

ABLE SQUAD

SERIES BIBLE

WRITTEN BY

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Based on Exo-Squad By
Universal Cartoon Studios

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Able Squad, an elite group of Marine specialists, fight to keep the fracturing solar system together, but humanity finds itself betrayed during its greatest crisis.

CONTENTS

EXO-SQUAD	4
SETTING	6
PLANETS	24
CORPORATIONS	32
FACTIONS	36
CHARACTERS	47
EXO FRAMES (E-FRAMES)	75
STORY	85
APPENDIX	100

EXO-SQUAD

Created by Jeff Segal, former President of Universal Family Entertainment, and developed with Will Meugniot, Eric Lewald, Eric Semones, Michael Torres, and Mark Hoffmeier, *Exo Squad* was a thirty-minute syndicated cartoon series that was produced by Universal Cartoon Studios and distributed by MCA Television between September 1993 and November 1994. Dubbed the "First American Anime," *Exo-Squad* was highly serialized, dealing with complex plot twists and explored adult themed storytelling more so than traditional animated series at the time.

The story was told from the prospective of a squad of "Exo Troopers", called Able Squad who piloted specialized mechanical vehicles called Exo-Frames (or E-frames for short) in combat against the genetically engineered Neosapiens. Able Squad, with the assistance of their E-Frames, led the majority of victories that would lead to the liberation of the Home Worlds, the downfall of the occupying Neosapien forces and the defeat of their leader, Phaeton.

The cartoon fell victim to the collapse of television syndication as studios owned by networks, such as the WB, chose to air content created by their own studios. With this shift in studio focus, coupled with an increase in afternoon time slots being filled with inexpensively produced talk shows, the cartoon could only find a home in extremely early morning hours, such as 4AM, causing many to miss out entirely.

However, in areas with a reasonable timeslot the show brought in a good, consistent audience finding young, toy buying children, but also young adults due to the more mature storytelling. *Exo-Squad* ultimately suffered from disappointing ratings and was cancelled after only two seasons for a total of fifty-two episodes. Fans, now older, remember the series fondly from their childhoods and in the ensuing years since its cancellation *Exo-Squad* has developed a cult following.

WHY A REMAKE

Exo Squad, although originally aimed at children, was already something more than standard Saturday morning cartoon fare. The series was powerful, moving, and entertaining in ways that took elements of American action adventure and combined it

with Japanese dramatic plotting. The series lightly explored universal and timeless issues that humanity struggles with in perpetuity.

By removing what I refer to affectionately as the "Kiddie Factor" we can zero in on a very intense, very adult series that could rival shows like Band of Brothers and The Re-imagination of Battlestar Galactica in drama, entertainment, and message. The show has potential story ideas that deal with very personal issues in each one of our characters such as love, hate, right, wrong, betrayal, loss, freedom, courage, honor, and bravery. The stories will tackle overarching issues we deal with such as racism, slavery, war, genocide, historical revision, morality, and genetic engineering. These topics only skim the surface of what's possible.

By taking cues from our own modern history, we can tell a war story that not only stays true to our human condition, but also becomes an echo of our times, of man yet again repeating his mistakes even after he has "progressed" so far into the future. Though naturally dark, the series will focus on our character's points of view and we will also discover the bonds of comradery that are forged between people during trying times. The goal is to unpack these characters under stress.

With these things in mind, a live-action reinvention of this series could continue to use the science fiction genre as a way to express social commentary in our own times, and also provide a gripping, dramatic, true to life way of storytelling that is both potent and captivating for those that watch.

SETTING

RETRO FUTURISM

In an alternate timeline, far separated from the problems of our world, exists another Earth. Although very much like ours the slightest deviations in decisions have caused a single degree of separation between our world and theirs that, over time, have become so distant that one may not recognize the other as having been the same so long ago.

This universe envisions a humanity that truly has set to better itself through simple supply and demand. Rapid commercialization and expansion of the human race has caused an incredible thirst for consumption of both industrial and consumer goods, creating a veritable capitalist utopia. A world that strove to better people's day to day lives and, in turn, made a profit. The world of Able Squad is not dystopian or post-apocalyptic at its start.

Exo-Squad was originally developed in the early 1990s. Since then, the landscape of our culture is drastically different. In some areas, technology is beyond what we could have ever perceived by this point, in other areas, such as space travel, we are devastatingly infantile still. Because of this lopsided reality, we must create a more balanced future. The series cannot be some ramshackle hope for our future described from this moment forward, I believe that would remove the inherent charm from the original cartoon series.

This series instead will paint a future as we envisioned it in the 70s, 80s and 90s. Hopeful for the future technology would give us, the potential for limitless possibilities. We would wonder at the possibilities of space travel, and be unburdened by developments of modernity such as social media, and the devastating proliferation of cellular devices. This future will disregard the developments of cloud computing and the rise of technological oligarchs and develop a story from an earlier, more simple time.

To simply state, this story will be more akin to Blade Runner and less to that of Altered Carbon.

Able Squad will draw upon the anime influences of the 1970s and 80s that inspired Exo-Squad's creators to flatter the genre's best aspects. Series like Star Blazer, Battle Suit Gundam, and the Macross Saga/ Robotech. These series will shape the overall mood of the space sequences and inform the technology to bring us that retro futuristic vibe.

Retro-tech will fill every facet. CRT monitors built into walls, VU meters, physical media formats, large and chunky mainframe computers, laptops without touch screens. But, this seemingly out of date perspective on technology will be juxtaposed by things like limited artificial intelligence, fusion reactors, and rail-guns.

A character may carry around a cassette player listening to futuristic music while clicking away on a laptop like device with a keyboard reminiscent of a commodore 64, but be feeding instructions into a powerful, artificially intelligent computer or running a diagnostic on a bipedal mech.

This series will also spend a lot of time with people, planet side. Each planet will be distinct, able to be identified by seeing a single still frame of that place. This is a future dominated by neon, fantastic inventions, new takes on old technology, and Japanese culture just how everyone thought life in the 80s would be. A lived-in place with just the right amount of grit.

Earth should feel heavily populated, sprawling crystal cities and skyscrapers, a city perhaps not unlike Tokyo in Akira. Mars should be the industrial capital and its cities closer to the dystopian wastelands of Blade Runner. Venus is brighter and quainter with mostly rural farming villages and only a handful of cities and industries on the planet.

But Neon. Neon is essential.

The series needs to span beyond the visual and into the Aural as well. The pilot was written to albums with distinct synth influences. Blade Runner, Stellaris, Tron: Legacy, and Oblivion are just a handful of examples. I would hope to see that synth vibe continue in the series backed up with orchestral music, striking a harmony between grandeur, wonder, and retro futurism that this mixing of genres so effortlessly evokes.

Able Squad isn't simply a science fiction story and stock characters, it's the culmination of an experience created by craftsmen doing their best work. Taking everything, we love and blending it up into a unique experience people have forgotten might have been. It's an encapsulated feeling from when you were a child, each frame a painting in some half-remembered dream.

THEIR WORLD

Humanity has advanced to a Type I civilization, capable of harnessing all the power generated by the planet to fuel the never-ending expansion of the species to the furthest corners of our solar system.

Corporations have terraformed most of the solar system using advanced technologies and engineering to make these hostile lands livable for those who wish to work and profit from all the wonders contained within.

Earth and her values have guided the rest of humanity for better or worse, fulfilling essential human needs but failing to address the unique needs of each world and the unique cultures that have sprung forth from them. The needs of Venus' farmers are not the same as Mars' miners. To better recognize these needs the governments of Earth reorganize into the United Homeworlds, an all-encompassing Republic that oversees the three main planets of the solar system: Earth, the capital, Venus, the bread basket, and Mars, the industrial powerhouse. These three worlds form the pillars for the rest of the colonized worlds and moons including Mercury, Jupiter, and Saturn.

There is conflict between the worlds, interests, and agendas but with the new Homeworld's government those conflicts can be resolved within the chambers of the Homeworld's senate. But, there are those that live on the edge of civilization where the rules and just laws of the so called Homeworld's are distant and dim. Saturn and her moons are like the wild west of old Earth, made up of forced labor prisoners, colonists looking to forge a new life in the untamed wilds of space, mining guilds, and corporations looking to exploit everything for profit. These extremely hostile lands are tamed by only the strongest and those with the deepest pockets. The people are fiercely independent because of this struggle and defend what they so carefully carved out for themselves.

To meet the danger of these alien environments the "Neosapien" is genetically engineered to tame these rich lands of profit. Raised into veritable slavery, the Neosapiens eventually rose up to throw off the shackles of their human masters after learning the truth of their plight. Once the dust settled, the Neosapiens were given a handful of basic rights, allowed to manage their day-to-day activities and live more as

individuals, but they still did not achieve parity with their human creators, relegated to be second-class citizens. Viewed as provocateurs, humanity is split on whether or not Neosapiens can be trusted.

HISTORICAL TIMELINE

1990s

- The United States lands on the lunar surface to begin scouting for colony locations. Core samples find massive amounts of Helium 3.
- A private company launches the world's first carbon nanotube-based space elevator into geosynchronous orbit above the equatorial pacific and connects it to a man-made orbiter in space.

2000s

- The United States assembles an orbital shipyard and immediately begins construction of reusable vessels. From this station the country launches another mission to the moon which firmly establishes a permanent presence. In conjunction with private and federal Space Elevators, parts are lifted into space to begin construction of new shipyards, telescopes, facilities and other equipment.
- Orbital shipyards around Luna are completed.
- Construction projects for the Mars mission continue in orbit and on Earth for delivery into orbit via space elevator. Equipment and supplies vital to the mission are dropped to the surface of the red planet several years before the arrival of any manned mission.
- The first mission to Mars is launched from lunar orbit. Pioneers land on the Mars surface in just under 100 days. After setting up equipment brought with them and the equipment that was dropped on the surface over the years, they set up the world's first habitable colony for human beings.

- A new ship is created, one with a fusion reactor, utilizing helium-3 and constructed at the Lunar shipyards. A small team comprised of science, medical, and military members reaches Mars in just a few weeks to augment the existing settlement. This is the first cooperative off world mission between the civilian sector and the Military.
- Sophisticated unmanned research missions are sent to Venus and Mercury to discover the viability of travel.
- The collected data reveals that Mars has massive deposits of a new ore that does not absorb radiation like traditional metals. The Ore is both light and extremely strong. This data sends the nations of the world into fervor to get back to Mars.
- Yoshida-Raynott begins research and development of an atmosphere processor that, in essence, will remove harmful gases in the air and convert them to helpful gases that will eventually change the atmosphere of the planet to a livable, breathable place for human beings.
- A new mars mission begins construction in lunar orbit to deliver a massive human presence to the surface of the red planet with stronger structures and enough supplies to last years. The purpose is to conduct research and make preparations to deploy their own space elevator, creating a stable and permanent colony on the planet.
- The United States fractures as California, Washington State, Oregon and Nevada secede and declare themselves the Western Federation. The cities of San Francisco and Sacramento merge together to form one of the largest metropolitan areas in the world, they rename this area Pacifica and make it the Federation's capitol.
- The Mars Mission is a complete success and establishes a large base with a space elevator, and many research new tools to seek out, mine, and experiment with the new ores discovered years ago.

- Regular trips begin between Earth's Space elevators, Luna, and Mars, creating a rotation of scientists and personnel. At their shortest points, travel is a swift three weeks between Earth and Mars with Fusion powered vessels.
- The company developing the Atmosphere processor deploys five test units in Mars upper atmosphere attached to orbital tethers. This begins a twenty five-year research project into the efficiency of the processors. Many governments of Earth that can afford the technology are researching and watching this project closely.
- The United States military deploys a research station on the surface of the moon to begin development of the military development of space travel and defense.
- A small research and genetics company called Avatar begins genetic experimentation and growth of human tissue used for the purposes of bodily repair, surgery and longevity.

2100s

- The last of the Atmosphere processors are deployed in Mars high atmosphere. The world is ready to begin the final phase of becoming more Earth like. This project outlines a fifty-year plan to bring Mars' atmosphere up to Human tolerances. Greenhouse gases are released into the existing atmosphere on Mars, which allows the soil to release CO₂, creating a more stable atmosphere over time. This allows water to remain liquid. Rain and snow develop as a result.
- Mars, half way through its projected development, is already considered a resounding success and now humanity turns towards Venus. The question is cooling the surface enough to allow the processors to be installed. Mars begins to show signs of water and greenery in selected areas around the planet, particularly the equatorial region. Although much of surface remains very dangerous to humans, the overall conditions of the planet have improved. The processors are continually monitored and enhanced to improve the

quality of the gases being redistributed in the growing atmosphere.

- Yoshida-Raynott develops the "Venus Aegis," a series of large mirrors to be installed in orbit around the planet. These mirrors serve two functions: spreading large coverings across sections of the planet, allowing areas to be cooled allowing atmosphere processors to be moved in and monitored by human technicians and scientists, Secondly, the sunlight is then redirected to other areas to assist in creating a more hospitable day/ night cycle. This is the first of new space age mega projects built in the solar system.
- Yoshida-Raynott also begins a project to excavate underneath Mercury's surface to allow for human habitation and safety from the temperature of the sun.
- The first of several shields are deployed around Venus and placed in geosynchronous orbit. The pieces are then tethered to the surface and unmanned space elevators are deployed that bring the atmosphere processors to the appropriate height in the atmosphere.
- Discoveries of Helium 3, precious ores, and huge developments being made in metal, leads to a "Gold Rush" of sorts on Mars. This revolution leads to an explosive market for the mining, processing, and refinement of all the resources coming off of Mars and Luna. The level of wealth created is unprecedented. Combined with increased efficiencies in Fusion power and miniaturization of the technology, humanity steps over a precipice, entering a new golden age.
- The atmosphere processors continue to stabilize the Martian atmosphere. Plants are brought in from Earth as photosynthesis can begin. The dirt is made more nutrient rich because of this, creating oxygen and building plantable soil. Pine trees see limited deployment across the planet to improve soil development.
- The first space elevator in Earth orbit is decommissioned and turned into a monument to the new age of man. The counterweight that was placed into

orbit so long ago is turned into an arboretum and museum.

- The large stations built up around Earth as counterweights for the space elevators are prepared to be joined in orbit as a massive equatorial ring around the planet, becoming the largest man-made construction ever.
- With the shields in place around Venus and terraforming going fairly well, the decision is made to test construction of a ring around Venus before risking construction around Earth. Commercial and industrial real estate purchases on Venus and the Ring skyrocket, growing Venus' wealth exponentially.
- Restrictions on space travel are lessened as it has become safer more of a routine.
- The government begins new programs to aid independent businesses and smaller companies in claiming and terraforming the moons of Saturn for valuable mining operations vital to economic growth. A few of the moons of Jupiter are terra formed to increase colonization and begin the exportation of resources found on and below the surfaces. Jupiter's atmosphere is seen as a lucrative venture, but Saturn's moons are found to have many millennia's worth of ores and resources.
- With progress going well on the Venus Ring project work begins in earnest on the ring around Earth. With much more infrastructure the ring project accelerates quickly and the same boost in real estate, commercial, and industrial development explodes. Much of the developers from Venus move to Earth feeling the venture will be more profitable, causing the Venus project to slow down considerably.
- To quickly get labor out to Saturn's hostile environments, prisoners are offered a diminutive share of profits and a commuted sentence if they agree to mining contracts on the moon. There is also a push to get mining guild members and colonization is encouraged, uprooting entire families that travel to

Saturn in an attempt to stake out claims and strike it rich.

- The Venus Ring project ends abruptly, trillions of dollars generated by potential real estate development on the ring and the planet evaporates overnight, causing a massive economic depression for Venus. The partially completed ring is left with little development, sitting incomplete to present day. The ring becomes a rallying call for Venus to remain much more simple and less cosmopolitan than Earth and creates a rift between the two worlds that never truly heals.
- The Avatar Genetics Company, now a large corporate entity on the Homeworlds, develops a new being called a Neosapien, an advanced, genetically enhanced human bred from an artificially gestated human fetus. The company created them specifically to endure the harsh burdens that the newly terra formed planets may present. Designed with an extremely dense muscle structure, the ability to resist certain toxins, and breathe for almost ten minutes without air this perfectly suited them for work in hostile environments, instantly making them popular with the mining companies looking for a cheap, efficient workforce.
- After being revealed by Avatar, public outcry called this a violation of nature and perversion of the human body, but because of the amazing output of the test subjects and the potential profits for the growing company a blind eye was turned at the beginning. In response, Avatar eventually developed a Public Relations campaign that invoked the word "Terrans" when referring to any natural born person originating from the planet Earth and saying that the Neosapiens, although sharing genetic information and resembled Homosapien were not Terrans. This propaganda campaign was extremely effective, so much so that the protests died swiftly after its initial airing and several months later the only thing Terrans talked about is how much easier their lives would soon become.
- After the development of Neosapiens became vogue on the inner planets, independent companies in the outer planets, particularly on Saturn started to worry for

their jobs and their futures, fearing Neosapien labor would supplant their independent stakes and corporations would eventually dominate the planet. Guilds and independent miners joined together in a collective to prevent Neosapien labor from being used within the Saturn system.

- Because of this, resource buyers moved their interests to companies within the inner planets whose resources were cheaply mined by Neosapien labor including those mined on Mars, Venus, and Saturn. This creates a depression on the moons of Saturn.
- With most of the small companies now out of business on the moons of Saturn, the prisoners and colonists are left to fend for themselves.
- Those without the money or equipment necessary to return back from Saturn had to find a way to live. Those lucky enough to live on one of the terra-forming planets have the ability to grow food and develop living spaces. Titan in particular flourishes. These colonies are more civilized and maintained most of their humanity, but those living on the moons that were simply mining rocks were not so lucky. Survival of the fittest is the rule, raiding and killing prevail as those left abandoned fight for food, shelter, equipment, parts, and anything they needed in order to survive the harsh environments.
- On Saturn, years of struggle and forging a home for themselves, people once again start to have children. A new society flourishes with space home homesteaders that go back to more simple times. One of those children born is Jonas Simbacca, born to an independent mining family that had decided to stay and aid those that were in extremely dire situations. He would be instilled with a tenacity for survival and a strong connection to those who lived on the moons.
- The Avatar Genetics Corporation, now one of the largest conglomerates in the entire solar system develops the Neosapien Alpha. The Alphas are the pinnacle of genetic design for the company. Smarter, stronger, able to breathe for up to a half hour without air, resistant to almost every known toxin,

including new ones discovered on Mars and Venus, they no longer require sleep and they can survive for weeks without eating. The Alphas are marketed as the newest and most efficient worker ever created, and meant as a replacement to current Neosapien products already on the market.

- These new Neosapiens Alphas can now be created from "scratch" using entirely fabricated genetic materials. The Alphas no longer need to start with human material in order to develop. This allows Avatar to develop the Alphas in large broods instead of growing the fetuses in delicate conditions. The Alphas sell nearly two to one from the original Neosapiens and removed any of the muddy moral ambiguity that lingered in people's minds.
- The Neosapien Alphas, now a regular part of most mining companies' work forces, begin to develop their minds as they listen to the stories from the older, original Neosapiens. The original Neosapiens, due to having a human foundation still needing facilities for limited recreation and sleeping. Housed in barracks the Neosapiens had access to books in particular. The Alphas learn about history, science, medicine, law, and genetics. Some also find interest in military matters.
- The Neosapiens increased intellects not only made them smarter, but literal genius' in some areas that was unforeseen by the original designers. Creativity leaves something to be desired, but is made up for in sheer efficiency.
- Jonas Simbacca, now a young man, begins to unite what have become referred to as "Clans" on the moons of Saturn. With the combined wealth of the core group of Clans that stood by him he buys out whatever resources, mining operations, ships, and equipment he can. Whatever he can't buy or negotiate, he takes with force. This rabid desire to unite the broken people of Saturn gains him immediate support and a very diehard group of loyalists. He promises a new way forward for Saturn. Those that have not seen him yet, have heard of him. He is a legend among the clans. Those that oppose him are crushed swiftly with few exceptions.

- After years of struggle, Simbacca unites the majority of the clans under one banner, making its moons the home of what he calls the United Clans of Saturn. Simbaccas seizes all ports, cities, and equipment within the Saturn planetary system that may still be under the ownership and usage of the United Homeworlds.
- Those that do not follow become terrorists to Simbacca and his cabinet. Those labeled terrorists become even further withdrawn then they were before and seek to hide in the darkest parts of the solar system, and sometimes lay hidden within United Clans society. Always working to disrupt order, the terrorist clans attempt to destroy anything that has been achieved by the United Clans.
- Newly invigorated United Clans citizens begin working the mines again, getting resources to use for domestic projects and selling them at a very low price to undercut the market to companies in the Homeworlds. The people of the United Clans begin developing limited cities, entertainment, jobs and a military to enhance their way of life.
- Once the Homeworlds Government discovers that Corporations have been purchasing discounted, untaxed goods from Saturn they dispatch a military group. Upon arrival they discover a vibrant Saturn under the auspices of the now United Clans, working like no dark age had ever happened. The military demands that the United Clans submit to the Homeworlds authority and find the Saturn System in breach of Homeworld's laws. Seeing his back against a wall, Simbacca makes a call for Saturn's independence.
- For months the military attempts to blockade the planet and her moons to prevent the United Clans from exporting any resources. In an act of retaliation, the United Clans raids supply ships that would come to re-supply the military blockade, which swiftly earns them the nickname "pirates." this moniker catches on in the media back on the Homeworlds as well.
- Eventually, the full military is dispatched to defend the stricken convoys. This quickly erupts into a

series of retaliatory attacks, back and forth between the Clans and the Military, breaking out into what some perceive to be a full-scale war. The Clans mostly engage in hit and run operations, but a handful of large ship to ship battles and dog fighting engagements break out. While never declared a war by the government, these battles were considered the height of armed conflict in space at the time.

- In light of what is seen as a dangerous information exchange the original Neosapien lines are liquidated by Avatar. Very few original Neosapiens remain, mostly operating as shift supervisors and facility maintenance. This sudden disappearance spurs curious Alphas to seek out their brother's whereabouts. This leads them to a facility where they discover the Alphas have been subject to horrifying medical tortures in the name of science, enraging the Alphas as they burn the facility to the ground and disseminate the collected medical data to news outlets.
- This revelation sparks riots in virtually all of the mining facilities Neosapien barracks on the planet. In just a matter of days the Neosapiens manage to organize and seize key assets on the planet and even some of its military facilities. The Neosapiens organize a quick government, forming an all-volunteer defense force and declare themselves independent of the Homeworlds and Mars as their homeworld.
- With nearly twenty-five percent of the Homeworlds resources coming from Mars letting the Neosapiens go unchecked is not an option. The senate decides to use the military to bring them to heel. The first military strikes take place on Mars, with little commitment expecting to find small groups of disorganized slaves. However, the Neosapiens are well prepared for the limited strikes. This poor response allows the Neosapiens to hold out and continue to entrench themselves, making it extremely difficult for the Terrans to gain a foothold on the surface.
- The Neosapiens that do not want to specifically fight take the opportunity to study their own genetics and discover more about science and medicine.

- As word spreads of the Neosapien uprisings, Alphas on Venus and Mercury rise up causing problems, but they are quickly quelled. The Neosapiens on Venus are notably put down remorselessly in what becomes known as the "Harvest Massacre." The military realizes that the Rebellion is turning into a social and political quagmire.
- Many months later, during the height of the Rebellion, the Neosapien Leaders initiate a plan to show the Terrans that the Harvest Massacre would not be forgotten. Seeking retribution of their fallen kin, Phaeton volunteers to lead a raid on Venus to show that the Homeworld's are vulnerable to attack and boost Neosapien morale. Using commercial transports, the Neosapiens narrowly evade detection and land on the surface of Venus, laying siege to Port Vesta, capital of Venus and the primary space port and elevator hub for the entire planet, cutting off vital foods to the Homeworlds. Phaeton and his Alpha's don't suspect a capitulation, or even to leave with their lives, but the maneuver is a symbolic one.
- The military grinds themselves against three fronts on Venus, Mars, and Saturn for months. Due to the pressing nature of the Neosapien offensive on Venus and the impending food shortages as Neosapiens ravage crops and are now in control of the only Alpha Brooding facility on Venus, the Homeworld's grants Saturn its independence with the Treaty of Titan. Decades of conflict ends and the Homeworld's brings the remainder of their forces home. Saturn begins to rebuild, but prepares for the day an inevitable conflict with the Homeworld's happens again.
- With the military now at full strength in the inner planets they begin pressing their attacks on both worlds, but begin mounting a large offensive on Venus. The Neosapiens augmented their forces with new volunteer broodmates and were slowly taking parts of the planet.
- The fighting on the planet becomes rather brutal and eventually the Neosapiens loose the Brooding center, creating a simple battle of attrition for the Neosapiens. Phaeton pulls all the Neosapiens back to

Port Vesta. As the humans encircle the city fighting goes street to street for several weeks. Neosapiens are found to be summarily executing civilians left in the city limits. This becomes known as the Venus massacre and is exploited by the Homeworlds for propaganda, swiftly turning public opinion against them in the war.

- Phaeton and several of his people evacuate the planet in the final days of the battle, barely escaping back to Mars. News of this loss spreads across Mars, causing a demoralizing ripple effect on the Neosapiens. Venus is once again in human hands.
- Understanding now that a Neosapien victory could be achieved by rapid breeding on Venus, the military targets brood centers. Because the Venus center was destroyed the Neosapiens see this as a direct threat against their very existence and fight bitterly to the last man in the first assaults on these centers. Knowing that this would mean the end of their species the Neosapiens are forced to surrender.
- Despite the horrors of the rebellion on both sides, public opinion is still sympathetic to the Neosapien cause. The public demands that the Neosapiens be given some autonomy over their own lives. The Neosapiens confess that they don't mind the labor, they just want the opportunity to pursue their own desires as men do. They are granted the ability to live like humans and are granted an autonomous zone on Mars to serve as a Neosapien haven. The Neosapiens dub it Maginus City, named after a prominent original Neosapien who had given himself a name. Neosapiens could manage their own mining affairs under the watchful eyes of Hyperion and other mining conglomerates. The Neosapiens would now be paid wages and any new developments could be profit shared, although relatively miniscule. They Neosapiens could elect their own leader to speak on their behalf and would have an observational position at the Homeworld's senate. The Neosapiens cannot vote, except to elect their own leader, they cannot create their own government, they are partial citizens of the Homeworld's for all intents and purposes. They may not create their own military or militia, and may not possess any firearms. Neosapiens are also granted the ability to oversee their Brooding centers but all new

Brood considerations must be approved unanimously by the Homeworld's senate.

- Neosapiens are enabled to pursue schooling and other careers. Many feel that they need to enter into Human society to help ease the transition and allow themselves to enter the public sphere of thought outside the war. Despite high racial tensions and general hatred towards Neosapiens, there are many that embrace them.
- Neosapiens argue that they want a way to fight for what they believe in as humans do and defend themselves as well as the homeworlds. This leads to the creation of the Neosapien Enlistment Act. This Act allows the Neosapiens to enlist in the Homeworld's military but they cannot become officers nor hold exclusive command of human service members, although they may serve as supervisors, but most always report to a human senior enlisted member or officer.

2200s

- Colonization efforts to the last of the terra formed moons past Saturn have begun. Neptune's moons have a growing presence and Uranus' moons have a handful of research teams.
- The military works to ensure safe arrival for those around Neptune as civilian deaths have surged due to pirate raids. The unlawful search and seizure of convoys passing through the Saturn orbital perimeter by the United Clans is a hot topic of debate.
- Terrorism is high as the most extreme elements of United Clans society continue to deliver a message to the Homeworld's to stay out of Saturn's affairs. These attacks are not sanctioned by the United Clans government.
- The military with few enemies left to fight is in a state of decline. The Military Demilitarization Act is working to scale back fleet operations and modernization programs in the Marine Corps to give all Marines E-frames and become multi-role soldiers expands.

PLANETS

MERCURY

Mercury is comprised of expansive underground complexes. There are limited surface installations because of the inhospitable environment created by the extreme temperatures. The underground is a massive feat of human engineering, huge underground city complexes and mining operations populate the interior. The planet is almost entirely industrialized, devoted to mining and production. Most of the surface installations are geodesic domes that are a heavily regulated and limited to scientific and military use. There are a handful for tourism that allow visitors to see the Mercurian surface.

There are only two stations in orbit of the planet that host the only two space elevators. These are some of the largest elevators in the solar system. The stations are only operable when on the planets dark side. While one is exposed to the sun in the day zone, the other is in operation in the night zone. With a limited window to load and unload cargo and passengers during this time each station during its open window is filled with massive bulk transports, several kilometers long.

The primary research happening on Mercury is attempting to harness more power from the sun in an attempt to further develop towards a Type II civilization.

VENUS

Venus is nearly identical to Earth.

Massive orbital umbrellas still hang around the planet, albeit it far away and regulate the day and night cycle. The planet has a ring built around it, much like Earth however it was not completed and sits largely abandoned, save for the areas around the planets space elevators, which are quite active. Domestic rogues, terrorists, and pirates are said to operate out of these partially completed installations. The ring is seen as a blight by the farming population of the planet, each wounded by an unfulfilled promise of prosperity.

The planet has large platforms in the air that convert the planet's massive amounts of Carbon dioxide to carbon and oxygen. Although the planet is largely converted to a stable atmosphere, the planet still needs to be regulated.

Called the "bread basket of the solar system," most the planet is dedicated to farming, providing most of humanity's food. There are several heavily centralized industrial centers, gathered around the space elevators and starports, the primary of which is Vesta, also the planet's capital.

EARTH

Earth is the center of the solar system and home to every aspect of the Homeworld's government, the cradle of humanity. The surface is made up of equal parts natural reserves and incredible cityscapes that seem to touch the heavens. Cities are neon wonderlands, almost crystalline. There are vast areas of industrialization where the lights of the cities do not reach.

The planet is completely surrounded by a massive orbital ring, considered to be the jewel of human achievement. Connected to the ring are numerous space elevators allowing for unprecedented replenishment and transportation to and from the surface. With this comes a flurry of orbital and dock traffic.

LUNA

Earth's moon is home to many surface cities and mining operations. Helium-3 used as a fuel for fusion power is the moon's primary resource.

The Homeworld's military is based on the moon's surface and most of its docks and shipyards are stationed here too. Because of this there is a large number of contracting corporations and outfits that work with the military that also call Luna home.

MARS

Much like Venus, Mars was terraformed through atmosphere processors. Mars is highly industrialized and mining is its primary function. There are massive production facilities that process these ores and prepare them for distribution to their

destinations for conversion into material goods. Mars also features the largest processing and production facilities in the solar system with large swathes of the planet given over to these factories.

The Neospaiens call this planet home and their capital, Maginus City is a refugee for them that allows their culture to develop. Because of their integral relationship with the mining and production sectors, human corporations also have a large presence in Maginus city.

ASTEROID BELT

Many asteroids have underground colonies much like Mercury. For instance, Ceres is a dedicated military outpost. There were several asteroids harvested from the belt in the early days of terraforming to assist in converting the inner planets to hospitable environments.

There are numerous facilities throughout the belt, those used as listening posts, ship replenishment hubs, and secretive posts that the general public is unaware of, including an array of locations used by Phaeton to construct his fleet.

These outposts are the gateway to the outer planets and see as a wild west of sorts, filled with rogues and pirate groups that make colonial life in this area somewhat dangerous.

JUPITER

Jupiter has large stations called skyhooks within the atmosphere collecting valuable gases that are exported to the inner planets. Being a gas giant, the surface is uninhabitable.

GANYMEDE

A massive colony, the largest in the outer planets and is virtually like life on Earth. With a year-round moderate temperature akin to perpetual spring the planet is also a frequent tourist destination and retirement dream. Incredible

cruise liners, rivaled only by the military super carriers are in constant rotation around Ganymede. The moon hosts a large industry that processes raw gases and materials collected from Jupiter as well.

SATURN

Home to the United Clans of Saturn, which has seceded from the Homeworlds and operates as an independent state. The world consists of several moons which mine various minerals and gases necessary to support human life throughout the solar system. These resources are sold to the Homeworlds and other interested parties, but are increasingly being used to supply the United Clans of Saturn's own efforts at building their society.

TITAN

The Capital world of Saturn. The second largest moon in the solar system after Ganymede. The planet is mostly made up of seas but has a large landmass that encompasses the planet, north of its equator. Massive refineries mine hydrocarbons from the seas (called Maria on Titan) on platforms that are as large as cities.

The main city on the planet that serves as the capital is the coastal city of Concordia. The city hosts the first space elevator installed on Titan and has major ports and mining facilities.

HELENE

The main port and "grand central station" for the United Clans. All resources pass through the small moon for distribution across the solar system by large bulk freighters of mega corporations that purchase the raw materials.

The moon is also the major travel hub for all personnel travelling between the Saturn system and other planets. Amongst the most strategically important locations around Saturn.

The moon is surrounded by a large linkage of orbital platforms that connect with the moon and extended into its surface into underground structures.

A small portion of the United Clan's fleet is stored at this facility and the moon contains a military fleet yard for maintaining and supplying vessels.

CHIRON AND THEMIS

These moons were once thought to exist, but were so rarely observed that they were disregarded by academia in the latter half of the twentieth century. In reality the moons have unique properties which renders them nearly invisible to direct observation. Most of the United Clans large scale research and development facilities are located on these two moons and the moon Chiron has a large shipyard with the ability to construct large capital ships away from the prying eyes of the Homeworlds. The substance that reflects the light on these moons has been used to develop a cloaking technology. The process is difficult to control and is only available on a small fraction of the Clan's ships.

DAPHNIS

When Saturn was still part of the United Homeworlds this small moon served as a tourist destination. The moon contained luxury hotels, casinos, amusement parks, clubs, and restaurants that were unparalleled in the entire solar system. When the Clans seceded from the Homeworld's most of its wealthy population left to find less hostile land. The moon now sits largely unoccupied, mostly serving as a hub for real pirates to operate from. The planet suffers from an erratic orbit due to its proximity to Saturn's rings, making regular patrol difficult.

MOONS OF URANUS

The Uranus system is the last full inhabited colonial planet in the solar system. This is where colonists are arriving at the beginning of our series.

Uranus itself is not a habitable planet, but its gas rich atmosphere is mined for Helium-3 and Deuterium via skyhook. Both are critical fuels for fusion based space travel.

MIRANDA

Miranda consists of a superstructure skyhook facility built into the surface of the planet with a large beam that goes into the outer most upper surface of Uranus, allowing mining crews working the atmosphere of Uranus to deliver their volatile goods swiftly and safely.

ARIEL AND UMBRIEL

These moons are used as hubs for major mining efforts and to grow food for the entire Uranian system. Consisting mostly of subsurface living facilities and surface docking facilities.

TITANIA

The main colony of Uranus housing most of the colonial population.

OBERON

A hostile moon with hidden government facilities underneath.

NEPTUNE

Neptune is a mysterious place and one of the last frontiers uncolonized at the time of our series. Although stations exist

in system, there is no terraforming. Scientists and research teams are sent to Neptune regularly.

TRITON

Triton is the largest of all the expedition bases on the Neptunian moons. Numerous facilities dot its surface and find their way underground. There is a small port for ships.

CORPORATIONS

AVATAR GENETIC CORPORATION

The largest Biotechnology company and one of the largest corporations in the Solar System. Avatar Genetic is based in Maginus City on Mars. The company focuses is on Neosapien development and support but has expansive operations with subsidiaries that operate in other industries and disciplines across the medical field.

Starting as a small research group Avatar's stated goal was to create technologies to augment human life through artificially created human tissues. The corporation saw a meteoric rise to prominence however as the developer of the Neosapien, an artificially developed human being that was augmented for hostile work environments. Using genetically enhanced donor human egg and sperm cells, a Neosapien was artificially "conceived." This fetus was then rapidly grown into a full adult in a patented process known only to Avatar. Many suspect that the development of Neosapiens was created as a bypass around the laws against cloning that were in effect in virtually every country at the time of the Company's founding.

In a moral panic created by the development of the Neosapiens the corporation initiated a marketing campaign which labeled natural born humans as "Terrans," giving a distinction between real humans and artificial humans, but the controversy would never fully die down. To this day Terran is a colloquial term for humanity and Neosapiens call humans Terrans as a point of disparagement.

After the public outcry, the company developed the Neosapien Alpha, a complete ground up creation of a new species of beings built specifically for intense manual labor, far surpassing the original Neosapien. It is unknown to but a handful of Avatar personnel how the company created the basic building blocks of the Neosapien Alpha, but this process allowed them to breed Neosapiens from essentially nothing.

Essential elements were added to a "soup" of sorts and Neosapien Alphas would be gestated in an artificial womb. The benefit being that the process was not as delicate as the original design using humans as the basis and exponentially more Neosapiens could be created at once in groups called broods. What once took months could now be done in weeks and the theoretical number grown could be limitless, only stunted by the availability of raw materials on hand at the Brooding center.

After the Neosapien rebellion, Avatar dismantled all of its brood facilities on every planet but Mars and centralized all Neosapien health and services to the red planet. Neosapiens also take a large role in the creation of their species as the government highly restricts creation of new broods, all of which must be sanctioned by congress after review of current Neosapien inventories.

Hyperion Mining Concern

Hyperion Mining Concern is a group of corporations and contractors in a variety of industries with a central business model around mining. Hyperion is the largest mining consortium in the solar system and is based in Maginus City on Mars. Members of the concern operate on every single occupied world within the solar system.

When it was formed Hyperion controlled more than fifty percent of the solar systems total mining industry, although that has dwindled in recent years to just below twenty-five percent. Since the secession of Saturn, stiff competition from smaller, more organized, and more nimble corporations has broken Hyperion's hold over the mining industry. Despite this though Hyperion's combined industrial capacity in processing is among the largest within the Homeworlds.

Hyperion group members were the largest purchaser of Avatar Neosapiens before the Rebellion. After, despite efforts to lobby against the decision by Hyperion, the Homeworld's granted limited autonomy to the Neosapiens, allowing them to govern many of their day-to-day affairs. Hyperion allowed the newly structured Neosapien Commonwealth to enter into limited contracts with Hyperion and allow a modicum of control of their labors and take a fair share in the profits. Despite Hyperion's reluctance to turn over some of their Mars operations to their former laborers the Neosapiens actually ran the mines more efficiently and the laborers were more agreeable to Neosapien management, allowing all parties to benefit from the newly declared freedoms of the Neosapiens.

The Concern also deals with the United Clans, acting as a buying group for all interested parties, allowing for greater

discounts via volume and also serving as subcontractors for movement of materials out of Saturn planetary system.

YOSHIDA-RAYNOTT

Yoshida-Raynott is the largest corporation in the Solar System. They are an advanced technology mega corporation originally based on Earth in Tokyo, Japan. Because of their military contracts their working headquarters is now on Luna with the large military complex there, but they also have offices all over the Homeworld's supervising various projects.

The company products are vast but its most notable products are the Atmospheric Processor which allows terraforming of most major planets and planetoids, and the Fusion Drive Systems on most space faring vessels.

Outside of its major military contracts that include the Homeworld's Naval Supercarriers, the company is also a leading partner in a consortium of corporations developing mega structures around the Solar System. Their most notable projects are the excavation and underground developments of Mercury, Mining Skyhooks in the outer planets, and the orbital ring around Earth. The company also developed the prototype ring around Venus but because of the stigma around this project they do not talk about it publicly. The company has plans to build another ring around Mars and Ganymede at some point in the future.

On planetary surfaces Yoshida-Raynott also participates in the construction of habitation arcologies primarily located on colony worlds.

The company is experimenting with faster than light travel as well and already has a division devoted to developing other worlds when this research comes to fruition.

FACTIONS

THE UNITED HOMEWORLDS

The United Homeworlds is a political and economic union that consists of the three main "Homeworlds" of Earth, Venus, and Mars. This also includes her colonies on Mercury, Luna, Jupiter's Planetary System consisting of IO, Europa, Ganymede, and Callisto, as well as newly developed interests around Uranus and Neptune. The United Homeworld's headquarters is aboard the Ameron station, contained within the ring above Earth.

The primary mission of the United Homeworlds is to address the needs and concerns of the three main planet's as each did not have fair representation. Venus in particular did not have enough influence to address the unique needs of its people and found itself lacking in basic necessities.

The United Homeworld's has since become the defacto government and handles all the day to day decisions of the entire Solar System minus those worlds belonging to the United Clans.

The Homeworld's flag consists of three equal vertical colors stripes: green, blue and red, a color for the three main foundation worlds. Above the colors is a pennant style color block containing a field of four pointed stars, each representing a colony world.

The total population of the Homeworlds is almost 100 billion people spread across the entire solar system.

UNITED HOMEWORLD'S GOVERNMENT

The government of the Homeworld's is separated into several branches. The Senate is the central, governing body. The lower houses are assembled on the world's themselves passing up information to the Senate. Oversight and arbitration is provided by the Courts and the Secretary general acts as a rudder, guiding the entire organization and the Homeworld's themselves into a better future.

The Senate, the overall governing body of the Homeworld's which brings motions from each interested planet's government to the assembly for voting or argument. There are several members of the senate from each world, each representing a

large regional interest of that world to ensure no one senator speaks for the entirety.

Secretary-General, the executive branch of the government, primarily concerned with administration of the overall Government and serves as essentially the CEO. Their role acts as the central guiding force, looking to the future to bring about something better for all humanity, but balanced by the needs of the world. The Secretary-General will be called upon to lead the government in the role of chief diplomat as well when the need arises.

Supreme Court - A check and balance against the Senate, this body decides if laws are just and follow the tenants of the constitution. They may resolve disputes between the Homeworlds, issue guidance on laws, and may also be called upon to preside over hearings on solar system spanning legal issues, such as war and associated crimes.

UNITED HOMEWORLD'S MILITARY

The United Homeworlds also deploys the solar system's largest and only truly organized military to defend the interests of the Homeworlds. Originally envisioned to provide security from rogue colonists, so called pirates, and to keep the colonies in line in the face of another secession and be watchful for any rebellion, such as the one instigated by the Neosapiens. They assist in humanitarian efforts, provide security for shipping lanes, work as the backbone of Research and Exploration operations, and provide material and operational support to colonization efforts in the outer planets.

The military has been seen as a financial burden after the Neosapien Uprising was put down and many, beleaguered of war, desire to see it put away. After the secession of Saturn the military was granted a brief reprieve with more funding and delayed retirement of older vessels. The Homeworlds senate recently passed the Homeworlds Demilitarization Act which would call for the decommissioning of all reserve fleets and leave only four standing fleets in the solar system primarily as a deterrent against piracy and as a check against the clans of Saturn.

MILITARY COMPOSITION

Basic Naval Task Force (demilitarization act guideline composition)

1x Fleet Super Carrier (Augmented +1)
2x Assault Carrier
2x Light Carrier (To be phased out)
4x Capital Cruiser
12x Destroyers
24x Frigates
6x Missile Cruisers
2x Cargo Cruisers

Medical Cruisers and Mobile Dry Docks may be assigned from specialty reserve components in select situations.

This the basic naval task force composition. These task forces can operate independently or multiple task forces may be combined into larger fleets. Generally, a fleet is no larger than one world's entire active force. In this instance the reserve task forces would bear the burden of protecting the planet they are assigned when that combined fleet is deployed.

The Navy fleet consists of over 31 task forces combined into 9 fleets: Four large, active fleets, and five smaller reserve fleets.

(Numbers in Parenthesis is composition after Demilitarization Act.

Mercury

9th Fleet (Rotation with Venus Reserve fleets)
Two Reserve Task Forces (One Reserve)

Venus

3rd Fleet
Four Active Task Forces (Two Active)
- Dominion

8th Fleet
Two Reserve Task Forces (One Reserve)

Earth

1st Fleet
Six Active Task Forces (Four Active)
- Resolute
- Sovereign

4th Fleet
Four Reserve Task Forces (Two Reserve)

Luna

Task Force Reserve "Mothballs" (Scrapped)

Mars

6th Fleet
Six Active Task Forces (Two Active)
- Gladiator
- Constitution

5th Fleet
Two Reserve Task Forces (Two Reserve)

Outer Planets Defense Force

2nd Fleet
Four Active Task Forces (One Active Fleet assigned to Jupiter,
one attached to Neptune, two scrapped)

12th Fleet
One Reserve Task Force - Jupiter Assignment (scrapped)

TOTAL FLEET COMPOSITION

31x Super Carriers
62x Assault Carriers
62x Light Carriers
124x Capital Cruisers
372x Destroyers
744x Frigates
186x Missile Cruisers

62x Cargo Cruisers
6x Dreadnought Battleships (2 In service with Outer planets
defense force, 4 in Luna mothballs)
12x Medical Cruisers
4x Mobile Drydocks (Incredibly Massive Vessels)

1800+ Vessels including those in mothballs and variants
unaccounted for that fall outside demilitarization act
guidelines.

THE UNITED CLANS OF SATURN

The United Clans of Saturn are a breakaway state from the United Homeworlds consisting of the entirety of Saturn's planetary system. The government of the United Clans is run by Jonas Simbacca and is headquartered on Titan. The economy of Saturn is dependent almost entirely on mining, trade, and processing of raw resources.

The United Clans are the independent mining contractors, colonists, and families that were sent to Saturn in the early days of the rush to Jupiter and Saturn to claim and exploit resources. The development of the Neosapien and rapid expansion of facilities in Jupiter left those around Saturn in a bad way, causing most corporate entities to forget about those that had gone to stake a claim around the ringed planet.

For decades these disparate groups formed into clans for allegiances to better facilitate their mining ventures or simply to raid others for survival. Simbacca was born into this life and witnessed the horrors of survival. He spent most of his young adult life pulling together a few clans that would join with him and together they set out to bring the others in line so that everyone on Saturn would live a better life.

UNITED CLANS GOVERNMENT

The Government of the United Clans is currently that of a "benevolent" autocracy. Supreme power is relegated to Jonas Simbacca who acts as the defacto head of state and supreme military commander. Being the first formal government of Saturn since its inception no one is sure what the Clans may

look like once Jonas Simbacca is no longer in control. Many say he IS the United Clans of Saturn.

Simbacca has a personally selected cabinet to perform ministerial functions and manage various aspects of United Clans business such as trade, economy, and defense. There is a small senate of members selected from each of the Clans, though they do not wield much power, simply bringing concerns and grievances to the floor for hearing and debate. Simbacca will usually hear each matter before the Senate and makes a summary judgment. The citizens of Saturn put faith in his judgments because he usually puts the well-being of Saturn first. Despite this, Simbacca is ruthless and pieced together the existing society through force and is not above using force to meet his ends.

United Clans Military

The United Clans military is a curious thing. The bulk of its force is built from salvaged cargo ships and cruise liners, purchased from salvage operations in the inner planets through shell companies and retrofit to make war. These massive ships can match or exceed the super carriers of the homeworlds, but they are far less resilient.

A few vessels are purchases from civilian defense contractors selling ships to corporations for anti-pirating operations, but because of embargoes on these types of sales the Clans largely construct their own defenses.

With all the raw resources in the Saturn System the Clans could have the mightiest military in the Solar System but there are few with the experience necessary to design and engineer such a military, but there are a few. The processes are slow but ingenuity is found from time to time, especially in advanced research and development. Because of their more diminutive forces, this has forced the hand of the Clans to outsmart their superiors with better technology.

The Clans do not have the ability produce E-frame technology, but have a large inventory of fighters at their disposal. Their pilots are some of the best in the Solar System, having trained their entire lives in their fighter in the hostile conditions of the rings of Saturn. When in combat these squadrons are fearsome.

The Clans do have the ability produce their own capital ships but development takes a long time. The large Fusion reactors necessary to power them are the most difficult to produce. For what they lack in raw power the Clans find themselves forced to rely on quick thinking and hit and fade operations to win the day.

Exact numbers of ships are unknown, but from intelligence reports the Clans possess several fleets comprised of at least a dozen ships a piece. Each fleet is spearheaded by at least three capital-class ships. Simbacca also maintains his own personal fleet led by his own ship, a former luxury cruise liner named Angelica.

NEOSAPIEN COMMONWEALTH

The Neosapien Commonwealth was formed at the end of the Neosapien Rebellion due to large, public outcry. The token gesture was to offer the Neosapiens some franchise over their own destinies, but not enough to become a viable, independent political entity.

Although their burgeoning government is semi-autonomous it is closely monitored by the United Homeworlds and is only an observational member of the Homeworld's Senate. The Neosapiens chose the term commonwealth to encapsulate the sentiment and desire to keep safe and ensure equitable treatment for their fledgling species.

NEOSAPIEN COMMONWEALTH GOVERNMENT

The Neosapien Commonwealth's current Governor-General is Phaeton, a controversial veteran of the Neosapien Rebellion. The Neosapien people elected Phaeton because they felt he would fight for their position at the Homeworld's Senate, and would not back down as a handful of former Commonwealth Governor-Generals had. The role of Governor-General is twofold, to be a representative of the Neosapien people, but to also work on behalf of the senate to extend their will onto the Neosapien people.

The Commonwealth has a handful of ministries it oversees that directly pertain to Neosapien well-being and interests, all reporting directly to the Governor-General with Homeworld's oversight. Because there are so few areas with a dedicated Neosapien population there is no representational government outside the Governor-General, as most Neosapiens reside within Maginus City. Others located outside of this city are under the purview of the Ministries, which these Neosapiens can bring grievances to.

There are three arms to the Neosapien Ministries:

Health

The Health ministry monitors the well-being of Neosapiens and their primary duty is to look after the brooding facilities and petitioning the Homeworlds for new broods to be created. They also monitor Neosapien specific diseases such as auto-mutation syndrome and monitor Neosapien mental health. This ministry works closely with Avatar Genetics Company to address issues in the breeding process and ease transitions for newly created Neosapiens. There is a vast umbrella for what is deemed health and many Neosapiens use this ministry to expand their scientific knowledge and pursue their own goals whether they be health related or not.

Culture

The Culture Ministry looks over the day-to-day issues of Maginus City and deals with communications, environmental issues, and public works within the city and associated facilities with Neosapien labor. There is a small ministry dedicated to educational pursuits as well. This ministry also oversees housing assignments for Neosapiens should they choose to live on their own.

Works

The Works Ministry is by far the largest and includes the finance and labor ministries. These ministries monitor Neosapien working conditions, facilitates and oversees mining contracts, manages and distributes the Neosapien donations towards development and Homeworld's budgetary spending, manages fair labor wages, and handles allocations of resources

and labor for production. These ministries work closely with mining contractors to ensure fair and equitable treatment in all aspects of contracted labor.

The Neosapiens gladly work and contribute much of their earnings to the government to help with the mutual betterment of their society. Neosapiens keep enough to allow for pursuit of their own interests as they have little interest in wealth.

NEOSAPIEN COMMONWEALTH MILITARY

Neosapiens are not allowed to have any armed forces. They are allowed to serve in the Homeworld's military under special enlistments which prevent them from becoming officers. Despite this, they are allowed to be enlisted supervisors and professional specialists such as doctors, nurses, engineers, lawyers, and other professions that would normally require a commission, but do not carry authority.

SECOND CLASS CITIZENS

Despite these vast duties and responsibilities, Neosapiens are still not equal to their human counterparts and do not share in some of the basic rights.

- Not allowed to vote except in the election of the Governor-General of the Commonwealth.
- Neosapiens may not run for any Homeworld's elected office.
- Neosapiens may not hold ownership in any corporation.
- Neosapiens may not own real estate property.
- Barred from personal ownership of any firearm across the entire solar system.
- Neosapiens may not assemble to protest and all grievances must be brought to the Homeworld's via the Governor-General.
- May be searched and have any personal property seized at any time
- May not hold patents or intellectual property

NEOSAPIEN EMPIRE

The Neosapien Empire is what emerges from Phaeton's Coup d'état against the United Homeworlds. The Empire derives its authority from the will of the Neosapien people who cry out for justice. Phaeton is their defacto leader, assembling a group of generals who will prosecute the war effort and work as military commanders of their respected occupation zones.

On the surface the Empire is funded through profits yielded through the voluntary donations of Neosapien laborers and deals cut on the public end of their business partnerships. However, a vast network of corporate entities and manipulation of production output data are the true leading factors to the development of the war effort.

For nearly two decades the Neosapiens have been using their foundries and engineering prowess to develop and construct a military consisting of small arms all the way to large capital ships. Although not as large as the Homeworld's Military the equipment is more advanced.

The force was built primarily in hidden facilities within the asteroid belt and underneath Olympus Mons on Mars itself. Large capital ships were built in small planetoids in the asteroid belt, mined out with large facilities constructed within. The fleets were then stored at these facilities until all the component parts could be brought together including munitions, supplies, manning, and small craft inventories.

Underneath Olympus Mons much of the smaller auxiliary craft were built, primarily E-frames due to their delicate nature. Virtually all small arms were manufactured on the Red Planet.

CHARACTERS

JONATHON THOMAS "JT" MARSH

*27, E-Frame Squadron Able Squad Commanding Officer
02, First Lieutenant*

JT Marsh's life has been defined by his father and his father's career.

As a young man JT worshipped his military officer father, Johnathon and admired his father's military friends. They were heroes in the eyes of young JT, but the war also made his father absent much of his very young life. The few quality times they spent together his father would fly young JT in his private sky hopper aircraft, some of the fondest memories of JT's life.

JT would dream of going to space one day and embarking on some great adventure with his father. At least until the Neosapien Uprising happened. JT was young but knew his father was becoming a different man, still his father, but becoming more distant and gone much more frequently. Finally, on the last trip only his Father's best friend returned. When he came back, William Winfield had Johnathon's body with him.

His father's death gratuity and life insurance helped ease the transition back to civilian life for JT and his Mother, but eventually the money dried up as JT's mother had few useful skills and they took a drastic reduction in lifestyle from their father's officer pay.

After Johnathon's death William would spend more time with the family, taking care of things they needed and helping JT's mom get things done. William raised JT for the remainder of his life as an on and off pseudo father. Not constantly around, but enough to be a beacon in the loneliness JT now felt without his father.

JT's mother would become withdrawn, still loving JT, but simply not as involved as she should have been. She spent most of her time working long hours to make ends meet. William would help with bills, but he was frequently gone for military duty and money would dry up. When William was there however, he would attend to all of JT's needs including most of JT's adolescent major milestones.

When JT entered college, he found himself at a crossroads. With no money for college due to his father's untimely death

there was simply no money to pay for college. JT joined the military to get an ROTC scholarship under the advisement of William who helped pull some strings to get him into the newly formed E-Frame units that were rolling out across the Marine Corps.

JT was a football player throughout high school and a bit in college. He learned leadership skills early and brought them with him to ROTC, further honing his instincts. JT scored well on his tests and was sought to lead an E-Frame platoon of his own after serving for a short year as a second lieutenant. After a brief stint in the field, he ended up on the flagship of the Homeworld's fleet leading the ships first squadron, Able Squad.

Despite the opportunities he's found in the service, he despises it and wants to leave, finding his work largely wasteful, particularly after meeting his fiancé Cassandra Cruise. JT now struggles between his desire to leave the service and his desire to do his job well. He tries to run from his natural leadership abilities, possibly because of what it cost his father and family.

SECOND LIEUTENANT NARA BURNS

*25, E-Frame Squadron Able Squad, Leader In-Training Program
01, Second Lieutenant*

Nara Burns was raised forty miles outside of Port Vesta, Venus, working on a farm with her parents, and her Brother, James. In this small farming community Nara was always told to put family and community first. Getting to know all the neighbors, she learned that strong bonds and friendship got the community through its toughest times, especially during the Neosapien siege of Port Vesta.

While growing up her father would take her and her brother, James, to the "Snake Tree," a twisted tree that grew up on top of a large hill overlooking the whole community. Together they would watch the beautiful sunset as the light filtered through the multi colored clouds creating a kaleidoscope. To this day it is her fondest memory.

As Nara got older, she excelled at her studies and earned a scholarship to college, becoming the first of her family,

since migrating to Venus, to do so. The military was looking for bright officer candidates and offered Nara a very lucrative opportunity to get into the E-Frame program. She saw it as an amazing chance to explore and see the solar system, so she entered and finished up her college in ROTC.

Unfortunately, as she exited schooling and got her first assignment with the fleet, trade lanes between the inner and outer planets became disputed by the United Clans and within her first few months in the service. Her squadron was sent as part of the task force to defend them. After a promising first tour, it was decided that Nara could possibly lead her own squad someday and immediately sent her to be the student of First Lieutenant J.T. Marsh, commander of Able Squad.

RITA TORRES

*Mid 30s, E-Frame Squadron Able Squad, Field Sergeant
E7, Gunnery Sergeant*

Rita was born on Earth in the city of St. Louis, Missouri. Rita was a girl without a clue, young and in love with her high school sweetheart. The two were together for several years and even were set to marry. Before their expected wedding date Rita was left behind by her fiancé, devastating her.

Unable to pay the rent without her fiancé's assistance, Rita was forced to sell everything she owned over a few weeks to help make ends meet. Realizing she was descending into madness she wiped the tears from her eyes and joined the Marine Corps, figuring that was the fastest way to toughen herself up. She had had enough of being a victim.

Throughout her training Rita learned to strengthen herself body and mind. She found comfort in the discipline and order that she had never experienced where everything simply made sense. She became a woman with a one-track mind, a devotion to duty, and found purpose in the mission. She found herself excelling in every facet of her military career. She shunned most relationships save for those she made in the service. She never looked back.

Rita is able bodied, level-headed, and objective oriented. Her superiors thought to solicit her to become an officer, which

she firmly denied. Not one for the petty politics of military life, Rita stated she enjoyed being a non-commissioned officer, leading from the front, being in the trenches with her people, and mentoring the younger marines.

Those under her fear her and respect her. New marines usually don't like her at first, finding her assertive and demanding, but once they understand the life, they understand her perspective and where she has brought them. Most attribute the success in their careers to her. Some have moved on from the service, others have surpassed her to become officers, and a small few have died in dedication to their service. Because of those few she has kept most at arm's length, save for a select few, and even those she keeps at a certain distance.

In her first squad, she became very close to her first sergeant, who was a mentor, a father figure, to her. During a skirmish with the pirates, he was killed in his E-frame while she was helplessly adrift in space. This has created a deep hatred for the United Clans.

Fellow squad mate Wolf Bronski went to basic training with her and they know each other well. Although not serving the entirety of their time together she kept tabs on him and watched him slowly unravel as time went on. Eventually she passed him in promotions, Bronski barely staying behind her.

MARSALA

*50+. E-Frame Squadron Able Squad Heavy Weapons Specialist
E6, Staff Sergeant*

[WARNING: Marsala's past will not be revealed until later. These bits of information are for writers only to understand Marsala's mindset to guide his decisions, but his motivations will not be revealed to the audience until later. At this point he is just a simple Neosapien that entered the military program under the Neosapien Enlistment Act. We can tell his character is much deeper, more experienced and knowledgeable about leadership, but doesn't seem to exercise it.]

Born out of the Elysium brooding center on Mars, Marsala knew the same life as most of his Neosapien Alpha brothers, slavery. Just like the first generation Neosapiens before him. The original human-based Neosapiens were different than him,

however. They seemed to have more spirit than the Alphas, they were creative and told stories to one another during the few moments of downtime the Alphas were given. Older Neosapiens were given limited control over work crews and many would find themselves deep in the mines of Mars, alone for hours talking about history and humanity while the Alphas worked away.

Although the intense work did not bother Marsala, these stories sparked something within him and the other Alphas. This building curiosity about the world around them caused a desire to explore and experience life for themselves. What could they do, what was possible?

The original Neosapiens had books about history, philosophy and many other topics, having maintained libraries for entertainment during their need for breaks, as the original Neos were more akin to humans than Alphas. The original Neosapiens would bring their books to the Alphas and teach them.

When it was discovered that the original Neosapiens were having an effect on the new Alphas and sowing what the mining companies referred to as "discord," the original Neosapiens were "retired from service." There was no official word on what happened to them, but it was suspected by the Alphas that they were executed.

The Alpha's minds had been sparked. They had a desire to live and learn. They had tapped into an ability to absorb information at unprecedented rates. They discovered they had passions. These discoveries caused Neosapien Alphas to ask questions about the world around them.

Marsala and a few close to him, including Phaeton, Typhonus, Livia, and Shiva, began an investigation in to what happened to the original Neosapiens. Many Alphas took duties around the mining facilities and administration buildings doing heavy lifting and janitorial work, following clues where they led them. Eventually, Typhonus discovered that the original Neosapiens had been taken away to another facility run by Avatar Genetics, their creators.

Marsala and his groups quickly overpowered the guards at their barrack, leading them to the other facility run by Avatar Genetics. When they arrived, they discovered the original Neosapiens had in fact been murdered, but not simple executions. The Neosapiens had been experimented on both dead

and alive. They had been subjected to horrid scientific tortures for the greater good of mankind. The results of these experiments being used to potentially enhance the lives of normal humans. Sickened by the discovery the Neosapiens killed every human in the facility and burned all the Neosapiens bodies out of respect. They took as many of the files, notes, and data tapes from the experimentation as they could.

The data from the experiments was released across the planet the news, causing uproar and panic. The Neosapien Alphas of the world began to rise up and overthrow their masters, seizing control of virtually the entirety of Martian production, bringing the entire planet to a standstill. Because of the government's slow reaction to dealing with the uprising the Neosapiens claimed Mars as their own, seceding from the Homeworlds and declaring Neosapien Independence.

Marsala and his crew began making preparations for war, and war did come. With no output from the mines of Mars, resources became scarce and the Homeworlds knew that in order to survive they needed the Neosapiens back to work. This meant inevitable conflict. Marsala led and orchestrated the fight from an underground bunker near Olympus Mons and also led many of the combat missions himself. The war raged on, but Marsala knew in his heart that this was not the way to independence. This was only going to throw more fuel on the fire.

Eventually, what would come to be known as the Venus Massacre happened, under the command of one of his most trusted friends, and brood brother, Phaeton. Marsala knew that this was the beginning of the end and prepared for the inevitable surrender that was coming. During the latter stages of the war Marsala would lock himself away, devising strategies to keep the Neosapiens alive after the war, trying to figure a way out.

The war did eventually end, but Marsala knew that after the Venus Massacre their options would be limited. With a firm Neosapien hold on Mars, Terrans were wary of a direct assault on Mars, but they eventually started hitting the Brooding Centers. Knowing that the Humans would eventually just wipe them out after, he negotiated with the leaders of Earth and agreed to get Neosapiens back to work. He told them that the Neosapiens output would dramatically increase if they were allowed to govern themselves and their facilities. He fought for them to live more akin to their human brothers and not in

barrack camps.

After disappearing with the others at Phaeton's behest, Marsala and his original team had faded into the background, watching from afar as the Neosapiens were given basic rights, a huge victory for them despite the dead at all their feet. Realizing that he had to become an exemplar of Neosapiens after the war, as tensions would run high, Marsala and many other Neosapiens entered the military under the new Neosapiens special enlistment act. This made it able for the military to take advantage of Neosapien skills without giving them any real power.

Marsala allowed himself to fade into obscurity, content to simply be after the devastation of the rebellion. He hides his past as the former leader, partly to lead others on the correct journey he should have taken long ago, but also to make an atonement for all the wrongs that had been committed during their hope for independence.

WOLF BRONSKI

*Mid 30s, E-Frame Squadron Able Squad, Rifleman
E6, Staff Sergeant*

Wolf's father was a hover train engineer, a hard-working blue-collar man. Wolf grew up loving trains and spent most of his childhood fascinated with their workings. But Wolf never had any real talents in life and found himself struggling to find a direction. Even in school Wolf never could really get his footing. He got poor marks in school and was constantly in trouble, causing chaos as the class clown, the notable bane of every teacher he came across, using his comedy prowess to get attention from his peers.

Later, Wolf jumped between useless job after useless job when he couldn't get accepted into college. Wolf desperately sought a foundation for his life and sought a future, but there was nothing to be seen. His friends didn't respect him and grew tired of his antics. Many of his co-workers and managers considered him a loser. He knew in his heart that his family felt the same way, they were at least disappointed.

Unable to find a path, Wolf looked to the military. Drawn in by a fast-talking recruiter that said everything Wolf wanted

to hear; entering under the assumption he would see the solar system. When his parents tried to explain his stupidity Wolf regret his decision, but left feeling there was nothing remaining for him in his previous life. He resolved himself to being a basic ground pounder with no real future.

When Wolf hit basic training, he befriended another wayward soul, Rita Torres. The two became friends throughout basic. Rita secretly liked Wolf's erratic nature and Wolf appreciated her reliable discipline. The two constantly ribbed one another but always remained close.

In a sharp twist of fate Wolf was surprised to find he had an aptitude for shooting things, scoring top of his training platoon in every combat related exercise.

Wolf, despite finding success as a marksman, has always been lax in his discipline, regularly bringing himself right up to the line in weight and PT assessments. Because of his demotivation in the military, Wolf is now a step behind Rita, despite entering the service at the same time.

SERGEANT ALEC DELEON

*Mid 20s. E-Frame Squadron Able Squad, Data, Communications, and Intel Specialist
E5, Sergeant*

As a young boy Alec's mother and father died in an accident leaving him to the care of his grandparents. Although very aged, Alec has fond memories with his grandparents who raised him until he was eight years old. But they too died only a few years later within months of each other. Alec swears it was because they loved each other so much they couldn't stand being away from one another.

Alone with no family to care for him, Alec was put into the child protection system. Landing into a group home Alec became very angry and rebellious to mask his fear and sadness. Despite this he was put with a handful of foster families over the years. Many of these lead to experiences of abuse. Alec found himself running way from all of them, distrustful of the families he was put with, even if they didn't prove to be a danger to him. His schooling suffered as a result, despite his intelligence.

In those instances of running away Alec would spend days or weeks on the streets by himself or with other run-away children surviving day to day. Occasionally, he would turn himself in simply to get a hot meal and a warm bed. He followed this same pattern for nearly a decade until reaching the age of seventeen in which he immediately enlisted in the military. With little formalized education the marine corps were the only service he could enter. The Corps gave him the discipline he craved, but above all gave him purpose again. He found people that cared for him and others to care for. He built his own family.

After serving a single term as a standard infantry marine, Alec's intelligence was evident to the military and his superiors allowed him to cross train into the Intelligence field. After graduation, on a whim, he applied for placement within the E-frame units. His scores were excellent to compete for these highly desired jobs.

MAGGIE WESTON

*Early 20s, E-Frame Squadron Able Squad, E-frame Mechanic
E5, Sergeant*

Maggie was born in Pacifica, the Capitol of the Western Federation, the separatist states of California, Western Washington, and Oregon where the progressive governments of these states created their own country in the mid-twenty first century. Having come from this area where "Progressive" beliefs are still held strong she has a very opinionated personality that seems diametrically opposed to the philosophies and operations of the military.

This part of the country however began to decline rapidly after a seemingly wonderful start, letting the creep of socialism turn into communism. When jobs declined and homelessness rose as the elite began filling their own pockets there was a mass exodus from the Federation back to the United States. Maggie's family made that journey.

Maggie's personality can get her into trouble at times when she forgets to hold her tongue, but the military has curbed some of that nature. Certainly not as radical as some of the Federation citizens, Maggie saw the military as an opportunity

to gain some much-needed experience, see the solar system and have an opportunity to get an education. Her parents highly protested the move and criticized her for doing something against their philosophies, largely disowning her.

Since her entrance into the military, she has already found that it is not the war machine she once was led to believe it was. She has discovered one must make their own path and it can give back what is put in. Although she has only seen limited combat, she does understand that when called to duty she is expected to execute on her training.

Maggie found her call in the military to be machines. As she grew up, she was always fascinated by how everything worked. She says they just talk to her. With her talents she was given the privilege to cross train as an E-Frame field mechanic. When not fighting, she works as a middle man for the crew chief, helping to maintain the unit and its distinctive quirks.

When brought into Able Squad Maggie began talking to the withdrawn Alec Deleon and fell in love with him. For months Maggie tried to spend time with Alec, with much resistance on his part, but over time he opened up and although the two have had their share of ups and downs they continue to love each other.

ALICE NORETTI

*19, E-Frame Squadron Able Squad, Medic
E4, Corporal*

Alice was brought up in a poor family and was largely neglected by her parents as they struggled to make ends meet. Finding refuge in school, Alice threw herself into her studies and excelled at all she put her mind to. Graduating early at the age of 17, Alice sought to leave her family situation behind as fast as possible and signed up for the Marine Corps rather than attend college, anxious for something more adventurous. She thought she would simply serve a single service term and go to college afterwards, richer for the experience both financially and mentally.

The Marines were offering a new specialty field for well qualified enlistees, a fast track to becoming a first term E-

frame operator. Alice signed up for the program immediately and was shipped out almost as quickly, leaving behind her broken family and all the bad memories that came with it.

Over the course of two years Alice completed basic training and combat training. After which she selected to become an E-Frame Squadron medic. Once selected she continued her military training with special operations combat medic training, and finally E-frame training. At the age of 19 she was assigned to Able Squad the first E-frame squadron aboard the flagship of the Homeworld's fleet.

Alice is young compared to the rest of our squad because of her first term status, but bright and enthusiastic. She takes to Wolf Bronski as the two have a kinship in childishness and play off one another constantly. The entirety of Able Squad is comprised of cross trainees, veterans from other jobs. They look after her. Although intelligent and an excellent medic, Alice has never seen real combat until our series begins. This shakes her and makes her nervous about fighting.

WILLIAM WINFIELD

*Late 50s. United Homeworld's Navy, First Fleet Commander
O8, Vice Admiral*

Graduating from college with dual degrees in Aerospace Engineering and Physics, William decided he actually enjoyed flying aircraft rather than designing them. He joined up with the military after college to get a little adventure under his belt before settling down into a professional life, but the adventures kept coming.

William established himself as an ace during the secession of the United Clans on Saturn. Leadership came naturally to him, but responsibility didn't. He earned himself a reputation for being a dangerous risk taker in his early years, compelling his squad mates from the Ethereal Eagles to bestow the nickname "Wild Bill" on him. This reputation and the stories of his aggressive tactics made him the most well-known fighter pilot in the fleets. His reputation grew so large that other pilots asked him for his autograph whenever and wherever they saw him.

William's reputation preceded him even out of the military. His experiences in the cockpit were sought out by contractors and this allowed him to make contacts within the Aerospace industry. Once discovering his background and reviewing the field improvements he had ground crews make to his fighters, William found himself spending his time split between his duties as a pilot and working as a consultant, helping to build better fighters.

During a military conference on Ameron, William met a woman, Li Xiu, a scientist for the Avatar Genetics Company who monitored Neosapien breeding and living conditions. The two would find one another when they were close during their respective jobs. Over several months of encounters they grew attached and after two years while Winfield was deeply entrenched in the E-frame development program, he asked her to marry him. She said yes. Not long after, during a routine inspection of one of the Mars brooding centers, Li Xiu was killed in an attack by rebelling Neosapiens on the planet. This was one of the first acts of the rebellion, sparking another war.

Winfield's military development team would roll out a new weapon during this time, the Exo-frame, deploying it in limited combat platoons during the Neosapien Uprising, usually lead the missions by himself.

During the Rebellion William became particularly close to Johnathon Marsh, JT's father. With no one else in his life William was asked over for every family event, outing, and became not just a friend to Johnathon Marsh, but a brother. To young JT, William was an uncle.

During the Venus campaign William's E-frame squadron took heavy losses, including Johnathon in the final days. William never forgave himself for his death, believing he could have perhaps prevented it.

After the war, William saw his career soar. He advanced through the ranks quickly and found himself to be in contact with some of the most influential people in the fleet and in the government. William would put away his fighter and E-Frame to become a naval commander, eventually finding his way to First Fleet Commander.

As William's career became increasingly more political, he began to look after Johnathon's family as if it were his own.

He helped Johnathon's wife make ends meet, and looked after J.T. like a son, covering his back when he was in trouble and making sure he had every opportunity available to him, even if he didn't know the hand guiding events sometimes.

SEAN NAPIER

*Mid 30s, Chicago PD Police Officer
Sergeant*

Sean is a guy who is down on his luck and failing in every aspect of his life. As a young child Sean's parents were gunned down by Neosapiens as they escaped off of Venus during the Neosapien Rebellion. Refugees were pouring off the planet in an effort to get to Earth and Sean was scooped by neighbors who managed to get off world, bringing him to Chicago on Earth where he has remained his entire life.

Sean joined the military after high school but was injured during a training mission early in his career. After, he was worked on by Doctors who botched his operation, negating his chances of returning to service immediately. Luckily, Sean was medically retired from the military for the trouble allowing him time to recover and get his life on track afterwards.

Attempting to find purpose Sean pursued physical therapy for months in hopes of returning to the service but the military refused to take him back in. Sean joined up with the Chicago Police Department after he healed up enough to get through the Academy.

Sean spends most of his time in the service feeling bad for himself, lost, and aimless. He wriggles his way through a handful of ranks, at least enough to get off patrol. He meanders through one assignment and another, garnering himself a reputation as a loser and a slacker. He skates on thin ice with all of his superiors, all of which can see he is deeply depressed. By the end Sean is ready to give up.

But, when the Neosapiens take over Earth he uses his military and police training to fight and organize a small resistance where his untapped leadership abilities are brought forward to shine. Something about the desperate situation brings a new fire into Sean that no one has ever seen before.

KAZ TAKAGI

Mid 20s. Naval Pilot, Angel's Squadron Leader, U.H.S. Resolute 03, First Lieutenant

Kaz Takagi is your typical fighter pilot. Young, brash, and overzealous, but good at what he does. He is squadron leader of his own fighter squadron the "Angels". Pushed into the military by his family, Kaz does nothing but try and impress his father. This relationship has dictated his entire career and mental outlook on life. In his young ways he is both rebelling and pleasing his father at the same time, which has become a constant state of conflict for him.

Wolf Bronski and Kaz will develop a friendship that almost echoes father and son, but masquerades as a friendly rivalry. Covering each other during combat and saving each other on a routine basis they look out for one another as they can.

AVERY BUTLER

30s. Army Drop Troop Charlie Company, Commanding Officer 04, Major

Avery is the Commander of the Drop Troop Company Charlie. A seemingly dyed in the wool military ground pounder at first glance, but beneath his cold exterior is a man who is becoming tired of fighting. Day to Day he concentrates on basic military disciplines when not in combat. He feels that if they can master the "small stuff" as he puts it that the rest will take care of itself.

Avery puts an emphasis on taking care of the soldier next to you for those under his command. This is exemplified in his pre-battle creed: "Are there any heroes here?" he will rattle off before his troops hit the ground, to which his soldiers will reply "No, Sir!" Avery doesn't want mavericks looking for glory, he wants a unit that puts an emphasis on getting objectives done while staying alive. For those that he calls Heroes, those soldiers that die under his command, he records a personal message to each of their families.

COLLEEN O'REILLY

*Early 20s. Army Drop Troop Charlie Company, Squad Leader
01, Second Lieutenant*

Colleen is graduating from her Drop Troop training class the day the Neosapiens attack Earth. The unit attempts to mount a simple resistance but is largely useless in the face of such a massive attack. After a few days of fighting the soldiers learn that the fleet has arrived in orbit and are attempting to make a breakthrough. They try and find a way of world but fail. Later, JT Marsh arrives looking for Cassandra Cruise, which leads him into a nest of Resistance Members led by Sean and others lead by Colleen.

Colleen is immediately drawn to JT's leadership despite his evidently broken heart after the loss of Alice Noretta and Marsala's betrayal. She helps him mend his feelings when Cassandra reveals she has moved on. Although reluctant to pursue a relationship Colleen and JT's constant running into each other organically builds into a loving and lasting relationship.

Colleen is the type of person that lights up a room. All eyes are immediately drawn to her. But she is more than looks. Colleen is quiet at first, but once she opens up, she has a magnetic personality that people want to be around. She is fiercely intelligent, well organized, and a good soldier.

CASSANDRA CRUISE

Mid 20s. Civilian.

Cassandra is a young woman, a professional now living in Chicago working as Marketing Manager for a large PR firm. Her firm was the one that created the Terran campaign many years ago to stymie Neosapien objections. That was before her time though. Born in the Western Federation, a long-ago seceded territory in America consisting of western California, Oregon, and Washington like Maggie Weston, she moved to the United States when she was younger as many escaped the failing governmental system of the Federation.

Cassandra is friends with Maggie and through Alec the two connected Cassandra and JT together. Her and JT have fallen in love with one another. She finds both are hardworking individuals with goals. She respects that.

Like most of her fellow citizens from the Federation she holds tight to left of center liberal values, although not descending well into the socialism that eventually tore the Federation apart in its latter years despite many still holding to those ideals. Cassandra is opinionated and has strong feelings about the military and the direction of the government.

UNITED CLANS OF SATURN

JONAS SIMBACCA

Late 50s. Lord of the United Clans of Saturn

Jonas was one of the first children born to those that were left behind on the moons of Saturn. His parents, told him about the terrible deeds of the Home worlds and strengthened his hatred for them, which led to his eventual leadership role. Jonas grew up seeing the petty squabbles between the clans and the cataclysmic results that made it difficult for the average person to create a sustainable life for themselves. He watched his parents struggle and eventually die, simply as victims of circumstance with no control over their destiny.

The Clans of Saturn began to destabilize in Jonas' early life. People fell on sides of the conflicts and skirmishes erupted. As a teenager during these times Jonas organized many disaffected young people into a singular group for a unified government. Jonas gave fervent speeches about unifying Saturn for the better. He was an incredible orator and rallied many to his cause, primarily those of his age that had grown their entire lives around Saturn. Jonas Simbacca became a name mentioned in everyone's household as his popularity grew. His ideas and the chance of stabilization were inspiring to many.

One of the mid-level clan houses of Saturn gathered their strength behind Jonas and his growing movement, hoping to leverage his movement to a position of power and drop them off once the people were firmly behind them, but this injection of notoriety only propelled Simbacca further. Jonas built support within the House's own ranks and managed to usurp most of the ruling families, gaining him something of an army with manpower and material.

Using this new force of people that supported his cause, Jonas went on a crusade to bring smaller houses in line. Most got behind him quickly. Many wanted to be a part of the unification, but felt they had no power to change the way of things. Others that didn't join were broken swiftly. This influx of smaller houses, mostly of those already amenable to the cause, augmented Simbacca's forces exponentially allowing the combined force to take on the might of the largest Clans.

Many turned within their own clans as a desire for something new seemed like a light on the horizon and many of the most power families collapsed overnight without a fight. There were still a handful of stubborn families that held together as they had for generations, inciting a war with Jonas and his unification faction, briefly called the Saturn Civil War by Homeworld's media.

The Saturn Civil War lasted only a few weeks with a definitive victory for the unification movement. The group now controlled everything around Saturn, flushing out the renegades to remote parts of the system and breaking every family beneath the weight of Simbacca's power. Simbacca quickly consolidated power but saw infighting return amongst the families once the dust had settled.

Jonas took power for himself and kept it, as many felt he was the only one who could hold everything together believing that he alone had built the unification movement by himself in its entirety. He used that combination of awe and fear from the civil war to fester among everyone and that propelled him to the status of absolute ruler.

Simbacca consolidated the government around himself and built a cabinet consisting of each family and reorganized their entire culture around prosperity and independence, but the families still squabbled. Suddenly, without warning, Jonas broadcast to the Homeworld's that Saturn was now independent and no longer recognized their authority. His Cabinet felt the announcement too hasty and the military would come to crush them.

Simbacca was banking on this fact and that any attack would galvanize his people together as one, unified forever against the Homeworlds. The plan worked. As the military arrived to blockade the system the entirety of the clans was ready to fight for their sovereignty, finally unified by the external threat.

Jonas is protective of his people, but not afraid to gamble everything if he sees an opportunity to bring about a change for the better. He had built his entire life around these types of decisions. This mentality had earned him the reputation in the Homeworld's as being unpredictable and the military, in combat, began calling him a madman. Simbacca was surprisingly adept at strategy and tactics. He used every moment to seize the initiative, almost always being the

instigator of actions, allowing him to dictate the tempo of every clash.

When the Homeworld's finally turned tail and ran, allowing Saturn to have its independence, the people celebrated Simbacca, now Lord of Saturn. The loyalty to their leader was absolute. Everything Simbacca had promised them had manifested, he became a legend. That legend travelled home with the demoralized Homeworlds military, forever cementing his status and the fire of independence perceived to be within every citizen of Saturn.

Simbacca now turned an eye towards two tasks: building the United Clans of Saturn into a nation of prosperity and preparing for the inevitable return of the Homeworld's to bring their wayward colony back in line.

In sweeping reformation, the new government issued orders to begin rebuilding all the mines for every resource Saturn had ever pulled from the planet and her moons. The clans that primarily were focused on food production would exchange crops for resources or goods as needed. This built the basis for economy. Both growing industries demanded mechanization, which grew even more industry. With the Neosapien Rebellion going poorly many corporations began striking independent deals with the United Clans, bringing more opportunities to the System. Pre-processed materials become increasingly popular as the entire industry on the inner planets was at a complete halt. Large public works projects began and life for the average person flourished with housing, schooling, entertainment, and jobs plentiful. An entire society was born. Everyone could profit, simple taxes and politics kept the government going and the people prosperous.

The only thing imposed on their people would be a percentage of total production output funneled into a new, unified military and defensive infrastructure, which every industry was required to give for a period up to twenty years. After that time the policy would be drawn back as taxes would be increasingly more stable. The people gave gladly, some more than others.

Due to the cult of personality that has since arisen around Simbacca he is quite reclusive. He holds government in Concordia, the capital of Saturn on Titan, but mostly spends time aboard his flagship the Angelica, self-sequestered from

others except his most trusted advisors. When in public he is surrounded by an elite cadre of guards.

NERSES JUBAIL

United Clan Cabinet, Military Commander

One of his closest advisors, Jubail is fiercely loyal to Simbacca. Jubail was born for military service. He has fought for clan independence since he was 15 and has served Simbacca nearly as long. A valiant warrior.

Jubail is the one who killed Rita Torres squad and left her to die during a skirmish.

VISSIRION BARCA

United Clans Cabinet, Military Commander

Another member of Simbacca's cabinet. Barca is the closest thing to a silver-tongued politician you can get in the United Clans.

NEOSAPIEN EMPIRE

PHAETON

50+. Governor-General of the Neosapien Commonwealth

Phaeton, a Neosapien Alpha, rose to prominence during the Neosapien uprising. He was Marsala's right-hand man during the rebellion. He and Marsala's crew of Alphas: Typhonus, Shiva, and Livia were a tight knit group that took it upon themselves to investigate what had happened to the original Neosapiens after they suddenly went missing.

Before he had been Phaeton, he had been particularly touched by the original Neosapien stories. Their books and discussions had kindled a fire deep inside to learn more, to see more. He had come to know an original Neosapien who had taken to calling himself Maginus. All Neosapiens were only given serial numbers upon their birth, but the originals had given themselves nicknames from their readings, a tradition they passed on to the Alphas. Maginus named himself after a crater on the moon, which had become the site for a wonderous city. He wanted to visit another world and had become fixated on Maginus because he didn't want to name himself "Neo Las Vegas." He knew the name was that of an Italian astronomer, but most found the story mildly amusing. Phaeton adored it.

When they had discovered the final location, an Avatar Genetics Building, the group made their way inside. There were rumors the Neosapiens were dead so they agreed they would use force to get inside. At this point they were on the verge of being liquidated for escaping the mining barracks as it was, what was a bit more now?

The humans that opposed them broke like sedimentary rock. These were the creatures they feared so much? They were so fragile, so delicate, but they were clever and organized. The five of them moved quickly through the building. Unable to use the small weapons designed for human hands they used simple instruments and their sheer strength to clear the path. The Terrans looked shocked to see them, they had never confronted Neosapien strength.

They would find the lab with the remains of their forebearers oddly silent. The dark room had been left for the night, the Terrans awful work sat abandoned like forgotten tools. The

Neosapiens they had spent decades talking with, working with, learning from were now here as shadows of their former selves. When reading the notes left by some of the doctors and researchers, they talked about putting many of them through excruciating torture tests to see how resilient they were. Phaeton found Maginus' remains, splayed open and emptied in a cryosleeve. The horrific scene broke them all. They had never felt these types of emotions before and were unprepared for their effect. Shiva and Typhonus talked with Marsala about what to do, but Phaeton raged. Livia stood by, unsure of how to process the Neosapien's fate. She could only watch in horror as Phaeton tore the lab apart.

Against Marsala and Shiva's better judgment they burned the Avatar facility to the ground. After, Typhonus took all the notes, papers, and data tapes and thought to bring them to the attention of an outside authority. Shiva thought the media would be the best way to bring people the truth. They took everything to the local news station and explained what they had seen. Within days the entirety of Mars was in an uproar as Neosapiens around the planet rebelled against their human masters, seizing control by week's end.

Phaeton and the others knew they had to organize everyone to be taken seriously and representatives were brought together to organize. The Homeworlds, desperate to control the PR battle asked what their demands were. The leaders sent a response by declaring the Neosapiens a free and independent people. They declared Mars their home and that they would be seceding from the United Homeworlds.

They were denied recognition of everything, demanding they lay down arms and get back to work. The Neosapiens stood their ground, resisting every attempt by the Military to take Mars. Despite these demands, the rebellion had become a quagmire for the Homeworlds. Public support was building for the Neosapiens to unprecedented levels, but supplies and resources were running thin for the Homeworlds.

The long stalemate forced the Neosapiens to consider an offensive push to break the tension and show the Homeworld's they were to be taken seriously. The mission was to be symbolic and casualties needed to be low on both sides. Using several civilian freighters an all-volunteer army of Neosapiens led by Phaeton would infiltrate the Venusian Ring, taking the space elevator down to Port Vesta and seize the city.

The plan worked.

Venus was wholly unprepared for attack even in the capital. With Phaeton at the fore, the first wave of Neosapiens went down in the elevator and took most of the city without issue. Typhonus brought the second wave and flooded the city with fresh reinforcements. The elevator was docked in the down position to prevent the same thing from happening again.

Venus became the front lines of the Rebellion after Phaeton made numerous advances past the city, primarily moving to seize the only brooding facility on the planet. This allowed Phaeton an unprecedented advantage, however the education of these Neosapiens took many weeks and many refused to participate in the occupation. These Neos were not the same as the older Broods.

The siege of Venus slowed food production to the Homeworlds, causing the military to bring the full brunt of their power to bear on Phaeton's army. The Neosapiens, now equipped with military weaponry were tough opponents and made the humans pay for every mile they took, but the Terrans, in their barbarism, eventually destroyed the brooding facility from orbit. Phaeton knew it would be a short period of time before they were overrun.

Savage combat followed the destruction of the Venusian Brooding Center. The Terrans were relentless, fighting with a fervor the Neosapiens hadn't seen thus far. They were capable of great things and horrific things. A full retreat was ordered to Port Vesta where the combat went street to street for months. During the siege the Terrans began executing every Neosapien they could find, regardless if they had surrendered or not. They were no longer taking prisoners.

Phaeton returned the favor in kind against the military. The Homeworlds used this to their advantage and turned the media on the Neosapien cause, calling it the Venus Massacre but he media has missed the destruction of their ability to procreate and missed all the atrocities committed on the Neosapiens. Much of the goodwill generated by the Rebellion was now spent. Phaeton knew that as long as the Terrans controlled everything there would never truly be justice. Terrans had become anxious about food shortages and virtually all industry came to a standstill. The people on Venus had seen too much war and Earth was becoming tired of the conflict.

Throughout those final weeks of urban combat Phaeton had ordered his people to get off the planet anyway they could and rendezvous back on Mars. Small waves of Alphas were dispersed in ships, headed back to Mars. Those that couldn't escape were executed. In a last desperate attempt to withdraw, Phaeton, Typhonus, and Livia, returned with a handful of others, but many had been caught in transit. Less than one hundred of the original eight thousand strong army returned.

After this Phaeton was changed. He was embittered, as was Typhonus. Livia, as usual, did little, but confirmed to Marsala and Shiva that the year spent there was a taxing one. They all agreed that their plans for Neosapien Independence were largely over. The Terrans would slowly overrun them. Phaeton was convinced they would kill every Neosapien with little remorse and tried to convince the others of the same. After a few more weeks of combat the Terrans began targeting the Brooding centers on Mars, seemingly proving Phaeton's point. The Neosapiens fought to the last man to protect the brooding centers. Every Neosapien feared for their lives.

Marsala, who had become quite reclusive began negotiating with the United Homeworlds anonymously. Marsala did this to prevent he or his friends from becoming the target of any reprisals. Marsala promised increased production, unprecedented since the Neosapiens were created. He promised order in exchange for a handful of changes to the way Neosapiens lived. The Homeworld's surprisingly agreed, despite a decline there was still pressure to resolve the war peacefully and see the Neosapiens freed. Although this didn't happen as people thought, the compromises made were enough to keep the public happy. Marsala, Shiva, and Livia were thrilled, but Phaeton and Typhonus knew it wasn't going to be a true peace and they would gain little.

Nonetheless, Phaeton realized that his friends would be rounded up as responsible parties for the rebellion. Phaeton himself took center stage as instigator of the Venusian assault. Claiming that the overall rebellion was just a small spark made by disorganized miners. Phaeton took the public fall which culminated in a lengthy legal battle that saw Phaeton largely exonerated of the charges. Phaeton became the public face of the Neosapiens. One by one the others from the original group began to emerge as leaders of the growing Neosapien community. Marsala, however, simply disappeared never to be seen by any of them again. Phaeton and the others

wonder where he might have gone, hoping the best for their friend, but they all felt slightly betrayed inside.

After a few decades serving in the Neosapien government Phaeton began positioning himself as a candidate for governor-general. The Neosapiens for years had become increasingly dissatisfied with the victories in their peaceful pursuits for freedom. They thought a veteran of the rebellion would have a harder time backing down. Although he advanced a handful of causes that seemed to placate many, including creating a profit-sharing program with Hyperion mining, Phaeton largely did nothing expansive as governor-general, but contrary to that, production was at an all-time high. Phaeton and his cabinet had unprecedented success financially. Neosapiens were contributing record donations to a thriving Maginus City and building a rich culture for themselves. Every facet of the Neosapien managed businesses were at record highs. The calls for more rights gradually died down and Neosapiens seemed to be content for Phaeton's entire term, earning him an unexpected second. The Neosapiens seemed to be firmly behind him.

Phaeton knew Neosapien opportunity would come again.

TYPHONUS

50+. Supreme Commander of Military Forces for the Neosapien Empire and second in command after Phaeton.

Typhonus was one of the Neosapiens to go with Marsala and Phaeton to discover the fate of their original Neosapien brothers. A level headed Neosapien he contributed most of the investigative efforts to discovering the whereabouts of the original Neosapiens and helped formulate the plan to expose what had happened.

During the war, Typhonus went to Venus with Phaeton and Livia. Typhonus was skilled at selecting strategic targets and led many successful assaults on Venus. He and Phaeton, having served in this unique theater, formed a brotherly bond, earning Typhonus a trusted place at Phaeton's side as his second in command.

Typhonus is a strategist, but not a tactician. He is an excellent thinker and has an instinct for following evidence,

sometimes seeing several moves ahead, but doesn't do well with micromanaging. He is not as skilled a military leader as Shiva, but he is excellent at organizing and will not quit when things seem grim.

After the invasion of the Homeworld's Typhonus is charged with hunting down the remainder of the Homeworld's military.

LIVIA

50+. Phaeton's Aide-De-Camp

A female Neosapien and one of Phaeton's closest allies. Livia was one of the Neosapiens that investigated the whereabouts of their former brothers. Livia is confident and a strong organizer of people, but unsure of her place militarily and largely stays out of those affairs. She is deeply devoted to Phaeton and believes with all her heart in what they are doing. She went to Venus with Phaeton, preferring to stay at his side and saw those tragedy's first hand. She came back changed, fiercer than she was before. She greatly admires and perhaps loves Phaeton from afar.

SHIVA

50+. Commanding General of Earth Occupation Forces.

The last of the group that found the previous generation of Neosapiens with Marsala, Phaeton, Typhonus, and Livia. Shiva is extremely level headed. He stayed behind on Mars with Marsala and kept the planet under control while Phaeton, Typhonus, and Livia led the assault on Venus. Shiva fought the Homeworlds over the course of the war, but really came into his own after the failure on Venus. He nearly ground the Terrans to a halt and it is because of his military leadership that the Neosapiens managed to hold out for as long as they did after the retreat from Venus.

Despite the possibility of losing all the Brooding Centers, Shiva advocated to keep fighting, believing an opportunity to turn the tide would present itself. Marsala said the time would never come and Phaeton was sure the Terrans would kill them all. Shiva did his best as a soldier until the order to

surrender came down. He holds a minor grudge against Marsala for not allowing him to find a breakthrough, but deep down he understands the decision.

Shiva is considered to be the best general in the Neosapien Empire. Loyal to Phaeton, but not immune to reason. Extremely honorable and a skilled tactician.

DRACONIS

40+. Commanding General of Venus Occupation Forces.

A cruel and brutal oppressor with an ego to match. Cunning and fueled by his own lusts for power Draconis acts the consummate loyalist to gain favor from Phaeton. This favor will allow him the ability to seize control of the Empire when his time is right.

Draconis is the outsider in Phaeton's command group. Not a "brood brother" like the others and never knew Marsala. Draconis was the leader of an uprising on Mars at the largest mining facility on the planet. He organized the Alphas into a cohesive fighting unit independent of the main group after the public revelation of the original Neosapiens terrible end. He personally led many assaults on Venus with Phaeton and was one of the few to return. This experience on Venus bonded him to Phaeton, allowing him the chance to rise to power and be trusted as a key commander.

EXO FRAMES (E-FRAMES)

PURPOSE

The Exo Frame, or E-frame for short, is a mechanized vehicle, usually bipedal, designed to augment its operator with enhanced survivability and capabilities within any environment.

DEVELOPMENT

Designed by Yoshida-Raynott with large contributions by Homeworld's Naval Officer William Winfield as an offensive weapon on a tactical and strategic level. Primarily designed to bring heavy firepower and high survivability on the individual soldier level that would normally need to see large armored vehicles in the past. The vehicle has the ability to traverse any environment because of its bipedal movement and ability to fly. Because early E-frames operated just as a man might react, control had a smaller learning curve than space superiority fighters or other ground based, walking fighting vehicles in use at the time.

Advancements in man portable fusion power are what make most of the E-frame program possible. Miniaturizations in mechanical parts and unconventionally advanced A.I. also helped further the project. These individual pieces were brought together by then Lieutenant Commander William Winfield in order to give the Homeworld's a decisive advantage in the battlefields across the solar system, allowing humans to operate and fight in largely hostile environments without the need for military environmental specialists or heavy equipment that was difficult to repair in harsh terrain. Their ability to fly both in and out of the atmosphere also made them potent shock attack vehicles and allowed infantry troop support more quickly than traditional means of tracked and wheeled armor and support vehicles.

E-Frames are still difficult to produce and the yields are much lower than traditional military vehicles and equipment.

POTENTIAL OPERATORS

Aptitude for E-Frame pilots must be extremely high, however because the E-frame is multi-role, therefore classifying it as

a vehicle, enlisted personnel are allowed to operate them unlike space superiority fighters.

Mental constitution and intelligence are important when considering candidates as E-frame operators. Military recruiters usually start with schooling performance as a basic barometer for aptitude in this area. As with all potential recruits the military performs a verbal and written battery to discover career paths most suitable for the recruit. However, mixed within these tests are additional cross-referencing questions that identify potential E-frame operators. These questions explore and evaluate life adversity and survivability, matching that across other metrics to give a preliminary compatibility score. Many more candidates are weeded out in the interview and testing process after basic military training when contracted as E-frame operators. If they fail this phase two examination, they will be moved into their second most compatible career field.

TRAINING OPERATORS

After Basic Military Training and the second evaluation screening, selected operators will then go to schools to complete additional trainings. Because the current state of the E-frame units is that of special operations, E-frame operators are still given much more advanced training beyond just E-frame operations and infantry training. Schools in advanced combat, survival, operational specialty schools, and e-frame operator school can take more than two years to complete before the operator will be sent to their first duty station.

Before the beginning of E-frame operator school the operator must be fitted with a neural link, colloquially called a "cyberjack," set at the base of the skull so that the E-frame's artificial intelligence can link into the operators mind and work with his or her intuitions and instincts.

CYBERJACK/ ARTIFICIAL INTELLIGENCE

[It is unknown whether I want this to be in the show as it limits those who can pilot E-frames plot wise, such as Sean, James and the resistance soldiers. There are other questions

like cyberjack hacking and other issues I don't necessarily want to deal with.]

One of the critical components for E-Frames is the Artificial Intelligence that assists in the basic operations of the machine as to prevent the user from becoming mentally fatigued during use and reduces the need to fumble with many buttons and toggles that an operator cannot reference quickly. [There are manual overrides, however.] The A.I. also works with the operator's intuition to make more snap decisions that might take even the slightest moment for the user to register and complete, even assisting instinct in life-or-death situations where the user is overcome with fear or adrenaline and unable to make completely coherent decisions.

The A.I. doesn't impose its own will on the operator and cannot function entirely independent, however it does have a modicum of interaction it is capable of, but it is not a companion, but a monitor and assistant and never overshadows the operator.

Because each person's physiology and brain patterns are different the E-frame must take a few moments to reconfigure itself to the user, generally discouraging on the fly E-frame changes. The E-frame will also need to run through a short series of manual movements with the E-frame [Ex: move left arm up and down, rotate, etc.] to identify how to integrate with the user. After initial configuration the A.I. constantly monitors the operator and will continue to make adjustments on the fly and become more in tune the longer each operator is in in that E-frame.

FUSION PACK

The E-frame is powered by the man portable fusion pack. The device is a standardized amongst small and medium military machinery and equipment. The fusion pack for E-frames is about the size of a large ream of paper with a handle. The pack is removable and interchangeable amongst most military equipment. The device also has small outlet taps on the side for usage as a portable generator to power other types of traditionally incompatible equipment or simply serve as a charging port for other electronic devices and tools. In extremely dire situations when protection of military assets is needed the fusion pack may be armed for detonation causing a large

explosion. The smallest detonation is less than ten tons, capable of destroying one or two city blocks.

MODERN E-FRAMES

By comparison to modern E-frames, the original suit was a large, bulky, ponderous thing, slow to get off the ground and prone to failure under extreme conditions such as freezing temperatures or excessive dust.

[Old E-frames look a lot like the original E-frames from the carton series. These will be our Mark I type frames that Winfield developed rather than the Exo-Skeleton types originally portrayed in the series. These bulky designs will give way to more nimble and sleek suits that our series will feature as Mark II or III versions.]

With the declining need for millions of military personnel the Homeworld's has moved to the idea of "Every Man an E-Frame" doctrine." The idea consists of several phases, but in addition to reduction in naval fleet, but in increase in strength and firepower of remaining ships, so too would manpower see a reduction, but each soldier would fight with an E-frame giving them a decisive advantage over an unframed opponent. The first phase of this is happening with the Homeworld's Marine Corp, bound by the Navy and trusted as the initial peacekeeping and shock force wherever the Navy is deployed. The goal is to give all Marine infantry units e-frames and reduce all unsuited combat to the army for mass operations. Eventually the army will dwindle down and the remaining solders will have a mix of traditional E-frames and heavier equipment.

E-FRAME VARIANTS

The E-frame has come to encompass a large swathe of walking vehicles, both old and new, both military and civilian. Older Marks have gone on to be sold to the private sector, heavily demilitarized, and less powerful versions have been sold directly to civilians to help with load lifting, construction, mining, and other labor-intensive operations. These versions lack the powerful military grade fusion packs and therefore do not possess enough power to allow for atmospheric escape, and

have much more restricted atmospheric flight rules, banning all flight travel except that which is needed to complete the task at hand in the immediate vicinity, such as load lifting for a construction project.

The large walking tanks of old have also been reimagined, repurposed, and upgraded with newer E-frame technology allowing heavier weapons to be landed with traditional E-frame units. Some of these have also been fitted for two people for training purposes.

HOMEWORLDS MILITARY E-FRAMES

The standardized Bipedal Exo-Frame Platform Mk. III is extremely versatile and is the backbone of the single man E-frames. Modular parts and upgrades give this platform different abilities depending on the specialty of the operator within. All of these variants have arm hard points for an assortment of semi-automatic, rotary, and grenade launcher-based weapons. Shoulder hard points are available for small precision guided munitions. Each of these can be converted with an assortment of non-lethal arm types, many with precision manipulation depending on mission needs.

Command

A balanced E-frame that brings both anti-personnel and anti-armor capabilities.

Arms: 7.62 Selectable Fire-Rate, 7.62 Automatic rotary gun w/ 1500 Rounds ea.

Shoulder: 40mm precision guided munition, 4 rounds ea.

Accessory: Chaff/ smoke Dispenser, Antenna Array

Gunslinger

An E-frame that maximizes the main arm weapons to full effect.

Arms: Dual 40MM grenade launcher w/ selectable munition, dual 7.62 Automatic rotary guns w/ 3000 round each

Accessory: Chaff/smoke dispenser, Antenna array

Comm

An E-frame that sacrifices heavier weapons for a much more robust comms array and sensor suite.

Arms: 2x 7.62 Selectable fire rate w/ 1500 rounds ea.
Accessory: Chaff/ smoke dispenser, antenna array, advanced comms, radome

Recon

An e-frame stripped of most heavy weapons to be fast and agile. Scouts ahead of the main group. Limited firepower for stand-up engagement.

Arms: 7.62 Selectable Fire-Rate, 1500 rounds, 40mm grenade launcher semi-automatic w/ 40 round magazine
Accessory: antenna array, chaff/ smoke dispenser

Field Repair

A slight variant of the standardized E-Frame with a bit more height and weight tolerance designed to repair E-frames in combat situations. These E-frames are also used by the military for construction and repair of larger vessels.

Arms: 7.62 Selectable fire rate, plasma torch cutting/ spot welding, manipulating arm
Accessory: tow hook, comms array, chaff/ smoke dispenser

Heavy Assault E-Frame

A bipedal assault E-frame deployed on a squad level that is two times larger than the standard E-frame. The cockpit is more of a standard layout with two seated positions. The Heavy Assault E-frame is designed to carry much larger weaponry than the smaller, standard model.

Arms: 7.62 or 0.50 automatic
Shoulder: Anti-tank guided missile, 2 launchers, six rounds each, or dual 40mm grenade launchers
Shoulder 2: dual 7.62, or 20mm Rotary Cannons, dual 25mm autocannons, or singular mounted 40mm cannons, all shoulder mounted weaponry may be replaced by a single 75mm gun with

magazine on opposing side (the 75mm cannon removes the ability to fly).

Rear: Dual, rear facing 7.62 Automatic

Accessory: antenna array, chaff/ smoke dispensers, advanced optics.

NEOSAPIEN EMPIRE E-FRAMES

Neosapien E-Frames are very sleek and organic looking by comparison to Terran technology.

Stealth Suit

The primary E-Frame of the Neosapiens, comprising the bulk of their E-frame force, is a very nimble suit designed to fit in almost any space. Optimal for boarding actions. Suspected high stealth technology.

Shoulder: Integrated 40mm grenade launchers, six rounds ea.

Arms: 7.62 selectable fire rate, 40mm Precision guided missile launcher, six rounds

Accessory: advanced optics, chaff/ smoke dispenser, advanced antenna array

Command

Slightly bulkier than the standard E-frame and houses much more communication equipment. Used by forward operating squadrons as a breaching vehicle and command E-frame. Assigned one per squad.

Shoulder: 40mm precision guided missile launchers six rounds ea.

Arms: Manipulation claws, good for cutting hulls, 7.62 selectable fire rate inside each arm claw

Accessory: advanced optics, chaff/ smoke dispenser, advanced antenna array

Atmospheric

A modification of the [Supersonic] E-frame with less armament and larger stabilizers dedicated to atmospheric flight. Used only in atmospheric conditions.

Shoulder: atmospheric stabilization platform

Arms: 7.62 selectable fire rate, 40mm grenade launcher, twelve rounds

Accessory: advanced optics, chaff/ smoke dispenser, advanced antenna array

Interrogator/ Berserker

An uncommon close combat variant of the command E-frame seen specifically amongst breaching squads. The Interrogator is more heavily armored than its command counterpart and features a Neosapien hand shaped manipulator that can draw a large knife from a sheath held on the thigh. Operators have been known to modify the weapon with maces or wrist mounted claws. Many models have been seen with spikes added on.

Shoulder: dual mounted 40mm grenade launchers w/ auto loader or 40mm precision guided missile launchers w/ 6 rounds ea.

Arms: Triple 7.62 automatic, melee weapon of operator's choice

Accessory: advanced optics, chaff/ smoke dispenser, advanced antenna array

Police/ Civil

An E-frame designed specifically to quell civil unrest and less militaristic threats. The unit is relatively light and lightly armed.

Arms: Integrated 40mm grenade launcher, 16 rounds, 7.62 selectable fire rate, opt. manipulator arm, optional 25mm autocannon, arm held shield

Accessory: advanced antenna array

Assault

The Neosapien compliment to the Heavy Assault E-Frame, the Neosapien version is similar in that it features two seats, but they are side by side rather than behind.

Chin: 7.62 or 0.50 caliber Automatic

Arms: hardpoint for 30mm autocannon, manipulator arm with 40mm grenade launcher

Shoulder: anti-tank guided missile, 2 launchers, six rounds each, or dual 40mm grenade launchers

Accessory: advanced optics, chaff/ smoke dispenser, advanced antenna array

Repair

A large two seat E-frame with minimal weapons.

Chin: m7.62 selectable fire rate

Arms: manipulator arms, attachment points for tools

Accessory: advanced optics, chaff/ smoke dispenser, advanced antenna array

Infantry Transport

A larger dual seat e-frame than the assault version with most of its interior space devoted to hauling a squad of troops.

Chin: 0.50 automatic

Arms: 40mm cannon, anti-tank guided missile, 4 launchers, six rounds each, 40mm grenade launcher

Rear: 7.62 Fully Automatic

Accessory: advanced optics, chaff/ smoke dispenser, advanced antenna array

Siege

A massive E-frame at least six stories tall, something that might resemble a tyrannosaurus rex. There are only a handful of these e-frames in existence, primarily used in massive sieges and breaking military strongholds.

Armament: Quad 100mm Cannons with autoloading magazines, numerous 25mm Rotary for point defense and close in anti-air, possible mounting for full missile array

Accessory: advanced optics, chaff/ smoke dispenser, advanced antenna array

STORY

FIGHT TO THE END

To keep pressure on the dramatic tension the series will constantly remind us that there are few safe places and remind us that these characters are in a dire situation and the only way out is straight through. They could run, they could hide, but the species is in peril. They must press and continue the fight even with mounting losses around them in order to bring peace. They are fighting to maintain their existence.

There can be only victory or defeat.

STRUCTURE

The series will mostly adhere to modern streaming concepts of serialization, one episode flows right into the next. This allows the audience to stay with the series as long as possible to see it through. New viewers can latch on at any time with these services and start at the beginning at any point to bring themselves up to speed.

The series will be divided into five or six seasons. Each of the seasons will focus on an overarching problem in the puzzle of taking back the Homeworld's from the Neosapiens. The characters will work towards this goal. Each season storyline will come together on centerpiece battles that bring the tension to a height.

SEASON ONE - FALL OF HUMANITY

[The story threads listed below and throughout are all preliminary and give us a simple sketch of where this series may go. At no point should this be considered definitive and final.]

Season One will deliver us right into the midst of our story and bring us up to speed with the universe, introducing us to the various characters, factions, and problems that need to be solved. We watch the seemingly normal political situation boiling over which results in the siege of Saturn. This already desperate situation is further escalated with the Neosapien betrayal and the subjugation of the Human worlds. This will lead to a desperate scramble to find out how to

liberate the Homeworlds. The season ends with incredible losses and massive character revelations that shake up everything we know.

Episode 1

"Pilot" - Establish characters. The Danube crisis is set-up, inciting the series.

Episode 2

Sean Napier stops the assassination of Phaeton by United Clans militants. The Homeworld's Senate votes to go to war. JT asks Casandra to marry him. The Homeworld's and the Squad prepares for war.

Episode 3

Jonas Simbacca tries to find alternatives to fighting by pursuing diplomatic channels. The Neosapiens begin to put their plan into action. We spend time getting to know more about Able Squad while in transit. Sean tries to rejoin the military. The fleet is ambushed at IO in the Jupiter Planetary System.

Episode 4

Neosapiens make their final preparations, but the Neosapien finance minister has his suspicions. The Homeworld's fleet recovers from Jupiter and moves to attack Saturn. The Neosapiens spring their trap, causing Chaos across the Solar System.

Episode 5

The Homeworlds Fleet escapes the engagement with the United Clans of Saturn after a bloody withdrawal. The Neosapien Invasion of the Homeworlds continues. A graduating class of Drop Troops must flee for their lives at the onset of the invasion. We will see the war on the ground and the People on each world affected by the Invasion. Sean Napier gathers allies.

Episode 6

The Neosapien ground forces begin landing. Sean and a few allies begin resisting the overwhelming forces. The infantry graduates try resisting as well. Normal civilians are lost. Neosapien Fleets cause massive devastation with orbital bombardments. The Neosapiens move quickly across the worlds to take down key human leaders. The Homeworld's senate is gathered up and executed for their crimes against the Neosapiens on the senate floor. Neosapiens also raid Hyperion Mining and Avatar Genetics to settle old scores. We explore a lot of Neosapien history through these actions and all of the old wounds open. Marcus decides to split the fleet, separating the less damaged ships for the near mortally wounded vessels.

Episode 7

The Homeworld's Fleet arrives at Earth totally taken off guard by the Neosapiens might, they were expecting another, simple rebellion. Sean is captured and put into an internment camp and finds his Lieutenant there. We explore the aftermath of the invasion. The battle goes poorly for Homeworld's fleet, Winfield recovers and orders a full retreat.

Episode 8

Sean and Hanley escape the internment camp. They link up with other people who are trying to simply survive. They talk of resistance but unsure how to proceed. Sean takes the lead, showing his natural ability to lead. Eve falls in behind him. The Homeworld's fleet limps away, under pursuit. They set course to rendezvous with remainder of fleet and regroup.

Episode 9

The Fleet is desperate to find a safe harbor to recover from their losses. Along the way they find other ships and gather them up. The fleet moves towards Ganymede to figure out their next move.

Episode 10

The fleet has settled into repairing for a while. There are still no solid plans for a way forward. Some want to move towards the outer planets, Winfield breeches the idea of going to the Clans, which no takes seriously. Whispers of mutiny begin with Captain Marcus and others. Sean tries to build a resistance by getting equipment, but its slow going. Neosapiens consolidate their power and human sympathizers begin to emerge. Typhonus is sent to track the Homeworld's fleet. Phaeton begins swift defense preparations and begins more breeding and military procurement programs.

Episode 11

A mutiny begins under Captain Marcus. He advocates for key units loyal to Winfield to be sent on various reconnaissance operations. Able is sent to Mars to assess the situation there and provide intelligence. The Squad discovers and attempts to take out a brooding facility which is outside their orders. Phaeton is discovered to be on Mars initiating his new breeding and building programs. The squad attempts to end the war by assassinating Phaeton, but are captured. Marcus' mutiny secretly continues. The fleet rounds up the Neosapiens into holding areas.

Episode 12

During their interrogations, Phaeton takes a personal interest in Able Squad after it is discovered that Marsala is with them. Phaeton reveals that Marsala is the leader of the original Neosapien uprising and tells them the truth of what happened on Mars and Venus. Marcus' mutiny begins in earnest, fighting erupts across the fleet. Winfield is arrested.

Episode 13

The squad deals with Marsala's past, but JT blames him for his father's death. Nara finds it hard to trust Marsala. Alice Noretti is brutally tortured to death for nothing of value seeing that the squad comforts her. The fleet is finally seized by mutineers and begins its journey back towards the Homeworlds.

SEASON TWO - MUTINY AND DEFEAT

Season Two shows us the occupation, giving us a deeper view into humans lives under the rule of the Neosapiens. Our squad will work with these resistance groups to help organize them and set them all on a unified course to help topple the Neosapien Empire. But this won't be enough, the Homeworld's military will need to make peace with the United Clans in order to have enough fighting power to go toe to toe with Phaeton. We'll explore the lives of the United Clans and discover if the two factions can resolve their differences to work together for the common good.

- Marcus leads the entirety of the fleet to Earth. The season opens with a massive battle. Marcus will come very close to victory, almost breaking the Neosapien fleet as a better tactician and strategist. Winfield is broken free with people still loyal to him. He ends up working with Marcus to press their advantage.
- The Neosapiens turn the tables in the final moments of the battle and overwhelm the fleet. The resolute is injured, and unable to make an interplanetary burn. Marcus stays with a few loyal to him to keep the Resolute fighting so the fleet can make an escape. The fleet leaves as the Resolute propels itself into the Neosapiens lines.
- Sean and the resistance have had a lot of time to blame the military for the occupation and has a hard time trusting them. The military is useless in peace, and now, useless in war.
- JT and company escape mars and head to earth, but missing the fleet in the retreat. They meet up with Sean and give him some of the training and tools he needs to build a better resistance.
- The Resistance and Able meet up with the Drop Troops from the graduation and make plans to leave the planet. JT and Colleen build up a relationship during this point and discover what happened to Cassandra.
- Marsala explains himself to the squad, attempting to right his relationships.
- The squad gains access to a Neosapien ship capable of interplanetary travel and makes for Saturn with the Drop Trooper squad, unknowing where to go next and not knowing the whereabouts of the fleet, assuming Marcus is still in charge.

- Marsh and company contact Simbacca about an alliance, which is met with stiff resistance.
- The united clans are angered about the wanton destruction caused as the homeworlds fleet broke off their invasion.
- The phrase "Remember Titan" has become a rallying cry. The clans are openly hostile towards the homeworlds military. The squad tries to reason with Simbacca after they are brought to him.
- Simbacca reveals they have been tracking the Neosapien fleet hunting down the remaining Homeworld's fleet.
- Most of the Homeworld's fleet remains in transit to prevent getting attacked, but resources are scarce.
- The fleet makes an attempt to set up around Ganymede around Jupiter. Neosapiens attack the base but the United Clans arrive to assist the fleet, turning the Neosapiens away.
- JT Marsh is revealed to be on the bridge with Simbacca and wants to discuss bringing the Pirates into the fold.
- The clans have been away from the homeworlds for so long that their culture and ways are completely alien to the terrans. They don't consider themselves part of the homeworlds anymore, a complete break.
- Prisoners were originally the miners of the solar system until Neos made. Saturn was abandoned and they created their own society.
- Open resentment among the Clans about the alliance with homeworlds, forcing many go off to join terrorist groups to remain truly free of the homeworlds. Most feel that after what the military did to them that joining them would be a betrayal to the memory of the dead.
- The clans are under constant threat of civil war after the alliance is made. Simbacca explains attempting to hold a society of those whose lineage is criminals together is difficult.
- Clans have loose Christian beliefs, a holdover from their prisoner days. They are not as we think of them today though. They do not abandon their dead and they will kamikaze themselves rather than be taken prisoner. They keep to being charitable and giving to one another and have a very peaceful relationship with each other that adhere to Simbacca's code of honor.
- The most damaged ships of the homeworld's fleet are brought to Saturn for repair.
- Simbacca takes Winfield to the hidden moons and reveals they are building capital ships that were nearly ready for deployment before the fleet came and attacked titan.

- The Neosapiens show up to Saturn and attack what they can, galvanizing Simbacca and the clans to the cause.
- The clans, even after the alliance, still hate the fleet and the fleet hate the clans. Decades of hatred should come out and constantly be bursting at the seams for the entire second season.
- Upon typhonus' failure to destroy the fleet at Jupiter and Saturn and prevent an alliance, phaeton kills Typhonus and replaces him with a clone. We can see phaetons descent downward at this point, particularly after we discover that Typhonus was among the Alphas that discovered what happened to the original Neosapiens.
- Amanda conners is introduced as a news reporter that is a Neosapien sympathizer, opening us up to co-conspirators that helped Phaeton ascend and facilitate his power.
- Many humans that want to resist the Neos are initially kept in camps and forced into labor. The regular citizens are quarantined to their homes largely at first, but are slowly encouraged to continue their lives as before with the hope of normalizing.
- Many of the Neosapien commanders talk about a final solution for the humans as they are stubborn, require food, sleep, and are relatively useless workers compared to the themselves.

SEASON THREE - INVASION OF MERCURY

Winfield and Simbacca develop a plan to retake the homeworld's based on the Island hoping of world war two. The plan is to seize each planet from least to greatest using the previous as a staging point for further attacks on the next. The two factions still have problems working together but are finding a comradery in their mutual goals.

- At the opening of the Season the fleet has been trying to organize the various resistance groups on Earth and Venus. Able, among other special forces squads have been heading this operation throughout the occupation.
- Invasion of Mercury is the centerpiece here, a non-critical planet with minimal Neosapien garrison, the homeworld's seizes it as a morale boost for the fleet.
- Mercury is an underground mega structure making the fleet relatively useless here. The main battle will be ground

- based. The Neosapiens will defend the two space elevators and surrounding stations desperately.
- Yuri Staphrogan will make appearances as another fighter pilot.
 - Asteroids containing huge facilities within the asteroid belt are revealed to be the Neosapien staging ground for the initial invasion.
 - Neo pilot Thrax spares Kaz's life in the battle of Mercury after seeing his friends and commander die in the senseless battle.
 - Neosapiens have the ability to make parts of their brains dormant and they can have waking dreams.
 - A Neosapien disease called auto mutation is inherent in all Neosapiens, cell damage and improper breeding from the birthing stage led to its development. Winfield's fiancé was studying this before her death.
 - Phaeton has contracted this disease.
 - Phaeton orders the development of the neo megas to try and solve the problem of auto mutation.
 - It is discovered that automutation is due to avatar corporation making too many Neosapiens, resulting in poorer genetic stock than needed, and they knew about the problem.
 - The neo megas, bent on information begin experimenting on prisoners and Neosapiens indiscriminately. They have a wanton desire for knowledge. How does Phaeton deal with this having been one of the first to discover the fate of the original Neosapiens. Will he allow it to solve his own problem?
 - Some neosapiens see the neo megas as their replacement and resent them, in turn, they resent phaeton for allowing them to exist.
 - Thrax is demoted as a pilot for cowardice at the battle of mercury and no longer able to fly as a pilot.
 - When the Neosapiens retreat from Mercury many are reassigned to Venus and Earth.
 - Flesh Crawls episode? Should be a horror episode.

SEASON FOUR - INVASION OF VENUS

The invasion of Venus is the next step in the plan. Winfield sends Able Squad to help drum up resistance support on the planet, finally reuniting Nara with her brother James. Able will come face to face with the devastation brought by

Draconis and the desperate measures the Venus resistance has succumb to in order to help the starving people of the planet. All the resistance members are different than those of Earth, they are desperate, hungry and have become like animals. They are ruthless. This clashes with Able Squad immediately.

- Venus resistance rises under Nara's brother, James.
- Venus Reserve fleet had run from the battle and is flying on its own, thinking they are all that remain. Link up with the main fleet eventually.
- Draconis, the Neosapien military general of Venus, is extremely harsh. He is brutal to the humans.
- The Graf shield is developed to protect Venus from attack. A successful prototype leads to the building of several on Venus, Mars, and Earth.

SEASON FIVE - INVASION OF EARTH

The focus of this season is the invasion of Earth, which will happen in phases. The first Phase is taking back Luna, the second phase is Resistance acting as a disrupting, fifth column, and then the larger Battle for Earth. Once the dust has settled from the battle all eyes will turn towards Mars for a final struggle, but after all the destruction and betrayal, the remaining Neosapiens lead by Livia the no longer wish to fight. This could play out into a sixth season, or be forced to extend into a sixth season depending on how long each season takes to play out. The climactic battle will take place in the middle of the season however, allowing us to see the mop up operations afterwards, the formation of a new government, the Neosapiens given the ability to reproduce as a full species, and the epilogues to our characters.

ONGOING, SECRET AND FUTURE PLOT LINES

These are some of the major points that will be revealed throughout the course of our series. This is here as a resource for writers to prevent errors in continuity and work as a reference to develop further stories for these arcs.

Graduation Day

Season One

A new group of infantry soldiers are graduating on the day of the invasion and we will follow their struggle to survive as the occupation clamps down. We will also see Sean get thrown into an internment camp and lead the eventual break out, stirring his resistance. The infantry group, with Colleen O'Reilly will begin a resistance, but will make a break for the fleet in orbit once Winfield arrives.

Marsala the Leader

Season One

Through Phaeton, Marsala will be revealed as the Leader of the Neosapiens. We find that it was Marsala, Phaeton, Typhonus, Livia, and Shiva that discovered the tragic fate of the original Neosapien species. This revelation will cause a ripple in the squadron, especially in JT, whose father was killed during the war. JT feels that this entire time he has been conversing and friends with the man who caused his father's death. Nara, who has developed feelings for Marsala, will feel betrayed by him, causing a rift in their relationship as well. It will take a long while for Marsala to recover from this revelation.

Hoodwinked by Phaeton

Develops over the course of Seasons one through Four

Phaeton will be revealed as the main cause for tensions between the United Clans and the Home Worlds. In order to distract the military and the government from his plans and projects Phaeton developed deep rooted agents within the Clans to raid civilian ships, steal resources and cause general chaos as he built his grand military. These gears had gone into action immediately after the previous rebellion. Using agents in the Clan's cabinet, Phaeton would manipulate the clans into combat with the military, allowing for a distraction that would give phaeton the chance to siege the Homeworlds in the ensuing chaos. Before the war phaeton would use partial resources diverted from his pirate allies and money edited off the books on mars to construct tanks, e-frames, fighters, and small arms on mars and large, ship building facilities in the asteroid belt. Secretive training would be done across the solar system.

Secret shipping vessels would bring limited supplies and personnel to and from Mars and the belt. Phaeton also found numerous Terrans willing to support his cause under the guise of becoming equal partners with the Terrans, unaware of Phaetons true plans for domination.

Barca the Betrayer

Season Three and Four

Barca, a member of Simbacca's Cabinet and trusted advisor has been working for Phaeton since he entered into politics. Through a combination of money and promises, Phaeton installed himself a puppet in the United Clans Government. Barca has been responsible for organizing the vast majority of the raids that have led to the deaths of thousands of innocent colonists and has murdered several United Clans politicians that were suspected to have been killed by terrorists, under the order of Phaeton of course. Barca will kill Jubail when people begin suspecting him of betrayal. He frames Jubail for the whole thing and is not revealed as the traitor until his own death.

The Future of Phaeton

Entire Series Arc

Phaeton will generate what is known to Neosapiens as Auto mutation syndrome where genetic material begins to degrade over a given length of time. He must wear a mechanical life support suit that prevents his form from completely losing cohesion, but only delays the inevitable. He will slowly degrade over time.

During this time Phaeton will become more reclusive, staying in his underground bunker beneath Phaeton City (Formerly Chicago). He will become very obsessive compulsive and will kill his closest officers at the slightest provocation. This behavior will also lead to his orders to exterminate humans as a "final solution" in the closing months of the war.

Kaz and Thrax

Season Three, Four, and Five

Thrax, a ace Neosapien pilot, develop a gentleman's understanding with Kaz as the two meet in combat. When Thrax

saves Kaz's life after shooting him down, this leaves Kaz injured, but alive. The two eventually meet back up again in the series. They develop a bond as pilots akin to those of World War I. Thrax is dishonored and stripped of his ability to fly after fleeing the battle on mercury.

Alec Deleon's Death

Season Five

Alec will die in the last days of the Neosapien War during an assault on Luna, giving his life so that the Fleet can establish a beach head for the invasion of Earth.

Alice Noretta's Death

Season One

Alice will die during a brutal interrogation from the Neosapien military.

Alec and Maggie's Relationship

Series Arc

Alec and Maggie's relationship will be difficult even during the beginning but as the war heats up, they begin to fracture and eventually split up. When they begin to try and reconcile everything Alec is killed on Luna. Maggie will be devastated.

A Traitor in the Midst

Season One

Sean will have a traitor in his resistance cell that will compromise several missions and get some of his people killed.

Draconis' Deception

Season Two, Three, and Four

Draconis, Phaeton's General of Venus, will be conspiring against Phaeton in an effort to take Venus for himself. He will round up prisoners on Venus, creating the most grueling internment camps in the solar system. He will build new bases, ships, and equipment for himself in an effort to run the

empire the way he desires it to be run. Phaeton will discover this and have Draconis executed.

JT's Fiancé and Colleen

Season Two

Cassandra, JT's fiancé, is one of the driving forces for him in this war, will eventually "cheat" on him and find the companionship of a new man, crushing him. JT will discover this when on Earth and lose some of his determination until he begins to allow his feelings for Colleen O'Reilly to fully develop.

Pirate Rebellion

Season Two and Three

Able Squad discovers that after the alliance has been firmly established with the pirates that other factions have been secretly building new ships for a civil war against Simbacca. These designs are close to carrier designs in service by the Homeworld's fleet and were being partially funded by Phaeton as these terrorists were the ones working with him to disrupt stability in the solar system.

Neosapien Discontent

Series Arc

Neosapiens slowly lose faith in Phaeton as they realize this has become a war for revenge and not about Neosapiens becoming their own, independent power.

Colonists and Civilians

Season Two

There are numerous other mining vessels, science ships, military patrols, etc. that the fleet will attempt to rescue and pick-up. Civilian passenger liners and recreation vessels. The fleet will attempt to send these to one of the outer planets to remain safe. The fleet will find themselves drifting around the outer planets scooping up any volunteers and families looking to escape the inevitable retaliation by Phaeton. A fleet led by Typhonus is in pursuit of the

Homeworld's fleet and he is systematically wiping out their places to hide.

APPENDIX

MILITARY RANKS BY BRANCH

In terms of authority, enlisted ranks are at the bottom, warrant officers in the middle, and commissioned officers are at the top. Enlisted personnel may become non-commissioned officers, giving them command authority. Warrant officers are enlisted personnel who are promoted by "warrant" due to technical expertise. Commissioned officers are leaders appointed by government documentation (by "commission").

We've organized our table by pay grade, which pretty handily corresponds to level of authority. But, it is important to note that pay grade is an administrative distinction; in the Army, Marine Corps, and Air Force one's position is their rank, and in the Navy and Coast Guard it is their rate. Corresponding rates and ranks have different names across branches and more than one may fall under the same pay grade.

This chart shows rank for each branch of our current force that MAY exist in our series, but for all intents and purposes the Navy and Marines are one branch, serving two functions and the Army has absorbed the Air Force back into itself completely, eliminating the service.

ENLISTED PERSONNEL

- E-1 Marines: Private
Army: Private
Navy: Seaman Recruit
Air Force: Airman Basic

- E-2 Marines: Private First Class
Army: Private (PV2)
Navy: Seaman Apprentice
Air Force: Airman

- E-3 Marines: Lance Corporal
Army: Private First Class
Navy: Seaman
Air Force: Airman First Class

- E-4 Marines: Corporal
Army: Specialist or Corporal
Navy: Petty Officer, Third Class
Air Force: Senior Airman

- E-5 Marines: Sergeant
Army: Sergeant
Navy: Petty Officer, Second Class
Air Force: Staff Sergeant
- E-6 Marines: Staff Sergeant
Army: Staff Sergeant
Navy: Petty Officer, First Class
Air Force: Technical Sergeant
- E-7 Marines: Gunnery Sergeant
Army: Sergeant First Class
Navy: Chief Petty Officer
Air Force: Master Sergeant or First Sergeant
- E-8 Marines: Master Sergeant or First Sergeant
Army: Master Sergeant or First Sergeant
Navy: Senior Chief Petty Officer
Air Force: Senior Master Sergeant or First Sergeant
- E-9 Marines: Sergeant Major or Master Gunnery Sergeant
Army: Sergeant Major or Command Sergeant Major
Navy: Master Chief Petty Officer or Fleet/Command Chief Petty Officer
Air Force: Chief Master Sergeant or First Sergeant or Command Chief Master Sergeant

SPECIAL ENLISTED GRADES (SINGULAR POSITION)

- E-9 Marines: Sergeant Major of the Marine Corps
Army: Sergeant Major of the Army
Navy: Master Chief Petty Officer of the Navy
Air Force: Chief Master Sergeant of the Air Force

WARRANT OFFICERS

- W-1 Marines: Warrant Officer 1
Army: Warrant Officer 1
Navy: Does Not Exist
Air Force: Does Not Exist
- W-2 Marines: Chief Warrant Officer 2
Army: Chief Warrant Officer 2
Navy: Chief Warrant Officer 2
Air Force: Does Not Exist

- W-3 Marines: Chief Warrant Officer 3
Army: Chief Warrant Officer 3
Navy: Chief Warrant Officer 3
Air Force: Does Not Exist
- W-4 Marines: Chief Warrant Officer 4
Army: Chief Warrant Officer 4
Navy: Chief Warrant Officer 4
Air Force: Does Not Exist
- W-5 Marines: Chief Warrant Officer 5
Army: Chief Warrant Officer 5
Navy: Chief Warrant Officer 5
Air Force: Does Not Exist

COMMISSIONED OFFICERS

- O-1 Marines: Second Lieutenant
Army: Second Lieutenant
Navy: Ensign
Air Force: Second Lieutenant
- O-2 Marines: First Lieutenant
Army: First Lieutenant
Navy: Lieutenant Junior Grade
Air Force: First Lieutenant
- O-3 Marines: Captain
Army: Captain
Navy: Lieutenant
Air Force: Captain
- O-4 Marines: Major
Army: Major
Navy: Lieutenant Commander
Air Force: Major
- O-5 Marines: Lieutenant Colonel
Army: Lieutenant Colonel
Navy: Commander
Air Force: Lieutenant Colonel
- O-6 Marines: Colonel
Army: Colonel
Navy: Captain
Air Force: Colonel

O-7 Marines: Brigadier General
Army: Brigadier General
Navy: Rear Admiral Lower Half
Air Force: Brigadier General

O-8 Marines: Major General
Army: Major General
Navy: Rear Admiral Upper Half
Air Force: Major General

O-9 Marines: Lieutenant General
Army: Lieutenant General
Navy: Vice Admiral
Air Force: Lieutenant General

O-10 Marines: General
Army: General
Navy: Admiral
Air Force: General

SPECIAL COMMISSIONED OFFICER GRADES (WARTIME ONLY)

O-11 Marines: Does not Exist
Army: General of the Army
Navy: Fleet Admiral
Air Force: General of the Air Force

RANKS BY AGE

These are not hard and fast, but acts as a general guide to rank your characters by their age. This chart mostly shows the minimum ages required; many members could be older.

Enlisted

- E-2 - **18** (join + 6 months)
- E-3 - **19** (join + 1 year)
- E-4 - **20** (join + 18 months)
- E-5 - **22** (join + 4.2 years)
- E-6 - **27** (join + 8.5 years)
- E-7 - **32** (join + 13.6 years)
- E-8 - **35** (join + 17 years)
- E-9 - **39** (join + 20.8 years)

Officer

- O-2: **25** (join + 18 months)
- O-3: **27** (join + 4 years)
- O-4: **33** (join + 10 years)
- O-5: **39** (join + 16 years)
- O-6: **45** (join + 22 years)

Anything at or above O-7 is competitive, so there's no average age/time available.

The mandatory retirement age for all flag officers is 62. Under the law, an officer who has been promoted to O-7, but is not on the recommended list to O-8, must retire five years after promotion to O-7, or 30 years of active-duty service, whichever is later.

An O-8 must retire five years after being promoted to O-8, or 35 years of service, whichever is greater.

The Secretary of the Service Concerned (ie, Secretary of the Army, Secretary of the Navy, Secretary of the Air Force) or the President of the United States, can defer the above mandatory retirements, up until the time that the officer reaches the age of 62.

MILITARY JARGON REFERENCE

This reference is included for writers to help "militarize" their dialog with slang. Some of this jargon is old, not used today, born largely out of World War II and Vietnam, although some is contemporary. Due to military standards changing, equipment going out of service, procedural changes, cultural changes, any number of things can alter why military people utilize slang, but one thing is consistent, it's almost always pejorative. Adding old school Jargon from past wars is ok as long as it is relevant. We probably won't be using a lot of "Deuce and a half," though.

The reference might be used to help you build your own Jargon as well.

#

11 Bullet Catcher/Bang-Bang: Army infantryman, pulled from the 11B (11 Bravo) MOS code.

40 Mike-Mike: An M203 40MM grenade launcher, usually mounted under an M-16 or similar weapon.

A

Aboard: on base; with us.

Actual: radio talk for unit commander.

Air Picket: Any airborne system tasked with detecting, reporting, and tracking enemy aerial movements within a certain area of operation.

All Hands: everyone.

Alpha Charlie: Military alphabet used to represent ass chewing. Defines getting verbally reprimanded.

Amtrack: amphibious tractor; landing craft.

Anymouse: A lockbox on Navy ships where sailors may drop anonymous suggestions.

Ass: Armored vehicles such as Strykers and Tanks.

As You Were!: resume what you were doing; correction.

Assholes and Elbows: in a hurry; quickly.

Ate-Up: Describes a servicemember who follows regulations so closely that they disregard the context of the situation. Conversely, may describe a servicemember who doesn't understand regulations at all.

B

Band-Aid: A Vietnam-era term for a medic.

Bang-bang: An Army term describing a pistol or rifle.

Barracks Cover: garrison (frame) cap.

Battle Pin: necktie clip.

BCD: Bad Conduct Discharge.

Belay: stop; quit.

Big Voice: Term used to describe the loudspeaker on a military base. The Big Voice warns of everything from incoming attacks to scheduled ordnance disposal; plays Reville, Anthem, and TAPS during the duty day.

BILLET: assignment or job; place of residence.

BIRD: aircraft.

Bitchin' Betty: Most U.S. military aircraft feature warning systems that frequently utilize female voices. The phrase is derived from the same anthropomorphizing many apply to GPS units in cars, only Bitchin' Betty's alert pilots to life-threatening situations.

'Black' on ammo, fuel, water, etc.: A common phrase which denotes that a particular resource is gone.

Blouse: n. jacket; v. tuck in, secure.

Blousing Bands: elastic bands used to secure utility trouser cuffs.

Blowed up: The state of being hit by an IED.

Blue Falcon: A euphemism for buddy fuck or buddy fucker, which is slang for a backstabber.

Blues: Dress Blues.

BLT: Battalion Landing Team.

Bolo: A derogatory remark for recruits who cannot pass marksmanship training. The idea being that if one cannot use a rifle, one must resort to a bolo.

Bone: A B-1 bomber. "B-ONE"

Boondocks/ Boonies: rugged isolated back country.

Boondockers: low-topped work boots issued to reservists.

Boot: recruit.

Boo-Coo: (Fr. beaucoup) much, many.

Brain Housing Group: your gourd, mind, brain, or head.

Brass: officers.

Brig: jail or confinement area.

Brig Chaser: MP assigned to escort prisoners.

Brig Rat: jail inmate.

Brown Side-Out: desert camouflage pattern.

Bulkhead: walls of a naval vessel.

Bullshit Bomb: A package intended to disperse propaganda leaflets.

Bullwinkle Badge: Another name for the Air Assault Badge, from the shape of the wreath looking like the antlers of Bullwinkle the Moose from Rocky and Bullwinkle

Burn Bag: A bag used to hold shredded documents, designed to be burned. May also refer to a useless person.

By-The-Numbers: in sequence, per the manual

C

Cannibalize: The act of taking workable parts of one item and using them in another.

Cannon Cockers: artillerymen.

Carry On!: resume what you were doing; as you were.

Casual Company: unit of Marines awaiting reassignment.

CC: Corrective Custody; jail, the brig.

CG: Commanding General.

Chancre Mechanic: Medical officer who checks servicemembers for venereal diseases.

Charlie Foxtrot: Commonly used expression utilizing the military alphabet to stand for cluster fuck.

Chem-Light Batteries: A mythical object that would be functionally pointless. Often the source of fruitless hunts embarked upon by hapless privates.

Chest Candy: Slang for ribbons and medals worn on a uniform. Can be insulting or applauding.

Chicken Plates: Sheets of protective material, called Small Arms Protective Inserts, which are used in the Interceptor body armor system.

Chimpo: Penis

Chit: written authorization or receipt.

Choda: See Chimpo.

Chow: food.

Chow Hall: mess hall.

Cinderella Liberty: time off which ends at midnight.

Click: one notch of adjustment on a rifle.

Colors: n. the flag; v. ceremony of raising or lowering the flag.

Comics: Term used to describe maps presented by military intelligence. The term is fairly derogatory in nature as a slight against the accuracy of the maps. It also refers to the brightly colored layouts and symbols usually included.

Comm-o: Communications equipment or the individuals who operate it. Usually given to Communications Officers on U.S. Navy vessels.

C-Rats: C rations, canned field rations.

Com Rats: commuted rations; in lieu of pay for meals eaten off base.

Corpsman: Navy medic serving with Marines.

Cover: hat.

Cover ass: take precautions to avoid blame.

Crank: Navy term for a sailor pulling temporary duty in the galley.

Crotch, The: derogatory term for Marine Corps.

Cruise: period of enlistment; tour of duty.

Crumb Catcher: Military slang describing the mouth.

Crusher: Hats worn by pilots during World War II. The hat's wide top brim would need to be crushed down to allow for headsets to be worn.

D

Dear John: Common term referring to a significant other breaking up with a service member through a letter.

Deck: floor.

Demilitarized Zone: A specific area in which any type of military force including but not limited to personnel, hardware, and infrastructure are banned.

Deuce-And-A-Half: 2 1/2-ton truck.

Diddy Bag: cloth, drawstring bag for small items.

Diddybopper: n. Army signals intelligence radio operators trained to utilize Morse Code; v. soldiers marching out of synch with a cadence; swaggering walk

Digies: Digital camouflage worn by Soldiers and Marines.

Digit Midget: Usually used with a number as a prefix. X digit midget refers to the number of days till an individual goes on leave or retires.

Dog-And-Pony-Show: special presentation put on for visiting dignitaries or VIPs.

Dope on a Rope: Derogatory term used for air-assault Soldiers.

Double Time: quickly; at a run.

Dry Fire: practice.

Dry Run: practice.

Dustoff: Specifically, a medical evacuation by helicopter.

Dynamited Chicken: Term originating in the Navy referring to either chicken cacciatore or chicken a la king.

E

Eagle Keeper: Maintenance crew chief of an F-15.

Eighth & Eye: Headquarters Marine Corps.

Embed: When a reporter stays with the military in order to conduct journalistic business. They are typically provided with security and basic necessities provided by the unit they are embedded with.

Entrenching tool (e-tool): small folding field shovel.

Every Swinging Dick: All hands, everyone.

Expectant: A casualty who is expected to pass away.

Eye fuck: scrutinize; inspect closely.

F

Fang: A verb to describe being rebuked, called out, or otherwise disparaged.

Fangs: A Marine Corps term for one's teeth.

Fart Sack: Refers to either a sleeping bag or an airman's flight suit.

Farts and Darts: Refers to the clouds and lightning bolt embellishments found on Air Force officer caps.

Fashion Show: A Naval punishment where a sailor is required to dress in each of his uniforms over a period of several hours.

Fast Mover: Slang for a Jet Fighter. Aptly named due to the rapidity of a Jet Fighter's movement.

Field day: general cleanup of barracks.

Field Scarf: necktie.

Field Strip: disassemble; take apart.

Fire In The Hole!: warning that explosives are about to be detonated.

First Light: The time of nautical twilight when the sun is 12 degrees below the horizon.

First Shirt (also top): First Sergeant.

Flaming Asshole: An Air Force term to describe the fiery effect of a jet plane turning on its afterburners during combat or any other military operation.

Flight Suit Insert: Air Force slang for a pilot.

Float Phase: sea deployment of a Marine unit.

Fitty: Slang for an M2 .50 caliber machine gun.

Five-Sided Puzzle Palace: Slang for the Pentagon.

FMF: Fleet Marine Force.

Football Bat: An individual or way of doing things that is particularly odd.

Force Projection: The ability of a nation-state to extend military force beyond their borders.

Four-by: light truck.

Fourth Point of Contact: From rolling after a successful parachute drop: a term to describe an individual's buttocks. The first three points are feet, calves, and back of the thigh.

Front Leaning Rest Position: pushup position ("the Position").

Fruit Salad: Slang for a servicemember's display of medals and ribbons on a dress uniform.

Fugazi: Completely out of whack, fucked up, screwy. This term originated during the Vietnam War and experienced limited use by civilians.

G

Galley: kitchen.

Galloping Dandruff: An Army term used since World War I to refer to crab lice.

Gang Way!: stand back! Move away!

Gear: equipment.

Geardo: An Army term for a soldier who spends an inordinate amount of money on gear, regardless of actual need.

Gedunk: Refers to snack foods, such as candy and chips, as well as the place they're sold. Associated with the Navy, and

can be used in the phrase "gedunk sailor" as a pejorative remark for inexperienced sailors.

Gi Can: garbage can.

Gizmo: gadget; anything that defies description.

Gofasters: A term for sneakers used in the Army, Navy, and Marine Corps.

GOFO: stands for "grasp of the fucking obvious."

Gone Elvis: A service member who is missing in action.

Gourd: head; where you hang your cover.

Grabass (Organized Grabass): play; sports, frivolous activity.

Grape: A term with two meanings; one for the Air Force and one for the Navy. A Navy Grape is an individual who refuels aircraft. An Air Force Grape, on the other hand, refers to an easy assignment, and can be used as a compliment when a service member makes something look easy.

Great Mistakes: The name Sailors have given the Great Lakes Naval Training Center north of Chicago. It references the closing of two other training facilities in San Diego, California and Orlando, Florida which are both feature far more enjoyable weather.

Green Machine: Marine Corps.

Green Side-Out: woodland pattern camouflage.

Grab A Hat: leave.

Grid Squares: A non-existent item recruits are typically told to go find.

Grinder: parade ground.

Groundhog Day: Term originating from the titular movie which refers to deployments that seem to proceed in the exact same way despite attempts to change them.

Guidon: pennant bearing unit designation.

Gum Shoe: Navy slang for a Sailor Cryptology Technician. The first CT school was located on top of a building where tar would get stuck to the bottom of students' shoes.

Gun: Term for a mortar or artillery piece. Must *never* be used within the military to describe a pistol or rifle.

Gung Ho: lit. Work together; (from Chinese) highly motivated.

Gungy: gung ho.

Gunny: Gunnery Sergeant.

Gunner: A servicemember who operates a crew-served weapon, such as a piece of artillery or ship's cannon.

H

Ham: Hairy Assed Marine; male Marine.

Ham And Mothers: "Ham and Motherfuckers;" generally detested C-ration meal posing as ham and lima beans.

Hangar Queen: An aircraft that is used primarily for spare parts to repair other planes.

Hardball: A hard-surfaced road.

Hard Charger: motivated Marine.

Hardened Site: A structure usually built under rock or concrete designed to withstand conventional, nuclear, biological, and chemical attack.

Hatch: door.

Hat Up: To change one's location. Refers to the need to wear a hat for the intended destination.

Hawk: Term for cold weather. Commonly referred to as, "the hawk."

Head: toilet.

Helo: Short-hand term for a helicopter.

High Speed: An individual who is highly motivated and at or near peak efficacy. Can be used sarcastically.

High-And-Tight: standard Marine haircut; shaved sides and short on top.

Hit the Silk: Ejecting from an aircraft and utilizing a parachute.

Hollywood Marine: San Diego MCRD graduate.

Hooch (Jap.): any kind of shelter, residence.

Honcho (Jap.): boss; man in charge.

House Mouse: Drill Instructor's go-fer.

Hump: to march; to carry; to be burdened with.

Huss: a favor; a break e.g., "gimme a huss;" archaic name for HU34D helicopter.

I

Inactive Status: Members of the Reserves who are unable to train for points, receive pay, and cannot be considered for promotion.

Incoming!: hostile fire being received!

Ink Stick: Marine Corps term for a pen.

Irish Pennant: string dangling from clothing indicating unkempt appearance.

Iron Rations: Rations used in an emergency survival situation.

ITR: Infantry Training Regiment

J

Jarhead: Marine.

Jawa: Term for an Army Soldier who is stationed in a desert area, named after the desert-dwelling aliens of "Star Wars."

Jesus Slippers: Military-issued shower footwear.

Jibs: teeth, esp. front incisors, e.g., "I'll bust your jibs."

JING (Also Jing-Wa, Jap.): change; money.

Jockstrap Medal: Derogatory term for medals given by the military to active CIA members.

Joe: Army term for a soldier. Shortened from G.I. Joe.

Joe Shit The Ragman: bad example, un-squared-away Marine, boyfriend of Rosy Rottencrotch.

Joint Operation Planning: All type of planning involving joint military forces in regards to military operations including, but not limited to, mobilization, deployment, and sustainment.

Junk-On-The-Bunk: complete clothing and equipment inspection (also Things-on-the-Springs) laid out on the rack.

K

K-BAR: Marine-issue fighting knife.

KLICK: kilometer.

Kinetic: Slang; adj. violent.

L

Ladder (Or Ladderway): stairs.

Latrine Queen: Air Force specific term for a trainee in basic who is in charge of the team responsible for cleaning bathrooms.

Leave: authorized absence of more than 24 hours.

Left-Handed Monkey Wrench: A non-existent tool. Often the object of fruitless searches undertaken by recruits at the behest of more experienced servicemembers.

Liberty: authorized absence of less than 24 hours.

Lock and Load: arm and ready your weapon; get ready!

Long Pig: Slang for when a human being is used as a source of food. Typically, this happens in extremely desperate situations.

M

Make A Hole!: stand back! gang way!

Maggie's Drawers: red disc used on the rifle range to signify missing the target.

Major Nuclear Power: Any nation-state with a nuclear arsenal capable of being delivered to any other nation in the world.

Meat Identifier: A dish or sauce that identifies what type of meat is being served. For example, cranberry sauce indicates turkey while applesauce indicates pork chops.

Meat Wagon: Slang for an ambulance, or any other medical emergency vehicle.

Moonbeam: Marine term for flashlight.

M.O.S.: assigned job specialty, stands for Military Operational Specialty

Moving Like Pond Water: Moving so slowly that a unique term is required to describe it.

Mustang (Mustanger): Term referring to any officer who was promoted from the enlisted ranks. Can be used respectfully or pejoratively.

N

Non-Qual: Marine who fails to fire a qualifying score at the rifle range.

Nut to Butt: The instruction used to tell Soldiers to line up in tight, forward facing line wherein one's nuts are in extreme proximity to the butt of Soldier before them.

O

Office Hours: summary court martial, official inquiry or reprimand.

Office Pogue: a desk bound individual who does not serve on the frontlines and performs non-combat-oriented role

Officer's Candy: Navy term used by sailors to describe the scented cake placed in urinals.

Officer of the Deck: Any officer charged with the operation of a ship. Reports to the commanding officer, executive officer, and navigator for relevant issues and concerns.

Outstanding!: exceptional; well done!

Overhead: ceiling.

Over the Hill: Missing in action or someone who has officially gone missing from their post without authorization.

Over the Hump: more than halfway through enlistment.

Oxygen Thief: A biting piece of slang for someone who's useless or talks too much.

P

Pad Eye Remover: A non-existent item used by sailors to trick new servicemembers into a fruitless search. Pad-eyes are used to secure airplanes with chains.

Passageway: corridor; hallway.

People Tank: A U.S. Navy term for the inner hull of a submarine.

Piece: rifle.

Pill Pusher: A U.S. Navy term for a hospital corpsman.

Pink Mist: A distinct effect created by certain types of gunshot wounds.

Piss Cutter: envelope-shaped overseas cap.

Piss-And-Punk: bread and water punishment.

Piss Tube: field urinal; rocket launcher (bazooka), which resembles one.

Pogue: an individual who does not serve on the frontlines and performs non-combat-oriented role, also lazy individual, see Office Pogue

Pogey Bait: a bribe given to Pogue's in exchange for expedited or high-quality services

Police Call: time allocated to clean up an area.

Police Up: clean up.

Pollywog: A sailor who has not crossed the equator on a U.S. Navy ship.

Poop (Also Dope, Scoop): information.

Pop-Flare: hand held and launched aerial illumination flare.

PT: Physical Training; exercise.

Puddle Pirate: Member of the Coast Guard. So called due to a fallacious belief that the Coast Guard never operates in deep water.

PX Ranger: An individual who purchases, from the Post Exchange, paraphernalia unique to certain prestigious ranks or occupations and passes them off as though they earned the items.

Q

Quarters: living space.

Quay: A man-made structure between a shore and land which can be used by ships to berth and is typically an area for handling cargo.

R

Rack: bed, bunk.

Rainbow: A new recruit in basic training.

Rappel: descend from cliff or helicopter by rope.

Recon (Also Force Recon): Force Reconnaissance Marine.

Red Team - A body of experts on a specific topic who are instructed to research and suggest alternative methods regarding a planned course of action.

Remington Raider: A somewhat derogatory term used for Marines given the harrowing task of performing office duties.

Rocks and Shoals: U.S. Navy rules and regulations.

Romp 'N' Stomp: to drill, march.

Rotorhead: Slang for a helicopter pilot.

Round: bullet or artillery or mortar shell.

Rubber lady: inflatable air mattress.

Ruck Up: "Ruck" is short for "ruck sack" which refers to backpacks servicemembers sometimes wear. To "ruck up" is to get through a particularly challenging or stressful situation.

S

Salt: experience; an old-timer Marine.

Salad Bar: References the service ribbons found on a military uniform.

Salty: smart-mouthed; opinionated.

Scrambled Eggs: Refers to the embellishments found on some officer's caps.

Scoshi (Or Scosh'): small, short, a little bit.

Scuttlebutt: rumors; a drinking fountain.

Seabag: duffle bag.

Sea Duty: billeted aboard a ship.

Sea Going Bellhop: derogatory for Marine, from Marines assigned to the bridge of a vessel.

Sea Story: a lie or an exaggeration.

Sea Lawyer: self-appointed expert.

Secure: tie down or make fast; also to recycle or dispose of; to put something in its proper place; to desist.

Self-Propelled Sandbags: A derogatory term for a Marine based on their emphasis on fighting on the front lines.

Seven-Eighty-Two Gear: field equipment; canvas web gear.

Shavetail: A term referring to second lieutenants in the U.S. Army. It primarily refers to the haircuts received in Officer Candidate School. The terms origins date back to the time when the Army used pack animals, and handlers shaved the tail of newly-broken animals to distinguish them from those more seasoned.

Shellback: A sailor who has crossed the equator on a U.S. Navy ship. Responsible for turning all Pollywog's into Shellbacks once they cross the equator themselves.

Shit Bird: messy or undisciplined; a fuck up.

Shit Can: (v) to dispose of; (n) garbage can.

Shit on a Shingle: Slang for a piece of toast with gravy.

Short: nearing the end of a tour of duty or enlistment.

Short Round: ordnance, which is landing short of the intended target.

Short Time: a very brief love affair.

Shorttimer: Marine nearing the end of an enlistment period.

Sick Bay: clinic or hospital.

Six-By (Six-By-Six): standard three-axle truck.

Six-Six-And-A-Kick: The ultimate General court martial punishment consisting of six months forfeiture of pay, six months hard labor, and a dishonorable discharge.

Skipper: captain; commanding officer.

Skivvies: underwear.

Skivvie Honcho: a lothario; a ladies man.

Skivvie House: brothel.

Sky Blossom: A deployed parachute.

Slick Sleeve: Refers to a soldier, Sailor or Marine who has not yet earned a rank which requires decoration on the sleeves.

Slopchute: diner; restaurant.

Smoke: To punish a servicemember with excessive physical work due to a minor infraction.

Smoking Lamp: authority to smoke when it is lit.

Snap In: practice, esp. on the rifle range.

Snake Eater: Member of the U.S. Army Special Forces.

Snivel Gear: Any equipment meant for use in cold weather.

Snoopin' And Poopin': reconnoitering.

Snot Locker: nose.

Soap chips: A psychological operations (PSYOPS) tactic where fake letters from an enemy's home country are written and placed on bodies and battle wreckage. They include sentimental content, hint at the infidelity of loved ones back home, and are designed to demoralize combatants.

Soup Sandwich: Used to describe an individual, object, situation, or mission that has gone horribly wrong. The thrust of the term's meaning derives from the fact that it is incredibly difficult, some would say impossible, to make a sandwich out of soup.

Sound Off!: assertively voice.

Sorry 'Bout That!: assertion of mock apology.

Spud Locker: pantry.

Squad Bay: barracks.

Squared Away: neat, orderly, organized.

Squid: (derog.) sailor.

Stack Arms!: command given to place 3 rifles in a pyramid.

Stacking Swivel: appendage near muzzle of rifle allowing stacked arms; neck.

Stand by!: prepare.

Standby: waiting status.

Starchies: starched utilities.

Stroke book: porno magazine.

Survey: dispose of; recycle.

Swab: mop.

Swabbie: sailor.

Swoop: Marine term for a weekend trip off base.

T

Taco: An Air Force term for receiving an "unsatisfactory" grade on a training exercise due to the vague taco-shape of the letter "u."

Tango Uniform: Slang for "tits up," which is the position dead bodies tend to face. The term can be applied to the deceased as well as broken pieces of equipment.

Target Discrimination: The capability of a surveillance or guidance system to choose certain targets when multiple options are presented.

Top: Sergeant Major.

Topside: upstairs; on deck.

Trench Monkey: A derogatory term referring to a member of the U.S. Army.

Trops: khaki tropical summer dress uniform.

Turn to: begin work.

Twidget: A sailor who repairs electronic equipment.

U

UA: Unauthorized Absence.

UD: Undesirable Discharge.

Un-Ass: To move immediately or leave one's current position.

Uncle Sam's Canoe Club: A U.S. Navy term for the U.S. Coast Guard.

Unit Identification Code: A an alphanumeric, six-character string which identifies all active, reserve, and guard unit of the United States military.

Utilities: olive drab field uniform.

V

Voice in the Sky: Term referring military base announcements broadcast over speakers; See Big Voice.

Voluntold: An assignment that is technically voluntary but understood to be mandatory.

W

Willie Peter: white phosphorus. (WWII Usage, before Phonetic Alphabet changed to NATO standard)

The Word: confirmed official information; the straight scoop.

Weapons of Mass Destruction: Weapons which can cause destruction or death beyond the ability of conventional weapons. These typically are nuclear, biological, chemical, radiological, or high-yield explosive in nature. This definition does not include the vehicle, or transportation method, of delivering the weapon.

Z

Zero-Dark-Thirty: pre-dawn; early.

Zone of Action: A smaller section of a larger area. Typically, these are under the purview of a tactical unit, usually during an offensive maneuver.

Zoomie: Term used by non-flying servicemembers for anyone who operates a flying vehicle.

BIBLE CHANGELOG

Exo-Squad 2005

- Summary
- Original "Exo-Squad" Cartoon
- Why a remake section
- "The universe" IE: Setting
- History section, brief overview of events leading to our series
- The Fleets - discusses the state of human forces
- Characters
- E-Frame blurb, bible ends abruptly

Exo-Squad March 2006

- Summary lengthened
- The universe/ setting slight edits
- History section slight revisions
- The fleets - Charlie five added
- Characters - revised profiles, expanded out, new characters added
- E-Frames section fully written out
- Secrets section added, story points of series, bible ends abruptly

Able Squad June 2006

- Summary changed to introduction and re-written
- Original Exo-Squad cartoon completely re-written with more detail
- Why a remake revised completely
- Setting completely removed and a complete historical timeline is added in, timeline starts at 2018
- The Fleets removed, changed to alliances, corporations, and military
- Characters carried forward, revised
- E-Frame section added to "Technologies subsection
- Secrets changed to ongoing, secret, and future plotlines
- Closing statement added

Able Squad July 2007

- Introduction edited
- Exo-squad cartoon summary edited
- Why a remake slightly edited
- Timeline revised for more accurate portrayal of ourselves, introduction timeline starts at 2050, revised greatly
- Alliances corporations and military carried forward, revised, expanded
- Characters carried forward, revised
- Technologies carried forward, revised
- ongoing, secret, and future plotlines carried forward, revised and changed
- closing statement carried forward

Able Squad Summer 2020

- Remove summary
- Expands on original exosquad cartoon, edited slightly
- Historical timeline dates made more nebulous, slight revisions
- Alliances corporations and military - Utopia removed
- Characters revised and divided between main and recurring roles
- Technologies revised
- Season 1 added with episode breakdown and plot points explored
- Future seasons added with plot points
- ongoing, secret, and future plotlines revised
- Appendix Added with rank breakdown, Ranks by age, military jargon glossary
- Closing statement revised
- Changelog added after multiple bibles found

Able Squad December 2020

- Broke into sections for clarity
- Alliances expanded
- Solar system information added
- Added E-frame section
- Technologies removed
- Corporations revised
- Closing Statement Removed

Able Squad January 2021

- Characters significantly expanded
- format changes
- Release candidate