

## Reference Material

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## Chi-Town Educational System

"The Coalition State of Chi-Town, It's Culture and Society" A Collection of Essays by Dr. Daniel Treadaway, University of Lazlo

The Coalition State of Chi-Town, known as the seat of the Coalition's power. It is the self-proclaimed last bastion of humanity in North America. Others know it as an oppressor of non-humans. None dispute it is the largest human war machine on the continent. Chi-town is a place that conjures hate, invective and fear in most citizens of North Americas more enlightened civilizations. Many of us know all too well the military face of the CS. From the soaring SAMAS power armor to the Skull-visaged foot soldiers. But most of us never bother to look any deeper, to see the people of the Coalition. Few bother to ask "What is life like in the CS, for the average person?". It is a question that must be asked, or we run the risk of vilifying the citizens of Chi-Town in the same fashion that their leaders vilify non-humans and magic users.

Chi-Town proper is a massive fortress city with 40 levels. It's population is one of the largest for any single city on Post-Apocalyptic Earth. The vast majority of Chi-Town citizens are normal people, much like you and I. Maybe some of you reading this wonder how that can be. You say to yourself 'I would never support such a man as Emperor Prosek and his Regime.' The sad fact of the matter is that good people have supported evil regimes all through history. With that in mind, we should look at their society; from the educational system to popular culture, from economic practices to their method of governance, in the hope we can find common ground. Since much of the way we view the world is formed by the age of 12, the educational system plays an important role in the development of that paradigm. Therefore we will turn our attention to that are of life in Chi-Town first.

### School and Education in Chi-Town

With the enforced illiteracy of Chi-Town many would question how the CS can educate its citizens. While some will scoff at the Chi-Town Educational system, the fact is it works. Perhaps only the NGR and Lazlo educational system work better. Unlike our system here in Lazlo where the objective is to enlighten and teach the student to learn, Chi-Town attempts to produce good citizens. And they do that job well. They produce citizens dedicated to their ideals, willing to work and perform whatever job assigned, who don't question or disobey.

### Structure

The Chi-Town Educational System (CTES) is based on a combination of a Pre-Cataclysm German and American educational models, modified to suit the needs of the Coalition. The CTES has 5 levels; Foundational, Elementary, Standard, Technical, and Advanced. All Chi-Town residents go through the first

three levels of education. With only those who show promise going to Technical Level education facilities and only the best and brightest being allowed into the Advanced Level institutions. Let's take a look at each level.

### Foundational Level

Foundational level schools are similar to the old American Kindergarten through Fifth grades. These are small schools with typically less than 200 students, located in the various neighborhoods on each level. Naturally the Lofty Foundational Schools have better equipment, better instructors, prettier surroundings and a more demanding curriculum, but the same basic lessons are taught. This level of school is provided by the State at no charge as it functions a vital role in the proper socialization of the youngsters. Children are taught their colors, how to read a clock, and the basic iconography used by the many machines of the Coalition States.

The rooms are often decorated with pictures of the Emperor and Joseph the First. Just before nap time they are told tales of the heroic men and women in the Army who fight off the nasty creatures who lurk in the shadows. They pledge allegiance to the Emperor in the morning, Chi-Town at lunch, and the Coalition States in the afternoon. They sing simple songs and learn rhymes that reinforce their loyalty to the State and the Emperor. Propaganda disguised as Fairy Tales, called Truth Tales by the Coalition, teach the children of the evilness of Magic and the Supernatural.

A favorite of the Foundational Schools is the tale of Little Red Riding Hood. With a few adjustments. In their version, Little Red is an innocent farm girl, who works on a Coalition owned cattle ranch. She is on her way to visit her grandmother who once served in the CS Army. On her way she is continually tempted by a Wolfen Mage, whom she resists. Upon her arrival, she discovers her Grandmother has been taken control of by the Wolfen, who is devouring her alive. Once the Wolfen finishes his meal, he turns his attention to Little Red. She is nearly seduced by the Wolfen's offer of power, as she has not paid attention to the instruction she received in school on how to resist such magics. Fortunately a CS Psi-Stalker and his Dog Pack happen by, and sensing the magic energy, rescue Little Red and destroy the Mage rather handily. Other favorites include versions of Hansel and Gretel and Snow White.

Children are also taught about Dog Boys and Psi-Stalkers and how important it is to cooperate with ISS Peacekeepers. They are given toys fashioned after the latest CS Armor and Vehicles. Again, using stories, play time, songs and a continual barrage of images, the CS teaches loyalty first to humanity. That the group must be put before the individual. Games are designed, or rigged for the more cynical, to prevent an individual from winning. The rules of the game force teamwork and group efforts. Of course all children wear state provided uniforms to school. The uniforms look very much like CS Army uniforms, with a bit more color and not quite so many skulls.

Discipline is also strict. Infractions of the rules result in harsh paddlings, but those who follow them are given much praise. Students never question their teachers. A class full of five year olds setting at their desk, quietly drawing or listening raptly to their teacher without ever squirming can be a frightening site. Physical activity is encouraged and even at this young age competitive team sports are played among classrooms.

In fact, competition is an important aspect of the curriculum. Students know that those who do poorly will be sent to lesser Elementary Schools. Those who excel are rewarded with toys, candy, vids of popular cartoons and the like. This is also a calculated move to instill an early value of materialism in the children. The CS rightly supposes that if they become caught up in the pursuit of goods and creature comforts, they will be willing to do whatever it takes to protect those creature comforts.

The State also begins testing for aptitude at this stage. However, this is mostly preliminary data collection to be used as a barometer in the next phase, to see how well the child is developing and how well the doctrine is taking root. Occasionally a child who is not learning his lessons of loyalty is held back. Additionally, testing for psionic potential begins at this age. This is done in two ways. First, a great many teachers possess some minor psi-sensitive powers to begin with and are constantly on the lookout for other psychics. Teachers are rewarded for alerting Psi-Net to potential psychics, especially those with the potential to be

Master Psychics. Second, Psi-Net sends an officer to each classroom at least once a year to talk to the students about avoiding odd looking people, the dangers of magic and what to do if they should see a supernatural creature. While the officer is there she will also do intensive scans, looking for children with potential that the teacher may have missed.

### Elementary Level

Elementary Level schools are the equivalent of old American Junior Highs or Middle Schools. At this level, things become more competitive and the courses harder. Team Sports are even more heavily emphasized. Coalition History is studied, and the History of Chi-Town is studied as well. Students learn about the system of government and about the CS Army. They learn about important Generals and battles, and a bit about other Coalition States.

The methods used to teach these classes are quite varied, since text cannot be used. The most often used tool is simple verbal communication and rote memorization. The teacher will recite the stories over and over again, often in the form of a poem or using other mnemonic devices. Music is also frequently used as it aids memory. Computers are voice activated and simple machines use icons to identify such functions as the on/off button. Chi-Towners often have phenomenal memories, much like preliterate cultures throughout history.

Some elective classes are now allowed. Mostly these are music classes, home economics, sports and a few art classes. Students are encouraged to take these electives. They have found that by funneling the students' creativity into artistic endeavors aggrandizing the state, it increases patriotism and loyalty. One should realize that these are carefully controlled classes where students are not encouraged to branch out. Rather they are kept within strict guidelines of what is or is not acceptable. For example, most music classes involve learning how to play state approved songs, marches, and popular tunes. Sculpting and drawing classes focus entirely on the Emperor, the Army, and associated symbols.

As in earlier grades, uniforms are still required. And the education is provided entirely free of charge. Students also continue to earn rewards for achievement. Those who excel are given music and vid discs, toys, tickets to popular movies, clothes and any number of other items. Again, this reinforces the materialism of the State and makes the citizen that much more willing to protect what is theirs.

Testing takes a greater role at this level. Tests determine which of three types of Standard school they will attend. One group of Standard school for those who will attend Technical Schools, another set of Standard Schools for those destined for the Advanced Level schools and lastly those Standard schools for those who will go no further. The vast majority go to the last type of Standard School.

### Standard Level

Standard Level schools are the equivalent of old American High Schools, with students entering at age 14 or 15. The exception being that there are three different types of Standard schools, but they all share a few things in common. Uniforms are still required and the by now familiar faces of the Emperor and Joseph the first are still omnipresent. The State still pays the full amount of the schooling at this level. Students are now allowed to participate in individual sports such as wrestling and boxing. They have by this point been tracked to what their occupation will be. The different curriculums prepare them for those occupations.

Most (88%) Standard schools teach a variety of occupations, from farming to delivery of goods, from service sector jobs to retail jobs, but no factory worker or waste disposal jobs, as these are done by 'bots. These schools prepare the average Joe Coalition citizen for his job. Elective classes have been effectively discontinued and most students are cooping. That is they attend classes part of the day and work in an apprenticeship program part of the day. Voice activated computers using vid documents teach the students the basics of the chosen profession, they are also required to participate in simulations of real life business transactions. The Army and ISS do most of their recruiting for basic positions from these schools and are quite successful. For these Standard Level students the course of study lasts between one and two years.

The second type of Standard Level schools prepares the 10% that attend them for Technical level schools. The curriculum is designed to find which Technical profession the student is most suited for serving in. The fields include basic machinery repair, medical assistants, teachers, and the like. For these students Standard Level typically lasts only a year. Just enough to determine their exact position.

The third and fewest in number are the Standard Level schools that prepare the 2% of students that will go on to Advanced Level education. The most important aspect of education at these schools is the fact that the students are taught to read and write! They are taught basic leadership skills and the principles of the scientific method and logic. Although 90% of the students in these schools are from Lofty families, young people from lower levels who show potential are allowed to attend. There is no class restriction on these schools.

### Technical Level

The Technical level schools are designed to prepare nurses, secretaries, teachers, repair people and robot operators for their occupations. These students are some of the luckiest Chi-Towners. Serving Lofties and high level government officials, they fill important midlevel functionary positions. Training is hands on, with a computer terminal always nearby. These voice activated computers can answer questions and administer tests. Competition is fierce, as those who performance is the best can expect high paying jobs that allow them to live in the better neighborhoods. Each Technical Level school focuses on one field and students travel to the school they have been assigned to attend. There is a cost associated with these schools, in that the State requires students to pay 20% of the expenses.

### Advanced Level

Basically these are the Colleges and Universities. The two most famous are the University on the 40th level and the Military Academy where Army and ISS officers are trained. This is where doctors, engineers, high level administrators and the executives of the few private industries. They are literate and know more of Pre-Cataclysm times than your average citizen. They are also the most loyal citizens, for they have the most to lose from a changing of the guard. The students attend classes, party, and take part in extracurricular activities much like university students have throughout the ages. Course work is extremely demanding. Students often have 50-100 pages of material to read for each class each night. Failing grades are considered anything less than 80% so most students spend much of their time studying to avoid that fate. All students take rhetoric classes and the course of study is broad. If they are to be the leaders of Chi-Town they will have to wear many hats in their lives and the University prepares them well for it. Physical education classes are also part of the curriculum, as the CS believes that a strong body strengthens the mind. These who are the elite of the elite, the privileged few who will be Lofties, are grateful for the opportunity presented and generally excel. There is a cost associated with Advanced Level schools, in that the State requires the student to pay for 50% of the expenses. This is done to keep to many low levelers from climbing the social ladder.

### **Burbs Education**

Education in the Burbs is much more catch as catch can. Other than the established communities of Hillcrest and Cityview, there are no formal educational systems. The youth of the Burbs are taught what their parents and friends know and that is the sum of their education. The occasional Rogue Scholar will try to educate these poor folks as best he may, but most have little time for such luxuries. They are too busy trying to scrape together a living. Hillcrest and Cityview have educational systems similar to that of Chi-Town, the main difference being there are no Advanced Level schools.

Having looked at the way in which citizens of Chi-Town are educated, it is little wonder the Emperor has been able to find support. Through calculated gambits that would have made Machiavelli proud, he and his regime have constructed an educational system that uses natural human tendencies to control the populace has worked. From the time they enter school until the time they enter the workforce, they are taught the

importance of humanity first and that the Emperor and his Regime are the only means to protect their way of life.

## **Chi-Town Culture and Society**

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Having examined the Chi-Town Educational System and the way in which youngsters are socialized, it is time to focus on the social lives of the citizens of Chi-Town. Much can be learned from how people spend their money and their time. With that in mind this essay will focus on the daily rituals and important events in the lives of Chi-Towners. The ceremonies they use to mark significant milestones and how they enjoy themselves are the questions this essay will attempt to answer.

### **Vidcasts**

One thing all Chi-Towners have in common are the vidcasts presented by the Imperial Broadcasting Service. Most of these vidcasts are in the form of speeches or propaganda promoting the stance of the State on whatever issue is at hand. From warnings about the dangers of books and magic, to commentary on how the latest campaign against marauding D-Bee communities is coming along. As the State controls the IBS, nothing critical of the government is ever presented. Shows about politics are mostly shams, with the viewpoints of the commentators carefully planned by state approved speech composers. These types of broadcasts take up a full 50% of broadcast time.

The next type of programming, the most popular by far, takes up 35% of broadcast time. These are various sporting events, from Wrestling to Basketball, Football to Boxing, Chi-Towners love sports. And the more competitive, the greater the contact, the better. Demolition derbies and hovercycle races are also popular at all levels of society. While popular, athletes are not seen as heroes. That status is reserved for CS military heroes. This is accomplished by keeping the salaries of athletes comparatively low (most live on levels 10-15). The teams are owned by Lofties of with excellent reputations and the State retains the right to change owners whenever it wishes to do so. Athletes are rarely allowed to be interviewed without a state censor standing nearby. Advertisers are also prohibited from using athletes as endorsers of their products. The CS realizes the potential power a popular athlete could have over public opinion and has therefore taken these steps to prevent that from occurring.

Next comes entertainment programming, like comedies, soap operas and dramas. These make up only about 10% of programming on the IBS. The shows are insipid for the most part. The story lines are mostly CS propaganda disguised as a plot, similar to the old After School Specials and teen programs used by the American Empire in Pre-Cataclysm times. Action-adventure shows focus entirely on the efforts of the Army and the ISS to defeat the inhuman threats that could destroy the CS. Soap Operas are little more than soft-core sex shows with a bit more plot than most pornography. They primarily focus on the bed-hopping and conniving schemes of the Lofty main characters. Most of the stories are written by government appointed writers and then censored by a separate agency. The actors are treated in the same fashion as athletes, for the same reasons. It's not uncommon for a Chi-Towner to see an actor or actress from their favorite vid-show picking up vegetables at the corner grocery store.

Commercials make up only a small fraction of programming time, around 5%. The small percentage of time devoted to commercial advertisements stems in part from the IBC not being a commercial venture. The funds raised by this small amount of advertisements are sufficient to defray the cost of operation. The

government also considers the propaganda value of the IBC as more than worth any additional cost. Additionally these advertisements are tightly monitored, with strict regulations as to what claims an advertiser may make.

## **Music**

Concerts and music are an important part of the life of most Chi-Towners. Whether it is a few good friends playing at the neighborhood bar or the rare large scale concerts in sports arenas, music is alive and well in the Coalition States. Naturally, there are strict rules about what the lyrics may say. The fact that anyone can turn a musician in, combined with stiff penalties, and most musical entertainers don't dare risk it. Of course, with the ease of making recordings in the modern age, there are some protest and antigovernment songs that seep through the cracks. The biggest market for these is in the Burbs, as few citizens agree with the protests, let alone are willing to risk prison just to listen to such music. Any music published or distributed inside Chi-Town has to first be approved by CS censors. Again, this is to protect the citizens from dangerous ideas. As for the types of music, there are three main varieties that are popular: Jazz, Classical, and Rock and Roll.

Jazz is the music of everyone, from Low Levelers to Highbrows, Chi-Towners love Jazz. Most of the state controlled radio stations broadcast Jazz music as the main feature of their programming. The style of Jazz ranges from slow, sensuous torch songs, to up tempo dance music. Another thing Chi-Towners love is dancing, even dances for youngsters are happening affairs, with none of the girls on one side, boys on the other side that occurs in many places. From an early age, Chi-Town children are taught by their parents to dance, either in the home or through classes. The state encourages this for several reasons, discussed later. The popular dances are energetic and physical, reminiscent of that from 1920's pre-Cataclysm America.

Classical music is mostly popular among Lofties, though many official state songs have Wagnerian overtones (Think 'Flight of the Valkyrie'). Many of these songs are quite popular among even the Low Levelers. Lofties like the elegance of the more somber classical music and enjoy formal concerts and balls that would rival those of Elizabethan England. In fact few Lofty parties are considered complete without a string quartet to play at the affair.

Lastly, and perhaps not surprisingly is Rock and Roll. Although it tends to be the music of the young and Low Levelers, Rock and Roll still permeates Chi-Town. Of course, some of the teeth have been removed from the music form as Chi-Town censors insure the rebellious overtones are kept out of the lyrics. Most songs are hard driving songs, with heavy base lines and an emphasis on guitar not vocals or lyricism. As with everywhere and everywhen else in the Megaverse, speed-junkies like PA and Robot pilots love it.

## **Holidays**

The other side of the coin, in the private lives of most Chi-Towners are the ceremonies that mark the important milestones in their lives. While the CS government forbids religion of any sort, they realize how important ceremony is to everyday citizens and have responded accordingly. From holidays marking important CS events, to the everyday ceremonies the Chi-Towners celebrate as hard as they work.

There are five major holidays in Chi-Town. First is New Years, still January 1st little has changed from the American version from pre-Cataclysm times. The evening before is spent in drunken merry making to greet the New Year.

The next major holiday is known as Thaw Out, a celebration of the return of Spring in March. The day is meant to recognize the re-growth of human civilization. Formal ceremonies, usually races of all kinds from sprints to hovercycle racing, emphasize the point of Humanity moving forward. The Emperor gives a speech and recounts the triumphs and struggles overcome since the last Thaw Out. Then the rest of the day is spent, by those of age, in the arms of a lover. This serves as a type of fertility ritual, emphasizing the importance of birth and growth. Many a child is born in November, the happy outcome of a Thaw Out well spent.

In late May, Freedom Day is celebrated, by spending time with the family. The Emperor again makes a speech about Humanity standing triumphant against the dark forces that assail it from all sides. Parades are common in every neighborhood and people gather to have picnics and play sports with their friends. Most business are closed and ISS and Army troops are given a bonus in their paycheck and additional vacation time for serving on this day.

At the end of August, Chi-Town celebrates the anniversary of the attack by the Federation of Magic and The Campaign of Blood in 12 P.A. This is the most somber of holidays. Vidcasts focus entirely on the ISS and the Army, talking with honored generals and showing footage and commemorations of important battles. The Emperor gives a speech and in a formal ceremony awards the Imperial Medal of Honor for recipients from that year. People spend the time thinking about loved ones and friends lost in the battle against the supernatural, as everyone knows somebody who has served. The day has is a somber occasion.

The last important celebration is Emperors Day in December. Mostly, this is just a week long vacation, spent with friends and family, eating and thinking about the bounty of the past year. No formal ceremonies, but people exchange gifts to represent the gifts of prosperity and security the Emperor has given to the people.

## **Sex**

Besides sports, music, dancing and parties there is one other important aspect of Chi-Towner social lives that needs to be considered and that is the attitude towards sex. Much can be gleaned from a societies' attitude toward sexual matters, as they touch on the fundamental issues of how a people view themselves. To gain a proper prospective one must look back at the early days after the Cataclysm and move forward.

In the first years after the Cataclysm humanity was concerned only with survival. Population was down to near extinction levels, and the primary concern was maintaining the population, in order to insure future generations. Of equal concern was insuring genetic variety. To this end, many communities adopted a policy of each child birthed by a woman was to have a different father. Children were raised by the community, and even though the institution of marriage survived, it no longer held monogamy as a central tenet. Of course many communities adopted differing strategies, but by all accounts, this was the policy adopted by the community that would become Chi-Town.

These early practices have had a long-lasting impact. Chi-Towners are generally of the opinion that sex is to be discussed openly and freely and practiced in much the same manner. Recreational sex is considered a healthy and normal part of life, and there are very few Chi-Towners with hang-ups about sex. This attitude stems not just from their history, but from their present as well. First of all, children, even those born out of wedlock, are always considered a blessing. Humanity has a world to conquer and it cannot do that without a sufficiently large population. The state insures that children are taken care of, adopting those that cannot be properly cared for by their parents in many instances. Secondly, effective contraceptives have made accidental pregnancies a thing of the past, so few people ever have undesired children. Third, between Psychics and advanced drugs, most social diseases have been eliminated or can be easily cured. Lastly, Chi-Town teaches a humanistic philosophy. Morality is based on what best ensures the survival of the state and humanity and monogamy is not necessary to ensuring that goal.

This is not to say that Chi-Towners have no rules about sexual relations. They treat rapists and molesters harshly, having contempt for someone who would violate another human in such a manner. Exclusive homosexuality is frowned upon for one reason; such unions don't produce children and are therefore seen as less than desirable. However it is not illegal and few people have any problem with people who are bisexual, or with someone who has the occasional homosexual tryst. Of course, sexual relations between Humans and Psi-Stalkers are technically illegal, but that law is rarely enforced unless the couple attempts to marry or is too flamboyant. The same is true of human-dog boy relationships, only those laws are enforced. The dog boy usually being put down and the human sent to reeducation.

Naturally, the rich live by a different set of rules. Interspecies trysts among Lofties are quite common. Many are bored and have nothing better to do than experiment, and as long as it is done discreetly there are no

negative repercussions. Lofties rival the ancient Romans in their freewheeling sexual practices. Perhaps surprisingly, marriage is an important part of Chi-Town society. Most people marry and stay with their partner for their lifetime, raising their children as married couples have down through the ages. Divorce is rare. As both men and women are more accepting of a sexual dalliance by their partner and are conditioned that sex for recreation is acceptable. Due to that fact, sex outside the marriage is frequent. On the other hand, long term affairs seldom occur.

The last aspect of sexuality in Chi-Town that needs examination is Chi-Town's 'sex industry.' Prostitution is legal, albeit regulated. Brothels are restricted to certain areas and must meet zoning regulations. The facade of the building has to be tasteful, no overtly advertising the business that goes on inside. No flashing neon signs or XXX banners are allowed. Additionally, all prostitutes, both male and female, must pass monthly physicals, both through traditional medical techniques and psychic methods.

On the lower levels, unlicensed prostitutes and brothels are fairly common. And even licensed the licensed brothels are of a lower quality than their counterparts on the upper levels. These LL prostitutes are looked down upon, seen as low class walking disease factories. However, men and women of the upper levels who are sex professionals are well respected. Going to a brothel on the upper levels or arranging for an 'escort' from one of those brothels is considered socially acceptable.

In conclusion, Chi-Towners aren't much different from people of other technologically advanced enclaves in the way they spend their free time. But one cannot forget the influence of the state and the way in which even recreation is used to enhance those traits it considers desirable.

## **Chi-Town Politics and Government**

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### **Coalition States Government**

It is common knowledge that the Emperor and his War Council rule the Coalition States with a tight grip. It is also little secret to the learned that Emperor Prosek has modeled himself after Adolph Hitler, infamous ruler of the German Empire in Pre-Cataclysm times. It is then little wonder that he has attempted to model his government and society after that of Nazi Germany. It has taken years to achieve this goal, but the Emperor has succeeded.

While the current CS regime is a mix of socialism and totalitarianism, that was not true in the past. Chi-Town started out as a benign community with a socialistic government. To survive in the changed environment, the community that would become Chi-Town had to focus on the group and not the individual. The community had a mayor and a council. The mayor was generally a man or woman who had demonstrated their ability to lead the community against threats of all kinds. From demons to monsters to D-Bee raiders. While the mayor held a great deal of power, it was not absolute. He acted much like a tyrant did in ancient Rome. During a war or an emergency the Mayor held near absolute power, able to command the resources of the community in whatever manor he or she saw fit. However, once the emergency or war came to an end his power was greatly diminished.

During peace time the method of governance was fairly simple. The council members ran for office and were elected by a simple majority of voters. All adults were allowed to vote. The Council could not create laws on their own. Rather, their job was to suggest laws. The citizens would then vote on those laws and in order for them to pass the law had to be agreed to by 2/3 majority. Once the laws were enacted, it was the job of The Council to enforce and carry out those laws, acting more as administrators than as rulers. Their



powers were limited since they could not act outside the bounds set forth by the laws enacted by the citizenry. The Mayor acted as a chairman for the council, maintain order at the meetings. The community tended to enact laws that distributed its resources to those who needed it most.

Much like the Ancient Roman Empire before it, this system of government had within it the seeds of its own destruction.

By 01 P.A. Chi-Town had grown large enough to require a more complex system of government, basically the early system with several more levels added to it in a pyramid scheme. The city was divided into various sectors. Each sector had a mayor and a council. The Mayor and one Council member from each sector made up a High Council. From within that council one member was elected High Mayor. By this point the military had become a separate organization. Even though the leaders of the military technically answered to the High Council, more often than not the two worked together. In fact, military leaders often held seats on the High Council. However, it wasn't until 10 P.A. that the High Council and the Military leadership realized the ease with which they could manipulate the system.

Up until this point the CS had a small division of magic users, mostly Line Walkers and the occasional Mystic. Chi-Town had not taken a stance totally against magic, though they were weary of it. This wasn't to last. As the power of the Federation of Magic grew, and the military and civilian leadership began to feed information about the goings on in the ruins of Chicago, the citizens became less accepting of magic. The citizens eventually decided to outlaw the study and use of magic. And in so doing the leadership realized how easy it would be to seize power. Then came the attack by the Federation of Magic.

Gen. Joseph Prosek used the old war powers act from Chi-Town's past to assume absolute control during the war. By the time the war was over, the Federation of Magic routed and the Campaign of Blood finished, Joseph the First was so popular that when he declared himself Emperor for life there were few voices of protest. Joseph the First used his new power to do several things. First, he strengthened the military, making the Army even more powerful. He also began to restructure the government, a task his son, Karl, has since completed. It was thanks, in large part, to the achievements of his father that Karl has been able to mold the Coalition to fit his vision of conquest.

The present Coalition government has taken several elements from its roots in the old Chi-Town system of Mayor and Council. Several changes and additions have been made. While the military has always played an important part in Chi-Town government, in the current system it predominates. Secondly, government control of industry, economy, and personal freedoms has greatly increased. Lastly, the current system is bifurcated, that is it has two separate divisions that answer to one central body.

All the power of the current government rests in the hands of the Emperor, and to a lesser extent, the Executive Council. The Administrative Arm and the Bureaucratic Arm both emanate from the Executive Council. The two Arms have differing goals and means to carry them out. They are not intended to be equal, in fact the AA has a great deal more power than the BA.

The Bureaucratic Arm is based off the old system. Each level of the Fortress City elects a council and a mayor. The Emperor and Executive Council have to approve the elections and may remove someone from office for any reason. Elections occur every two years. Additionally, every five years the Emperor and Executive Council select one member from each council and one of the lofty mayors to be on the High Council and to serve as High Mayor respectively. The High Council and Mayor serve as a liaison between the Executive Council and the lower councils. And the positions are little more than a reward for service to the state. The council and the mayor implement the orders of the Executive Council on a local level. They also pass suggestions along to the Executive Council. Of course the suggestions are rarely anything controversial. The councils and mayors serve another important function. It makes the people feel involved in governing themselves, even though they aren't. Often the Emperor and the Executive Council use the lower councils to begin an initiative, leading the people to believe that the government is responsive to their desires instead of the government dictating to them.

The Administrative arm is composed of all the organizations headed by members of the Executive Council. The Executive Council meets each week to discuss business and the Emperor may call a meeting at any time for any reason. Part of the Council is made up of various military heads and the rest are in charge of various civilian departments. Each of the Departments represented have some measure of control and answers to the Emperor.

The Department of Public Information is headed by none other than heir apparent, Joseph Prosek II. The Department of Public Information is responsible for insuring the IBS works smoothly and watches over it to ensure it follows the party line. This branch is also responsible for creating and executing the propaganda campaigns necessary to keep the public in line. Under Joseph II's leadership the branch has excelled. They keep the public convinced of the need for a xenophobic, expansionist policy, that reading is dangerous, and a hundred other policies.

The Justice Department is responsible for seeing to the trial and punishment of criminals. It is headed by Judge Bradley Martindale. The criminal justice system of Chi-Town is a simple and direct one, using an adversarial system. It does not use trial by a jury of one's peers however. Each level of the city has several Circuits. Any crime committed is tried in the Circuit in which it occurs. However, the actual Courts are all held in one central Justice Department building, a massive structure on level 25 of Chi-Town.

A typical criminal trial goes something like this: the accused is given a Defense Counselor and the state is represented by a Prosecution Counselor. Both the Defense Counselor and the Prosecution Counselor work for the Justice Department, albeit under separate divisions. The Prosecution Counselor comes before the judge, making the accusation and presenting the State's case. The rules for evidence are very relaxed. The accused's past, both criminal and personal, may be used against him. Hearsay is admissible and PsiNET Mind Melters are often used to 'extract' the truth from the accused. The Defense Counselor then presents a defense using many of the same tactics. The Judge presides over the entire procedure and acts to ensure the law is followed. Once both sides have presented their case, the Judge decides guilt or innocence and hands down a sentence. If convicted, the accused has one appeal. If that appeal fails, the sentence is carried out swiftly.

All relations with friendly kingdoms (NGR, Whykin, Cordoba Republic) are dealt with by the Department of Foreign Relations. This department, headed by Professor Carla Korehira, handles the staffing and dispatching of Ambassadors, establishing exploratory committees and sending negotiation teams to establish trade relations. The department does not deal with hostile kingdoms, as that is left to the military. All Ambassadors have to make weekly reports to Professor Korehira's office and she passes along that information at the regular Council meetings.

Doctor L.J. Kloniki heads up the Food and Drug Administration. The Chi-Town FDA is no mere regulation agency like its predecessor in pre-Cataclysm America. The FDA is in charge of regulating the massive farms and ranches controlled by the CS, establishing the means to distribute those food stuffs, and decisions such as which crops to grow and in what combinations. Further the FDA directs research into new drugs and their applications, including the life and youth prolonging gene treatments.

Doctor Matthew Fronval heads up the Department of Medicine, which works closely with the FDA. This Department controls all the hospitals in Chi-Town. Furthermore, anyone wishing to practice medicine has to receive a license from the Department of Medicine that must be renewed each year. In order to receive a license, the applicant must have first graduated from the Medicine School at Chi-Town University and must take a series of tests to prove not only their skills as physicians but also their loyalty to the CS Government. The department also sponsors and controls all medical research that goes on in the Coalition States.

The Department of Cybernetics grew out of the Department of Medicine into its own agency. It is headed by Doctor Thomas Clinton. The job of this department is to review requests for cybernetics and bionics, to regulate the production and distribution of those cybernetics, and to develop new cybernetic devices. This department is also responsible for approving Doctors for learning how to install and repair cybernetics and insuring that those doctors follow the party line.

Another closely related department is the Department of Science, headed by Doctor Victoria Lansport. This agency is designed to develop, test, and implement new applications of science for both civilian and military use. From the newest cleaning robots to the latest energy assault rifles, the tech was developed by the Department of Science. It is also responsible for developing new computer and robot technology. It also decides which companies may produce high technology items and licenses the outlets that may sell such items as well.

Tyler Wilpepper is one of the most powerful civilians in Chi-Town. He heads up the Department of Industry, which controls all production and industry in the Coalition States. It is this department that owns and runs all the major industries in the Coalition States. The executives of those corporations are all appointed by this department and answer to Wilpepper who answers to the Emperor. The few privately held corporations receive their license from this agency. Any company that loses its license reverts to the control of this department. And the department can revoke a license at any time for any reason.

It is easy to see how this system allows the Emperor to maintain tight control over the Coalition States as all avenues of power lead directly to him and any who defy him can expect a quick and fatal fall. It also maintains a facade of civilian participation to keep the populace believing they have input when they do not.

## Classification of Human Subspecies

To: Department of Taxonomy  
From: Taranis, head of Research  
Re: Taxonomic classification of human subspecies

As you are well aware, the race dubbed alternately "humans", "Terrans", and "Man" has proven, throughout the wide history of research in the Three Galaxies to be one of the fecund, sprouting new branches in practically all areas they settle for more than 3 generations. I have undertaken, over the past several months, to classify each of these subspecies of humans and provide each with their vulgar title and any peculiarities when a mating with another subspecies occurs. Crossbreeding methods were standard for such studies, involving mechanical fertilization in a controlled environment and the force-growth techniques evolved from cloning methods developed last year. Longitudinal studies have shown these results to be 95.78% accurate.

---

### Human proto-species -*Homo sapiens sapiens*

This subspecies is the base according to which all others are compared, and will henceforth be referred to as "Humans". While they lack some of the advantages inherent to their close-cousins, they have also proven to be the most numerous and vital. Why this is, I am not sure, but they seem to be present in every dimension capable of supporting their rather frail physical structures, and appear to have immigrated to some that are hostile to them.

---

### Ogres -*Homo sapiens rudus*

These appear to be socially degenerate humans originating on from an undetermined dimension. They have superior strength and endurance to humans, but sacrifice only a small degree of the human's natural charisma and attractive physical features. Much larger than humans, many of their own females are sterile, further strengthening the theory that they are degenerate or mutant humans. Their immense size is supplemented with a natural ability with animals, and as such are well-suited to fields which involve handling non-sentient creatures of comparative size. In crossbreeding studies, it has been found that nearly

94% of cross-breeds will be of the rudus subspecies, and even those cross-bred with lemuria (q.v.) tend to appear as ogres even after the manifestation of the lemuria traits.

---

"True" Atlantean -*Homo sapiens thamaturgus*

This subspecies appears to be any evolutionary offshoot of humans, with significantly enhanced physical and mental abilities; the reason for this is not entirely clear. While it is theorized that long association with supernatural forces and high technology has allowed them to more fully develop, but why this has not occurred in other groups closely associated with those two forces is unclear. In crossbreeding experiments, this subspecies varies from humans only when combined with that race. The resulting offspring share many of their *H. sapiens thamaturgus* parent's traits, though the advantages are moderated somewhat by the influx of human blood. It is theorized that a careful breeding program would yield a population that is made up solely of *Homo sapiens thamaturgus*, but such a program is likely to be less than cost-effective and quite time-consuming.

---

Human, Wormwood -*Homo sapiens chernoybl*\*

This variant is almost identical to normal humans, and can be considered such in most respects, save for the innate toughness and complete lack of psionic abilities. In a magic-rich environment, such as the Three Galaxies or Rifts Earth, their natural bodies are the equivalent of light body armor, and they can inflict damage on the toughest of materials with hand weapons. Crossbreeding possibilities appear to be normal, save that cross-bred offspring born off the planet Wormwood will not have their parents' innate toughness, while those born on the planet will lack psionic abilities, even if the mate is of the lemuria subspecies (q.v.).

\*Chernoybl is a word from the human language of Russian, meaning Wormwood. One of my lab assistants preferred its sound to that of Wormwood, so it was used instead. The classification of this group as a subspecies is disputed, even amongst our own research group, due to the seemingly environmental source of the physiological differences.

---

Psi-Slayer -*Homo sapiens nex*

Psi-Stalker -*Homo sapiens sangius*

These two, closely related, subspecies appear to be native to the dimensional nexus dubbed "Rifts Earth", and are quite rare elsewhere. Aside from minor physiological differences between humans and the *sangius* subspecies (lack of hair and generally paler complexion, as well as height and physical abilities rivaling or surpassing the *thamaturgus* subspecies); the major difference comes from their digestive systems. These two subspecies feed on Potential Psychic Energy to a much larger extent than material nourishment. This is discussed more in-depth elsewhere, so I will save my comments on their peculiar digestive system, instead focusing on the crossbreeding results. Again, their principle difference is most visible when mated to humans. In this case, their offspring are as likely to be human as of their individual subspecies. Longitudinal studies with certain blood-lines has shown the trait which causes an individual to manifest as *nex* or *sangius* is recessive, and can be passed on in carrier form through several generations. Those individuals that do not manifest as *nex* or *sangius* seem to show a slightly higher incidence of psionic ability and natural aggressiveness, but the test populations were too small to draw conclusive verifications of this tendency.

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Achilles Neo-Humans -*Homo sapiens superbus*

Psi-X Aliens -*Homo sapiens bradfordii* \*

These are two artificial subspecies, resulting from experiments on the previously referenced Rifts Earth. The abilities of these subspecies are phenomenal, yet very heavily biased towards psionic ability. No known members have practiced magic, save through the aid of a greater entity. Laboratory crossbreeding has resulted widely variant offspring. While many are viable, many more have unstable genetic structures resulting in dangerous and deadly mutations in nearly 75% of offspring. This result is likely due to unorthodox experimental procedures. Amongst those that were viable, approximately 65% manifested as their non-superbus or non-bradforii parent (more in special cases, such as lemuria, praxia, and amazonia [q.v.]), with the others varying in power from slightly above human normal to full superbus or bradforii abilities. There is a demonstrable tendency towards psionics in non-superbus or non-bradforii offspring, with a full 50% having psionic abilities of some sort. However, the non-superbus offspring also scored low on magical aptitude testing, with only some 10% capable of dealing with even the most rudimentary of magical theorems. When the two are crossbred, the result is often (95%) an unstable mutation, with the remaining 5% evenly divided between full superbus and full bradforii strains.

\*The classification of bradforii is the result of much research and comparative study with other mutants from the Lone Star facility on Rifts Earth. All show a subtle but distinct similarity in their genetic engineering, indicating that the same person engineered them. Given Administer Bradford's degree of control over the facility, it has been named for him on the assumption that he is either the primary engineer or authorized the engineering.

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Zentradei -*Homo sapiens zentran*

Tirolians -*Homo sapiens zor*

These two closely related subspecies hail largely from a single dimension. Both appear to be genetically altered humans, though their precise origins and who performed the alterations were unclear to this researcher. It is interesting to note that the zentran subspecies appears to be effectively immortal while they remain in giant form, or at least possess a greatly lengthened life span, with specimens still being in their prime after 400 or more years. Both show caste-oriented specialization in both physical and mental abilities, as well as a predisposition to certain kinds of manipulation, specifically size change (amongst the zentran subspecies) and cloning (amongst both). While both subspecies are cross-fertile with other human-based subspecies, their genetic predispositions make normal pro-creation difficult. Many infants are stillborn, still more are simply unable to conceive, even amongst their own subspecies. Those that are conceived, either biologically or in a laboratory, show a slightly higher incidence of psychic sensitive abilities, and tend to be of the gender of their zentran or zor parent. Also, some of the caste-oriented traits common to their zentran or zor parents become manifest, such as increased strength and decreased intelligence being common amongst those of mixed human/soldier zentran stock, though in no known case are these as severe as those of their zentran or zor parent (i.e. The offspring will be generally stronger and generally less bright than their human peers, but weaker and brighter than zentran soldier-caste peers).

---

Marduk- *Homo sapiens alus*

Zentran- *Homo sapiens alus-Zentran*

Meltran- *Homo sapiens alus-meltran*

Physically, there seems to be little difference between these subspecies and humans (for alus) or *Homo sapiens zentran* (for alus-Zentran and alus-Meltran)(q.v.), save for unusual coloring in all three subspecies, with hair tending towards metallics and longer than average life spans amongst the alus subspecies. It is also interesting to note that, while they have the advantages associated with the castes of the zentran subspecies, they do not possess the disadvantages (such as a warrior's decreased intelligence). Due to different methods of size increase, alus-Zentran and alus-Meltran are smaller in their increased size than the zentran subspecies is in its. Laboratory testing with these three subspecies has revealed that all are fully cross-fertile with other human subspecies, though their increased life spans may result in a much higher incidence of mutation.

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Praxians -*Homo sapiens praxia*  
Amazons -*Homo sapiens amazonia*

These two subspecies are marked by increased physical abilities and features generally found attractive by males of all human subspecies, but also by aggressiveness and a pro-female viewpoint found unorthodox by most male-biased human societies. They are interesting in their overwhelming predisposition towards female offspring. The vast majority (approximately 85% of the amazonia subspecies, and nearly 100% of the praxia subspecies) will be of their mother's subspecies, save in instances of matings with the lemuria subspecies (q.v.), and even then the offspring show the same proportion of females as births to human/praxia or human/amazonia cross-breeds (100% and 85%, respectively).

---

Children of Earth -*Homo sapiens terram*  
Children of Light or Lugh -*Homo sapiens mercuria*\*

These interesting subspecies seem to be the result of a cross-species mutation specific to some locales in Rifts Earth. They are considered to be a subspecies because their abilities, including a binding with either light or earth, seem to be passed down family lines. However, since children having no terram or mercuria (indeed, even completely non-human) heritage can be placed amongst these communities and gain similar abilities, their classification is in debate. The possibility to manifest traits of either mercuria or terram is documented even in offspring that have many traits of their other parent, further casting doubt on these results.

\*The classification "mercuria" apparently comes from Earth History. The Ancient Roman Empire, in conducting their pre-conquest surveys of areas currently inhabited by the mercuria subspecies (known locally as "Britain" or "England"), referred to a god known as "Mercury", who was quite popular amongst the native peoples. Later scholars assumed that the Romans used a Roman name for a local god with similar attributes, so they could more clearly communicate with their government in Rome. The god most closely related to this Mercury (apparently, the Olympian, Hermes) was Lugh. Following the human tradition, the Roman or "Latin" form of the name is used here.

---

Sea Titans -*Homo sapiens lemuria*

This very rare subspecies is also one of the many native to Rifts Earth, specifically the Pacific Rim region. The result of an unfortunately unrepeatable magical mishap, this subspecies has many interesting attributes. First, they appear to be normal members of their non-lemuria parent (or humans, if both are of lemuria) until they reach sexual maturity, at which point they invariably manifest as lemuria. This includes an apparent lack of aging, high psionic ability, lack of need for nourishment, and a strength and physical structure rivaling that of young dragons. Cultural constraints channel them into a single field, but those raised apart have shown a greater than average aptitude for magic and more specialized psionic fields, without sacrificing any of the human talent with technology. It is interesting to note that all offspring resulting from a cross-breed with lemuria are invariably lemuria, with all abilities of their non-lemuria parent disappearing with the manifestation of the lemuria traits.

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Thus concludes my extensive research into the taxonomy and crossbreeding of the various "human" subspecies. I would appreciate all comments on this work, as well as any additions that need to be made to the file. I would like to thank Jori Esterholme Windblade and Karen Freeman for their invaluable clarification regarding several species native to the dimension that originated the praxia, zentran, and zor

subspecies, as well as my research assistants, Drs. Pepper and Davis. As per our previously agreed upon contract, all research materials above are owned by the Siembieda Corporation based on Center, and their use is not meant to infringe upon copyrights, patents, or trademarks of that Corporation. The words and applications belong to Taranis, AKA Mark Hall, and were copyrighted in the one thousand, nine hundred and ninety-ninth year since the beginning of the Common Era Calendar.

## RIFTS Megaverse Timeline

### RIFTS Megaverse Timeline

<u>Date</u>	<u>Event</u>
°	Time/Megaverse begins
???	The First Rise from Primeval ooze
???	Cosmic Forge Created
5,000,000	Center built on Phase World
???	The First destroyed
???	Cosmic Forge hides itself from existence
???	Mechanoids created on Homeworld
???	Mechanoids wiped out
60000?	End of genocidal war of Dominators in the Three Galaxies
50612? B.C.	Splugorth discover Kydians
47000?	Xy the Great Old One is transformed into Thoth
35613	Splugorth discover Kittani
10000?	Humans crash land on Terra Prime (Phase Dimension)
6000?	Second Epoch of Magic begins
	Noro-Ironee War / Obliteration of Ironee
5612?	Lo Li journeys to Earth
3670?	Center opened as interdimensional gateway
3090	Rahu-men establish community in Himalayas
2740?	Splugorth attempt to conquer Center
1500?	Chiang-Ku leave Earth
1200?	Consortium of Civilized Worlds created
	End of Transgalactic Golden Age
272 A.D.	Library at Alexandria destroyed
387?	Splugorth conquer Altarans
1100?	Vampires invade Northern Europe
1300?	Tarnow Crystal discovered in Poland
1387	Olympian Club founded
1400?	United Worlds of Warlock create
1492	Columbus discovers America
1512	Manoa rifted off of earth
1519	Hernán Cortéz begins conquest of Mexico and S. America
1600?	Tarnow Crystal lost in river
1851	Ley line activity begins on Mars
1859	Darwin publishes On the Origin of Species

1903	The Wright Brothers make first powered flight
16-Jul-45	First atomic bomb detonated at Alamagordo
1953	Watson & Crick create the first model of DNA
1956	Ley line activity on Mars ends
4-Oct-57	USSR launches Sputnik
1963	Victor Lazlo meets Lo Fung in Korea
20-Jul-69	Neil Armstrong sets foot on the Moon
1973?	Robert Nois invents microprocessor
1987	Victor Lazlo disappears
1998	Splugorth attack the Gods of India
2024?	Golden Age of Man begins
2069?	Golden Age of Man ends
2070	Project Achilles begins in Argentina
2071	Mindwerks sued over defects in M.O.M. process
2086?	Battle of Guada Marta in South America
December 22, 2098	The Great Cataclysm begins
	Post Apocalyptic Dark Ages begin
	Atlantis reappears
2098	Manoa rifted back to rifts earth in South America
2099	First Millennium Tree begins to grow
2099?	First Jungle Elves arrive in South America
	Kingdom of Maga formed
2108?	Plague kills survivors at Aberdeen
	Archie goes into hibernation
2118	Republic of Columbia formed
???	Mechanoids reemerge
2153	Angel Herrenisel emerges from Mindwerks complex
2158?	Mindwerks begins kidnapping humans
2161	Cibola rifted to earth in South America
2165?	Mindwerks aligns with Brodkil Empire
2188?	Grizzly Carter is rifted to Earth
2194?	The Great Cataclysm ends
2198	Splugorth invade Atlantis
2198?	The New German Republic forms
2208?	Archie awakens and murders humanoids
	Archie goes into hibernation
2224?	Nationalization sweeps orbital stations
2228?	Vampire Wars of Columbia begin
Sunday 11 p.m., 2228	The Night of Blood-- Republic of Columbia
2258?	Archie awakens and forms "God" community
	God community destroyed by Splugorth
2283	KLS deploys Glitter Boy Mark III
2286	Post Apocalyptic Dark Ages end
	Celtic Gods and Fomorian reappear in Scotland



2286?	La Fortaleza, Columbia built
<b>2287 A.D./1 P.A.</b>	<b>Post Apocalyptic Calendar begins</b>
	Pharaoh Rama-Set takes control of the Phoenix Empire
3	The Bloody Campaign
	Mind Bleeders appear in Europe
12	Invasion of Chi-Town area by Federation of Magic
21	Cyber-Knights appear in North America
26	KLS deploys Glitter Boy Mark IV
	D-center at Azlum opens The Portal
32	Kingdom of Tarramore founded
37	Erin Tarn is born
February, 38	The Gargoyle Empire invades the NGR
2-Sep-41	Mrrlyn reappears in England
43	Marsalis joins Mindwerks
46	Karl Prosek born
51	Hera slaughters True Atlanteans
	Sunaj begin to eliminate True Atlanteans
51?	NGR deploys X-500 Forager Battlebot
55	Joseph Prosek forms Coalition States
60	Triax makes first contact with Coalition States
61?	Subs formed in Ciudad Juarez
63	<u>Humankind's Rise From Chaos</u> published
67?	CS develops "Dead Boy" armor
68	CS attempts to contain Magic Zone
73	Cyber-Horsemen arrive on Earth
	Vladapar establishes himself in Europe
78	Joseph Prosek II born
	UAR-1 deployed by CS
79	Golden Age Weaponsmiths Inc. begun
81	Xiticix appear in North America
	NGR deploys XM-270 "Mosquito"
81?	NGR deploys X-10A Predator
	Wyatt Hallaway begins to rebuild El Paso
82	Last humans on Mars perish
83	NGR develops EIR program
84	Alliance of Lizard men and Dragonwright in South America
	Kingdom of Lagarto formed
85?	The Revenge of Blood begins against Chi-Town
88	The Battle of Eagle Peak
88?	The Revenge of Blood ends
August, 90	Doc Reid forms Reid's Rangers
91	Gilgamesh the Wanderer appears
	Near victory for Columbia in Vampire Wars
94	NGR deploys X-535 Hunter

	King Peter Wojtla discovers Tarnow Crystal
	Victor Lazlo is rifted to the NGR
95?	Naruni Enterprises discovers Earth
96	NGR deploys X-545 Super Hunter
	Freya is kidnapped by Hera
96?	Corellion forms the Sons of Quetzalcoatl
97	Dr. Gray Matter created at Lone Star
	King Arr'thuu takes the throne of New Camelot
	Sir John Brisbane publishes <u>A True Account of my Experiences within the Well of Wisdom</u>
98	KLS deploys Glitter Boy Mark V
99	La Fortaleza, Columbia besieged by vampires
99?	Wellington Industries begun
100	Erin Tarn writes <u>Traversing Our Modern World</u>
	Clan Skellian returns in full to Manoa, South America
101	CS deploys Skelebots
May, 101	Erin Tarn journeys to Mexico
Spring, 101	Erin Tarn is rifted to Wormwood
August, 101	CS troops dispatched to Minnesota
April 10, 102	Professor Cudbury sets off to South America
102?	Edict of Planetary Distress issued by Plato
	Archie summons Mechanoids to Earth
	CS deploys Nightwing Attack Aircraft
November, 102	First Transcript from Cudbury expedition to South America
103	Free Quebec negotiates trade deal with NGR
	NGR deploys T-550 Glitter Boy
	The Four Horsemen of the Apocalypse appear in Africa
	The Gathering of Heroes
	Katrina Sun joins the Gathering of Heroes
	Gargoyle Empire prepares for offensive
	Chipwell Armaments Inc. enters arms market
103?	CS deploys Grinning Skull Main Battle Tank
March, 103	Second Transcript from Cudbury expedition
May, 103	Erin Tarn is rifted to England
	Third Transcript from Cudbury expedition
July, 103	Fourth Transcript from Cudbury expedition
August, 103	Fifth Transcript from Cudbury expedition
September, 103	Sixth transcript from Cudbury expedition Autumn
103	Erin Tarn journeys to the NGR
	First envoy from CS sent to Republic of Columbia
December 9, 103	Intel. Op. G15 suggests CS alliance with NGR
104?	Erin Tarn publishes <u>Wormwood, A Distant Land</u>

# Weapon Types and Classifications

Thanks go out to Shawn Merrow for giving me the idea for doing this in the first place, Rodney Stott for keeping me going on it, the guys on Strangeness and Prepost for dealing with posting it for them to look over and act as editors. Well on to the real show. This can be used in any high tech game. It was inspired by both Shawn and Rodney commenting on the number of people asking how various weapons worked. This is a quick and simple way of how they work. I am not going to go into the various subtypes of each weapon, the theories behind them, or the fun equations. This is based off various AP classes in high school, and 2 years of advanced science theory in college. And when I say advanced theory, I mean advanced theory, since I can go through and pound out the equations of how to figure the thermal shock wave that results from plasma interaction with air and solid matter..... ugh..... on to the show....

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## Weapon Descriptions

### 1. **Laser** (Light Amplified by Stimulated Emission of Radiation)

Lasers are the mainstay of most sci-fi/high tech games out there. They are simple, elegant, and cheap weapons compared to most other energy weapons in sci-fi. Simple because there is no need for massive cooling, heating, compression or other such equipment, just a focusing chamber of some sort.

Elegant due to the precise damage that it can inflict and the lack of sound by conventional physics other than a slight hum. And cheap for the same reasons it is simple, the lack of complex systems.

Lasers inflict damage entirely through exciting the molecules in the target to a higher state of action. In other words, it burns either a nice hole or melts a section away due to high heat in targets with low water concentrations and causes targets with a high water concentration to undergo explosive vaporization of the targets fluids. So upon hitting a high density composite armour, the laser causes an area on the armour to melt away, revealing either a deeper layer of the armour or exposes whatever is underneath the armour to further damage, whether that is structure of the item or the poor pilot.

While being a very effective weapon under optimal conditions, the laser drops in effectiveness under adverse conditions. Optimal conditions for a laser are conditions not found within an atmosphere. Environmental factors including particles in the air, humidity, and other common occurrences, when combined, render the laser as a weapon best suited for use in outer space. Particulate matter in the air tends to scatter the beam, reducing the amount of energy that arrives at the target location; this lowers the amount of damage done to the target (no duh). Humidity in the air poses another problem for the use of lasers in an atmosphere. At the front shock-cone (the point where the laser is moving through the air), the temperature is high enough that it can no longer hold humidity and the rapid cooling of the air after the beam has passed through, result in an interesting phenomenon. This causes the humidity in the wake of the laser to condense into a fine line of mist in the shape of the beam in the air for approximately 2-6 seconds afterwards. This is known as a DEW (Directed Energy

Weapon) Line, and provides everyone in the area with a straight line between the target and the firing unit.

## 2. Ion Weapons

The category of Ion weapons covers a broad spectrum of weapons. These types of weapons are slightly higher up the technological ladder compared to lasers, but not by much. They use most of the same systems as a laser with the addition of a system to gather and compress ions from either the surrounding environment or from a special reaction mass container. The addition of the compression system increases the weight, bulk, and cost and reduces the range of the weapon when compared to a laser. But these reductions are offset by the significantly higher damage potential and reduced energy requirements of the weapon. Firing a stream of low mass, low energy ions, down an ionized path to the target, ion weapons are related to the more advanced particle beam type weapons.

While a laser does damage through extreme heat, Ion Weapons acts almost as a sand blaster at the point of impact. The particles in the ion stream wash across the target surface, stripping particles from the target. A secondary effect of Ion based weaponry is an electrifying effect caused by the interaction of the ion beam with the target surface. While not damaging in itself, this effect can be quite horrifying to watch as ultra-low power lightning bolt crawl across the surface of the target.

Overall, an ion weapon is as effective as a laser weapon. While a laser weapon suffers due to particulate mass between the weapon and the target, the ion weapon actually functions better with the intervening particle mass. This is due to the particle mass in the way being added to the beam, replacing ions lost at the trailing edge of the beam. While humidity poses a much lower problem to an ion weapon, the problem of DEW Lines is still inherent, though not quite as obvious or as long lasting in the air. While the laser is a weapon best suited to use in a non-atmospheric environment, the ion weapon is best suited for use in terrestrial conflicts. To simplify the production of most ion weapons and to also lower the weight of the weapon, most ions would use some method of collecting the ionic mass for firing from the air around it. While effective in an atmosphere, in space, this tends to have no effect.

## 3. Plasma Weapons

Contrary to popular belief, Plasma is not super napalm. Nor is it some sort of ultrahigh temperature gel generated within the gun. Plasma is another way of looking at matter beyond solid, liquid, and gas. By the simplest definition, plasma is ultrahigh temperature substance somewhat like a gas and a liquid at the same time.

Plasma causes damage not only through high-energy discharge on the target, but also through extreme heat, severe ionic charging of the target surface, radical decomposition of any organic or semi-organic components of the target, among other forces. The high-energy discharge makes reference to speed and mass striking the target, resulting in damage with no equivalent in modern weapons. A 50g (1.5oz, about 1/9th of a pound) cadmium telluride pellet turned into plasma would have more damage upon impact than a 150mm tank shell. The standard plasma weapon used in Rifts is what is sometimes known in physics as a "Free-range Plasma" (FrP) weapon. This type of weapon uses ambient molecules and energy from some source to form a high-energy plasma, which subsequently ejected from the weapon at high-speed at the target.

While achieving incredible amounts of damage, Plasma weapons are among the least power effective weapons in existence. This is primarily due to the weapon having to gather enough mass together, and then heating the mass up to the point where it becomes plasma. Another drawback of this type of

weapons is DEW Lines, a problem for all types of energy weapons. Whereas the DEW Line from a laser or ion weapon is a short lived phenomenon; the DEW Line from a plasma weapon has additional problems. The DEW Line from a Plasma weapon has a medium to long duration within the air, along with residual ionization effects of the air through with the Plasma weapon was fired. The residual ionization of the air can be detected long after the weapon was fired. This same ionization can lead to an increased number of lightning strike in the area that weapon was discharged for up to an hour after firing. An additional drawback inherent in plasma weapons is recoil. Unlike most of other types of energy weapons, plasma weapons expel enough mass each firing to achieve recoil. While the level of recoil is lower than that of a conventional rifle, persons used to laser and ion based weapons tend to be surprised by the weapon kicking when fired.

#### 4. Particle Beam Weapons

An outgrowth of both Ion and Plasma weapons, Particle beam weapons are among the pinnacle of energy based weapons. Firing a beam of heavier particles (Iron, Iridium, Cobalt, and Tungsten nuclei) at the target, Particle Beam weapons cause severe damage by numerous principles. The primary cause of damage is the impact of the particles in the beam. This causes effects close to that of an Ion weapon, the removal of layers of the target's surface. In the case of Particle Beam weapons, the damage is much higher than that caused by Ion weapons. This is due to the larger and heavier particles that compose the beam. The secondary cause of damage by a Particle Beam is severe ionization of the target. This is a much more damaging effect than the similar effect produced by Ion weapons. The ionization produced by a Particle Beam weapon is comparable to that produced by a direct strike from a lightning bolt. This can cause electronics to fail, organic material to decompose into their components, and other effects.

While being a devastating weapon, Particle Beams do have significant drawbacks. While a laser, ion, or even, to a certain extent, plasma weapons, all do generally the same amount of damage at all ranges, Particle Beam weapons experience a drop in power with the distance traveled. At extreme range, a Particle beam will only produce the ionizing effects, this is due to the particles in the beam having either lost most of their energy or having been lost from the beam. This can be countered by the lengthening and finer focusing of the Particle beam, but only to a certain extent. Another drawback is the high power requirements of the beam itself. While a laser or ion weapon requires very little power, a Particle beam requires significant power.

#### 5. Electromagnetic Kinetic Weapons

This is one of the broadest categories of weapons in science fiction. To make it a bit easier to understand, this subject will be cut into smaller pieces.

- **A. Gauss/Rail Weapons:**

Using a series of magnetic rings (in the case of gauss weapons) or parallel rails (in rail guns), these weapons accelerate a ferrous (Iron, Cobalt, Nickel, or alloys of them) projectile to speeds higher than those of bullets propelled by gunpowder. While each weapon type has its own inherent advantages and disadvantages; they are lumped into one group for simplicity's sake.

The average gauss/rail weapon can propel a projectile at many times the speed of sound and with accuracy equal or better than a gunpowder weapon. While these weapons might seem at first glance to be the best choice for modern weapons, this is not the case. While a gauss/rail weapon is more effective in most ways, there are aspects where conventional weapons overshadow them. Gauss/Rail weapons produce much higher recoil than conventional weapons, but not for the same reasons. While gauss/rail weapons are much more accurate than

conventional weapons, the maintenance for them is also much higher. After a certain number rounds fired from a gauss/rail weapon, the weapon must be checked to make sure that the magnets are in good condition or that the rails have not warped due to the forces on them. The number of shells this is required is much lower than that of a conventional assault rifle. While most infantrymen can carry a conventional weapon, gauss/rail weapons are much too heavy for use on other than tanks and vehicles of all sorts, including powered armours. The necessary ammunition drum for the gauss/rail weapon also reduces the mobility of the weapon.

- **B. Pulse Theory:**

In the early 1990s, research by the United States Government developed a branch of electromagnetic weapons that seemed to have solved the problems inherent in gauss and rail weapons. Called "Pulse Theory" by the researchers, this offshoot provided man portable firepower almost equal to that of a gauss weapon. By using two opposing magnets, the rear magnet fitted solid and the forward magnet with a small aperture in the center of it, the system could propel magnets at close to the same speeds as gauss weapons at a much lower cost. While seeming to be the alternative to gauss/rail weapons, pulse theory weapons would not displace the forerunners. Pulse theory weapons have a much shorter range than either gauss or rail weapons. The accuracy of pulse theory weapons is also much lower. The best use for pulse theory weapons was for artillery (by 1999 military documents) and small infantry weapons. As of 1999, the author of this document knows of no planned uses for pulse theory beyond what has been published.