say that the Brotherhood exists wherever their influence is felt, which must therefore include the larger part of all the inhabited worlds. The heart of the organization lies in the city-state of Luna City on Luna itself. There stands the Sacred Dome, the most glorious of all the Brotherhood Cathedrals, home to the Cardinal and center of convention for the Curia. It is quite simply the grandest example of human architecture that has ever been constructed. But more than this the Brotherhood Cathedrals are bastions of faith, fortresses of glass, steel and stone built to shelter the spirit of man from the incessant ravages of the Dark Soul.

Each of the corporations, with the notable exception of Cybertronic, has raised at least one Cathedral to the greater glory of the Brotherhood and in doing so they have bound themselves to the Brotherhood cause. They have also provided the means for the Brotherhood to operate within their corporate borders, a situation that elevates the power of the Brotherhood far beyond that of any of the corporations.

In addition to the members of the Mission and the Administration that are required to carry out the Cardinal's work, the Cathedrals also provide a place of study for the Mystics and barracks for the growing military presence of the Brotherhood Inquisition. Some of the corporations are growing nervous at the strength of the Brotherhood's presence, so near the heart of their corporations, but with the reemergence of the Dark Legion they are not about to object to the scrutiny of their spiritual guardians.

The Brotherhood now maintains a strong presence on all the inhabited worlds, they even have operatives working undercover in the Cybertronic 'brain farms', though this is a perilous assignment. They also insist on the presence of the three Untouchable Sergeants during the assembly of the Imperial Chamber of Lords, lest this corporation should once again embark upon a mission that might court disaster.







Student | Advisor | Inquisitor Majoris | Sacred Warrior | Valkyrie | Cardinal Domonic







The mantle of the Brotherhood extends to every corner of corporate life and to many a dark corner far from the sphere of human influence, for the forces of the Brotherhood keep a hellish vigil over the outer planets of the solar system. They keep a garrison on the freezing world of Pluto and they have sent many a Sacred Warrior onto the cursed soil of Nero, to see what might be learned of the Dark Legion. Unfortunately, such warriors have learned the nature of death and little more.

Society

Brotherhood society is driven by the will of the Cardinal. The members of the Brotherhood are drawn from all the corporations and from every level of society. Officially there are no class distinctions between those who serve the Cardinal, unofficially there is a direct relationship between the contributions that the faithful make and the prominence of the position they might attain.

The daily life of members of the Brotherhood is divided into three parts, devotion, dedication and betterment. Devotion concerns a regime of prayer, attending mass and study of the Book of Law, which is the recorded teachings of Cardinal Durand I and the creed of the Brotherhood's holy mission. Dedication demands that brethren commit themselves dutifully to the work they are assigned and to spreading the Light of the Brotherhood wherever they find the opportunity or the need. Betterment requires that members of the Brotherhood should never be satisfied with either their level of achievement within the church or with their spiritual cleanliness.

There is a certain arrogance about members of the Brotherhood, a sense of moral superiority that many corporate citizens find offensive. Few voice their frustration however, for fear of being branded a Heretic and most forgive the Brotherhood a certain haughtiness because after all is said and done they are the custodians of man's immortal soul.

Military

From the earliest days of the Brotherhood they have established themselves as a martial force and not simply a clerical order guiding humanity with words of wisdom and peace. The times are too dark, the enemy too prone to slaughter for such a charitable expression of faith. Did not the Cardinal himself lead an army of thousands against the Apostle of War and did he not smite down and cleave into bloody ruin many a hell-spawned demon sent against him? He did; and as in all things, the Brotherhood follows what Cardinal Durand I taught them.

The military wing of the Brotherhood, which forms the larger part of the Inquisition, is growing all the time. From the moment they joined the Brotherhood they considered themselves part of a holy war and as such they are highly motivated. The Brotherhood military is very varied with a good pool of standard troops augmented by special assignment warriors, many of whom possess the mysterious power of the Art.

Troopers that excel themselves in battle can be raised into the ranks of the Sacred Warriors. Presented with the symbolic Avenger Swords, these ceremonial warriors are employed as Cathedral guards and also used extensively against the Dark Legion due to their enhanced resistance to the influence of the Dark Symmetry.

Serving the Cardinal and members of the Curia as elite personal guards are the Fury, while performing the more specialized tasks of the Brotherhood's mission are such units as the much feared Inquisitors and the Mortificators who are only spoken about in whispers. It is the task of the Inquisitors to seek out and hunt down those individuals that have shown themselves to be Heretics. People who by thought or action, have conspired with the Dark Legion or by deed or design, invited the corruption of the Dark Symmetry into the world of man. The Mortificators are assassins. Trained in the secret ways of death they are the Cardinal's surgical blade, infiltrating a healthy body to cut out malignancy before it has a chance to spread.







Then there are the Mystics and the Keepers of the Art, warriors who wield the power of faith as surely as any weapon. From the manipulation of matter, to the influencing of minds these students of the Brotherhood's deepest secrets are feared and respected by all and their powers are a great asset in the continuing fight against the Dark Legion.

The Art

There has been a tremendous amount of study and discussion over the nature of the Art. For thousands of years there have been indications that mankind harbored some latent mental power that seemed to manifest itself in certain individuals but they always remained unproven. That was until the birth of one Nathaniel Durand, the first Cardinal of the Brotherhood. Nathaniel Durand possessed supernatural powers that were proven time and time again. He never gave an explanation of where his powers came from, other than saying they were a gift from God and all men could find them within themselves if their soul was pure and their heart was true. He was and remains the greatest Mystic that has ever lived.

It is now believed that the Art is the manipulation of energies from different planes of existence. It is thought that the release of the Dark Symmetry into the reality of man was resisted in some cataclysmic way by some intangible and opposing force that has always existed in the universe and in the minds of humankind. In the violence of this struggle two things occurred. First of all the spatial rifts were formed and space and time as we know it was shaken and torn by tidal forces that cannot be imagined. Secondly the ethereal membrane between differing planes of existence was weakened. Something of the essence of mankind and his universe passed from this reality, even as something inherently evil and inclined to chaos swept in to fill the void.

Thus the Dark Symmetry corrupts the world of man. Corrupting the laws of physics and corrupting the minds of men and thus, by way of compensation, by way of balance, mankind was delivered the means by which to oppose it. Nature and the laws of physics do not name the forces that govern their existence but mankind does and he calls this mystical force The Art. And, as he has always done, he wields it as a weapon to ensure his survival, and by the Light of the Cardinal it shall be enough.









The Dark Legion



History

How should one chart the history of the Dark Legion? One might just as easily ask when the universe began or define the birth of consciousness. For our purposes let us begin with the discovery of the Steel Tablet on Pluto. It was the Imperial Conquistadors that discovered and disturbed the Steel Tablet thus releasing the Dark Symmetry into the universe of mankind. But this cannot be seen as an accident, this was no chance discovery. Besides the natural curiosity of man there was something else at work, a hidden force acting on the Conquistadors like the lure of a serpent. When the doomed Conquistadors touched the Steel Tablet it was like the tolling of a mighty bell, a resonance going out into the void but it was also a sign, an omen declaring that the fruit of man's soul was ripe. Swollen by greed, ambition and betrayal the human race had finally proved itself a worthy sacrifice to the Dark Soul. The Dark Symmetry spread throughout our reality warping it to the purpose of the Dark Soul and rendering a large part of human technology so maliciously unreliable that to use it was to court disaster.

The Dark Symmetry was only the vanguard, the precursor to the arrival of the Dark Legion itself. In much the same way as mankind altered entire worlds to accommodate his presence, so the Dark Symmetry worked upon the reality of mankind to accommodate the presence of the Dark Soul.

Some fifty years later, when the planet Nero was discovered its significance was not recognized, though many were filled with an unreasonable sense of foreboding by its sudden appearance and disturbing presence. The first recorded awareness of the Dark Soul's existence came from the speeches of a young political and religious activist by the name of Nathaniel Durand. He was the first person to bring the imminent threat of the Dark Legion to public attention. But it wasn't until some fifty years after his inauguration as Cardinal of the Brotherhood that the Dark Legion launched its first massive assault.

The physical presence of the Dark Legion was released into the solar system after the ever-inquisitive Imperial Conquistadors broke the First Seal of Repulsion on the planet Nero. In the year 51 Y.C. the Dark Legion launched a massive attack across the solar system raising up a host of Dark Citadels and bringing new levels of



Faonian Justifier Callistonian Intruder Canterion

NECROMUNDA



HOME WORLD	Nero
SPHERE OF INFLUENCE	The Human Soul
NERO:	
Diameter › Unknown	
Mean Distance from Sun › Unknown	
Day Length › Unknown	
Orbital Period around Sun in Earth days › Unknown	
BRUTUS:	
Diameter › Unknown	
Mean Distance from Nero › Unknown	
Day Length › None	
Orbital Period around Sun in Earth days › Unknown	
Orbital Period around Nero › Unknown	
TITAN:	
Diameter › 5150 km	
Mean Distance from Sun › 1,429,400,000 km	
Day Length › 16 days	
Orbital Period around Sun in Earth days › 10,759	
Mean Distance from Saturn › 1,221,000 km	











Destroyer | Supreme Necromagus | Templar | Technomancer | Undead Legionnaire | Necromutant | Heretic Legionnaire







terror to the battlefields of mankind. It was only the Cardinal's vision and strength of faith that saved mankind from complete annihilation. Leading a combined human force he defeated the Dark Legion during the Venusian Crusade and their presence began to withdraw from the solar system. A brief show of strength by Algeroth's Nepharite Overlord Saladin on Mars, reminded humanity that the Dark Legion was not completely vanquished but had simply retreated, biding their time before the next and final assault on the soul of mankind.

Now after almost twelve hundred years of physical absence they have returned. The Dark Legion is back to finish the task they began so long ago and as the forces of mankind struggle in the grip of the Second Corporate Wars there seems little hope that they shall survive this the ultimate attempt on their worlds, their lives, their very soul.

Structure

The structure of the Dark Soul is entropy, the celebration of disorder. The structure of the Dark Soul's Legions however, follows a more conventional form. Born of the Dark Soul and bound together by the infernal pattern of the Dark Symmetry are the five Dark Apostles:

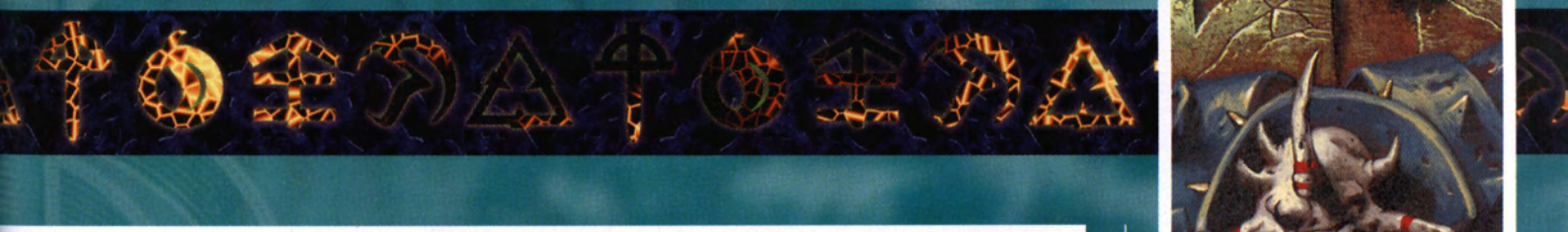
Ilian, First Mistress of the Dark Soul.
Algeroth, Apostle of War and Master of the Dark technology.
Muawijhe, Lord of Insanity.
Semai, The Betrayer, The Speaker of Lies.
Demnogonis, Prince of Pestilence.

These are the five faces of the Dark Soul and between them they command the demonic forces known as the Dark Legion. There is evidence of rivalry and conflict between the Dark Apostles whose appetite for destruction knows no bounds. Although they often combine their forces in attacking human strongholds their minions have been known to battle each other with equal ferocity.

Serving each of the Apostles as the lieutenants and commanders of their armies are the Nepharites, the mightiest of which are known as Nepharite Overlords. All Nepharites are unique. They mirror the nature of the Apostle they serve but, whichever that may be, they remain a most terrifying adversary. They are powerful demons, both physically strong and well versed in the ways of the Dark Symmetry.



Stabler in Carcass Armor | Nepharite of Algeroth | Pretorian Stalker | Acolyte | Initiate







Under the thrall of the Nepharites are a whole host of abominations. These creatures of Darkness do not possess the identity of self in the way members of a human corporation might. They are simply vessels of the Dark Soul's spite. While some are possessed of a cold and alien intellect, most of them serve unquestioningly, the thought of disobedience long since crushed and torn from their blighted minds.

Topography

Since the Dark Legion's return there is no place in the solar system which is not affected by their presence. Whether on the battlefields of Mercury, Mars, Venus and Ganymede or whether in the haunted nightmares of citizens who can scarcely comprehend the reality of such evil, the influence of the Dark Symmetry permeates all of human reality and only the teachings of the Brotherhood can guard against it.

Still, the stronghold of the Legion resides on the infernal planet of Nero. That black and crimson body which appeared in the solar system over a thousand years ago. This is undoubtedly the Dark Soul's seat of power. The mightiest of all the Citadels is to be found on its cracked and scorching surface, a monument of stone pinnacles, possessed of a disturbing architectural quality, which inspires one to vomit.

The Dark Legion continues to raise similar Citadels on all the inhabited worlds. The first to be discovered, in this their Second Coming, was found on Mars, on the exact spot that the Citadel of the Nepharite Overlord Saladin had existed over a thousand years ago. This Citadel is located on precisely the opposite side of the planet to the Brotherhood Cathedral in San Dorado.

Countless other Citadels exist on all the corporate worlds and the corporations attempt to cordon them off with extensive defenses and fortifications. Even now they hope to keep the true extent of the Dark Legion advance from the main body of their populations, for they know the fear that would follow could destroy their mighty empires in an ocean of panic.

As the Sacred Warriors of the Brotherhood have reported, the presence of the Dark Legion expands unchallenged in the outer planets. They have all but claimed Pluto for their own and they have established a massive presence on the giant moon of Titan, which orbits the planet Saturn. This is of great concern to the Imperial Corporation who now find the remoteness of their homeworld altogether too isolated and exposed for comfort.

As was the case with the first appearance of the Dark Legion, Venus once again finds itself the focus of the growing conflict. Huge tracts of jungle have been laid waste by the violence of battles between the Dark Legion and all the corporations that struggle to keep their place on this stricken world.

Of all the inhabited worlds in the solar system, only Luna remains free of the Dark Legion. This is further testament to the Brotherhood's ability to resist the forces of Darkness, though even here there has been a disturbing increase in the number of Heretics unmasked by the Inquisition. Evidence that despite even the Brotherhood's efforts the influence of the Dark Soul is growing stronger every day.





Sacristan | Golem of Darkness | Ragathol | Curator | Reaper of Souls | Karnophage



Golgotha





Society

It is difficult to talk of the Dark Legion in terms of society, for the minions of the Dark Soul do not so much live together as exist together as a malignant horde. There are rumors of a hierarchy that governs the interaction of the horde at the summit of which stand the Five Dark Apostles. The Nepharites are said to hold courts over which they reside as Lords. The Citadels are said to house libraries, dwellings and places of learning in which the beauty of the Dark Symmetry is taught. Many believe these rumors but most, especially those in the Brotherhood, see them for what they are. An attempt, by frightened people, to impress human qualities upon an entity so alien that its very nature is a source of fear.

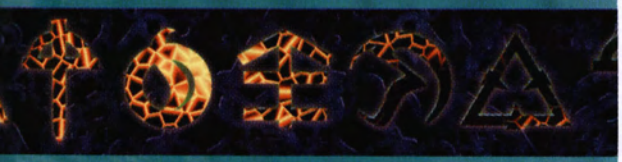
However, such rumors might be born of a tragedy that is growing increasingly common. It is the tragedy known as Heresy. Heretics are members of the human race who by choice or the pain of grief too terrible to bear, have given themselves over to the Darkness. Heretics are those who perform any act that might betray humankind to the Dark Soul. Such individuals are embraced by the Darkness and slowly corrupted until their own race is transposed into the image of the enemy, until they look upon the faces of their children with nothing but hate. And only when they are utterly lost do they hear the Dark Soul laughing at their weakness.

As such individuals become increasingly commonplace they form together into groups to guard against discovery. In these clandestine circles the Dark Symmetry is studied and the goals of the Dark Soul are advanced. It could be argued that these poor wretches form a part of the Dark Legion society but the notion that such human practices persist beyond the portals of the Dark Citadels is clearly absurd.

We have only the vaguest notion of the world beyond the Citadels, terrifying glimpses like images from a half-remembered nightmare. We see pain, pain and everlasting pain. We see despair, boundless and eternal. We see vast halls of worship and smothering closets of torture. We see the distortion chambers, where the last vestiges of goodness and hope, the very essence of humanity is drained from men and slopped into buckets like offal. And then, their empty, howling shells are filled up with squalid muck that flows through their veins, pumped through their bodies by a heart that wants to die but is kept alive and beating by the power of the Dark Symmetry. These are the nightmares that spawn the Undead Legionnaires and the vile Necromutants. These are the nightmares that are but a small part of the dreadful truth.

This is the society of the Dark Legion; a community of agony, a culture of despair a fellowship of hate…join us!





The Dark Symmetry

The Dark Symmetry is that which is not, what has always been. It is the Dark Legion's greatest weapon, the resonance of the Dark Soul itself, a pattern of such unholy beauty that worlds have wept as they bowed down to worship its immortal disharmony.

Each of the Dark Apostles represents a unique pattern within the Dark Symmetry and every soul that is swallowed by the Darkness contributes further to the design of entropy. The Dark Symmetry acts upon all sentient things and the closer they stray from the median line of neutrality the greater the effect. Thus man's capacity for deep evil and great goodness makes him desirable to the Dark Soul. Thus man's computers and thinking machines were undone. These semi-sentient machines, these artificial intelligences had no spirit and therefore no defense against the corruption of the Dark Symmetry, still they provided amusement for the Dark Soul as he turned them against the human's that had so nearly given them life.

Now the Dark Symmetry permeates all the solar system like poisoned ether. There is no escape from it there is only resistance in the light of faith.

Military

The military might of the Dark Legion is vast and terrible. Their armies swarm out of the Dark Citadels in seemingly inexhaustible numbers. The human forces of the corporations find themselves faced with demonic visions from hell. But worse than this they face their own fallen comrades in the perverted form of the mindless Undead Legionnaires, the cruel and stupid Necromutants and Centurions who have been warped and made evil but still possess some vestige of foul intellect. These are the pitiful progeny of the Dark Legion distortion chambers and the kindest thing their former, human companions can do is blow them apart and cleave their bodies into bloody ruin.

Among the massed forces of the Dark Legion are further divisions formed around the nature of the Dark apostles who each favor particular abominations to fight in the ranks of their armies.











Bio-Giant

Razide

Zenithian Soulslayer

Ezoghoul







Warzone

Ilian

The Templars of Ilian are almost human in appearance but appearances can be deceiving. These powerfully muscled soldiers of evil are semi-mechanical beings, torn from their original plane of existence and sent to fight humankind against whom their appetite for death can be sated.

The Nepharites of Ilian make no pretense of hiding their mastery of the Dark Symmetry. They delight in drawing on powerful elemental forces and unleashing them with vicious venom at the cowering forces of mankind. Lightning bolts and blasts of freezing energy rupture and burn the flesh of those who stand against her.

Algeroth

Not for nothing is Algeroth called the Apostle of War. He rains chaos and destruction upon any field of battle that feels his presence. In his ranks you will find many of the violent apparitions that the Dark Legion has to offer. The steel-fleshed Razides and the unearthly Ezoghouls that tear into battle knowing no fear, for the lust of destruction fills them. Algeroth so delights in causing ruin that he thinks nothing of the casualties he takes, they only serve to feed his need, his burning need to render death.

Algeroth possesses some of the most infamous Nepharites ever to have blighted human history. The fearful Nepharite Overlord Alakhai, who was the first such creature to be seen by human eyes. And Saladin, who contested Mars and branded the planet with the symbol of his master and the planet's two moons with the symbols of Semai and Muawijhe that none should forget the power of the Dark Legion during its long absence. All mankind knows that the name of Phobos means fear, and Deimos means terror, while the planet itself was named after the God of War. Now the Planet of War bears the mark of the Apostle of War. And war rages on.

Muawijhe

Muawijhe is the Lord of Insanity and no one who has faced his legions in battle doubts the validity of his naming. Even as his minions reach out with rending claws his demented presence attempts to snag hooks of madness in the minds of humankind. His is the domain of the mind and the Screaming Legionnaires are testimony to the depth of torment at his command. Then there are the Zenithian Soulslayers whose very appearance is enough to drive a man insane. These towering diabolic creatures wield the Dark Symmetry even as they wield their vicious ripping claws.

Not only can the Nepharites of Muawijhe summon visions of terror into the minds of men but, by manipulation of the Dark Symmetry, they can draw nightmarish creatures through the diminished membranes that exist between the many planes of existence. So terrible are the visions at Muawijhe's command that many human warriors have fled the battlefield clawing at their eyes, praying only for the visions to stop.

Semai

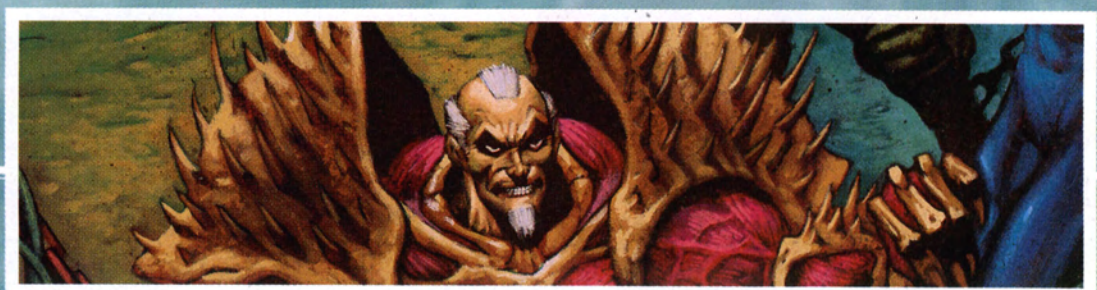
The Heretics of Semai are possessed of the most depraved minds imaginable. All that is left to them is the need to cause human suffering, this is all that they are worthy of, this is all that they deserve At least that is what their master has told them and who can fail to believe the Master of Lies. The insidious mind of Semai is a powerful force for evil. He preys on the fears of the weak-willed, seeding their minds with false promises of safety. He is known as The Betrayer, for those who fall victim to his powerful visions turn against their friends and comrades, giving themselves over to the Dark Legion as the shadow of treachery claims them.

The Nepharites of Semai follow their master's lead in terms of deception. They often resemble humans, and they use this likeness to infiltrate human ranks and carry out their task, to turn people against their own and to slay them if they refuse to be turned.

Demnogonis

For an entity that feeds on death, corruption and the spreading of disease, the savage wars of the solar system are fast-becoming a paradise for the Prince of Pestilence. Demnogonis looks upon the wounds in human flesh as fertile ground in which to plant his wasting seeds of rot. Within his ranks you will find the Blessed Legionnaires, corpses from the stinking earth, raised up and animated by the power of Dark Symmetry. They shamble forward, their blackened skin falling away like rotten fruit to reveal their oozing flesh. The legions of Demnogonis wield weapons that cause disease and the dreaded Curators dress the wounds of the injured with parasitic balms and devices designed by the withered hand of Necrotechnology.

The Nepharites of Demnogonis are the wellspring of disease, they corrupt by touch, mutating what is healthy into that which is sick beyond redemption. They are preceded onto the battlefield by a foul stench as the oozing ichor seeps from rents and gashes in their translucent yellow skin, dripping to the earth like the tears of plague.

















Warzone 2nd Edition

The Chronicles of War

A thousand years ago the light of humanity was almost extinguished by the shadow of the Dark Legion. One man stood firm in the face of evil and his name was Nathaniel Durand, the first Cardinal of the Brotherhood. He rallied the warriors of mankind and drove the Darkness back.

For a thousand years the nightmare of the Dark Legion has faded from the mind's of men. Now it has returned! Stronger, and more terrible than before. And where is the great soul that will save humanity now, a leader strong enough to stand before the terror of the Dark Soul? Without such a leader the human race will be devoured by the Darkness.

But where is the law that says mankind must live forever? There is no such law graven in stone, only written in the blood of those who refuse to yield.

Richly illustrated in full color, this 48 page book paints a complete picture of the Warzone universe, a universe of war and never ending conflict where you will decide the outcome of battles yet to be fought.
So read on, for the war is just beginning.

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Target Games U.S. P.O. Box 544, Secane, PA 19018 U.S.A.
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Target Games AB, Åsögatan 121, 5TR, Box 4628, S-116 91 Stockholm, Sweden
Target Games Polska Sp. Z o.o. 28 Krucza Street. 00-522 Warszawa. Poland.

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