

# FULL FICTION GUIDE TO LOTKA-VOLTERRA

Contains all official, published information about the fiction of Lotka-Volterra.

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## HISTORY

### TIMELINE

- 2018, 2nd of April – Nightfall
- 2022, Winter – Haven is founded (meaning most of you survived alone or in small groups, holed up wherever, for three years) in a large underground subway station.
- 2023, a group of military takes control over Haven and organizes its defenses
- 2025, the democratic movement in Haven achieves its first goals and general elections are called for a Citizen’s Council to have a hand in the rule of Haven
- 2026, central Haven is determined to be full, additional and less isolated tunnels are opened up for habitation.

- 2027, the first Tunneler “towns” appear in intersections and the culture becomes distinct from the central, Originals-culture
- 2029, the Outpost Program is founded. One expedition disappears, but Ithaca and Sparta are founded by successful groups, mere three days away from Haven central. They’re both old, small military shelters/bunkers. They are capped at 200 individuals. They have no room for expansion and are primarily for scientific exploration, information gathering and scavenging of materials for the production efforts in Haven. They’re closer to Haven than Thermopylae is.
- 2030, Winter. Thermopylae is founded. One of the three teams that tried to find practical ways of getting there was lost due to Enemy attack. Twelve individuals from the lost team survived and reached Thermopylae.

## THE ARRIVAL

No one knew where they came from. They appeared to our systems mere hours before they entered atmosphere. They hung there, enormous black hulks, kept still from unknown forces. Then, in one unified symphony, they unleashed destruction. The seas were vaporized by terrible bombardments, the enormous forests of the equatorial regions were set ablaze, the earth’s most precious natural resources destroyed. We, humanity, were exterminated almost as an afterthought. The tsunamis and the radioactive floods wiped out our coastlands, while the irradiated smog from the enormous fires destroyed our urban regions. Those living in rural areas watched in horror as the skies turned red, then black, as our civilization broke down.

Then came the second wave. It came in silence. Thousands upon thousands of intricate machines and strange biological constructs landed all across the globe, in a massive web. They started working, overturning the earth, and their work meant death for us. Even our skies slowly turned toxic, filling with carbon monoxide and methane.

Some tried to fight while others only tried to flee. At some point, we discovered that they would not go deep underground, and so old bomb shelters, mines and subway systems became our new homes. The breakdown of communication means that only old fashioned radio waves carry our communication and they, too, are unreliable. No one knew how many others escaped into the safety of the dark.

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## THE STARVING YEARS

As humanity retreated into the shadows, yielding the surface of the Earth to the unknown force that had claimed it, the challenges we faced gradually changed. What had been a matter of merely surviving until the next day, the next week, became a matter of finding a way to survive for a month or even for a year. At first, it seemed and felt as if there was no hope to be had - that we had simply exchanged death by radiation or asphyxiation with a slow death from starvation. And yes, many died that way.

But, in a display of the immense adaptability of mankind, we accepted the fact that our lives had been irrevocably changed, that the surface of the Earth was no longer ours and that we now had to sustain ourselves with what we had. Not even the most prepared survivalist had

been able to fathom a scenario where we would be forced to abandon all that which gave us sustenance and forge something entirely new in an ecosystem never meant for us. The years that followed became known as the Starving Years.

It is impossible to know how many people died in the initial attacks, but it is a certainty that most of those who had escaped died in the aftermath. Those who lived through those times often refuse to speak about them. The horrors of hunger and darkness are vivid in humanity's genetic memory and what happened between those who had helped each other survive, once they were trapped together without food, was unspeakable.

Yet, even as some fell to horrible fates, others banded together and found that their new homes did hold some hope for survival. People like us, here.

We found underground food stores reached through service tunnels, a few even dared raids to the surface in a desperate attempt at scavenging food. Some built primitive hydroponic systems from the scraps that were found.

The Starving Years took a terrible toll, and perhaps we would have died if it wasn't for a few important things we learned about the Enemy.

They did not seem to search for survivors, they never ventured below apart from a few rare exceptions. They did not seem intent on destroying property or stores, some of them even ignored our presence all together. We were just insects, grabbing at crumbs, while they were at work on something far greater in scope.

What is worse, do you think - being the enemy of some unknown, all-powerful Alien race, or being the irrelevant insects that sometimes get caught in their nets? Some argued that they hated us, that they feared us and wanted us destroyed as a species. Others concluded that we were just cockroaches, a nuisance but nothing more.

Even so, it meant survival, as long as there was food to loot in dangerous surface expeditions. Needless to say, everyone realized that this food would not last forever and raiding the surface to forage for game, grains or fruit sometimes yielded less calories than it took to bring it in, but it gave us some breathing room. We would have a chance to build something lasting while sustaining ourselves on the things left behind by a dead civilization.

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## HAVEN COLONY

In the thirteen years that have passed since The Nightfall - that is what most people now call the arrival, the last nine of those have been spent building up the place called Haven. It started as a gathering of people, a few souls that managed to eke out an existence against all odds. We built it and carved it out of a subway system, connecting both old fallout shelters and storage facilities with infrastructure and power lines. It became our great sprawling web of life.

At first, there was no real organization here. Everyone did what they could - some took up leadership roles just out of habit, others were elected by small groups to lead their particular efforts. It took almost a year until the first military-trained people took command of the defenses and made their own little hierarchy within a previously rather loose-governed group. There were a dozen different groups and at least twenty small micro-societies within the bigger one, and growing as more people found their way down.

In the year after that, media channels started cropping up, growing alongside the cables that were branching out within Haven's webbing. Elections were called, and the concept of citizenry was instated. It included everyone living in the colony at the time, but no others. Looking back, we all remember the results, but truth be told is that it wasn't a smooth process. People died, people were pushed out, ideas fought ideas through political organizing. It is as any birth of a nation - chaotic, bloody, messy but inevitable and ultimately necessary.

Today, Haven Colony is ruled in two different ways. You have the Citizen Council, elected on a two year basis, then there's the Operations, the military hierarchy that do not have any elections but whose high-ups are in close contact with the Council. Then, there are the four Whistles, the whistleblowers, individuals elected to be the watchers of the watchers. They're sworn to silence, but also get to sit in on all the meetings with the Council, the Operations or between the two.

It took a long hard political fight to get that idea through, but now we have something that is starting to look like a democracy. For citizens, at least. The people who've come later get to enter a probationary period of at least a year, to earn their keep. Air and food is not free here, and everyone has to contribute. If you're taking it up and not giving back, someone else goes without the things they need. Is it fair? Maybe not. We just happened to be first. But, it is necessary - they weren't here to build up Haven, we were. We had to do the dirty work, the hard work, but we carried through. We made this for us, and for them, and now they can reap the rewards.

We don't get that many stragglers any more. If you're on the surface you're either dead or crazy, but it still happens sometimes. Families or small groups who've been living all this time up there, skulking about at night and dodging machines and living off who knows what. We take them in unless they're batshit crazy of course, since they're obviously survivor material. Others we turn away, and sometimes they make trouble for us. We can't have trouble.

All in all, now, Haven has roughly four thousand people living under ground with more out in the colonies.

## LIFE IN HAVEN

The Starving Years ended nine years ago. That was the mark of the founding of Haven, the refuge of humanity – or what the survivors knew of humanity at that point. But, Haven today is not just a place to hide in or a concept. It is home to slightly above four thousand individuals, it is a birthplace of new cultural ideas and a melting pot of old ones. It is built on

a careful balance of resources and priorities, where small mistakes could have large repercussions.

## THE RUNNING OF HAVEN

Haven is structured like two pyramids, one of them is led by the military group called High Command and one of them is the Citizen's Council. Nowadays, they have a smooth and stable cooperation but it wasn't always so. As always, division of power always causes tension and some have those darker days fresh in mind. Still, for the last seven years, the Colony has been ruled in peace.

## HIGH COMMAND

High Command is responsible for all guns and weapons in Haven, who has access to them and who are trained to use them. They control the perimeters of Haven, the four entrances where goods are brought in or where expeditions go out. They are also responsible for training and maintaining a force consisting of 4 percent of the population (roughly 160 individuals), who are on rotating military shifts alongside other work that they're also required to do. High Command also holds a lot of unofficial power over the policies within Haven, but no formal authority.

## MEMBERS OF HIGH COMMAND

Federica Adenauer - Used to be a high officer in the German armed forces. Diehard militarist, but with a reputation of being fair and direct. Nostalgic and Isolationist. Handles most of the direct protection of Haven.

Charles Weiss - Once a British military intelligence officer, Weiss is the chief planner of the SurfOps from Haven and in other places. His main focus is finding strategies and tactics that work against the Enemy. Progressive, Interventionist, Militarist.

Karishma Khstija, called by her first name, "General Charisma". A scientist and extreme climber from India, she was part of the first people to settle in Haven. Has a lot of people loyal to her. Secretive about her opinions, but prefers to have a personal touch rather than delegate everything. Focused on the research into the Enemy.

## THE CITIZEN'S COUNCIL

The Citizen's Council is the ruling body of Haven's inner life. There are ten of them, and they are elected on a yearly basis from all recognized citizens. You only become a recognized

citizen after you have worked and contributed towards Haven's survival for a full year. Slackers or leeches are not welcome in this harsh environment. They also have "Branch Leaders", people responsible for a certain type of work and who take lead on the hierarchies performing said work, as well as four "whistles", individuals chosen to overlook the military affairs and be a bridge between the two groups. The closest thing to a police that exists is the Colony Security, who are not part of the military structure but rather report to the Citizen's Council. They only carry light arms but are meant as a form of lighter control and a balancing act towards the military, and were formed after the conflicts.

## MEMBERS OF THE COUNCIL

Currently, the council consists of:

- \* Agnes Faldman, Isolationist, Militarist, Collectivist, Nostalgic, ex-Military, Original
- \* Osman Adanlu, Isolationist, Democrat, Libertine, Nostalgic, Production branch, Original
- \* Elizabeth Roarke, Interventionist, Democrat, Progressive, Recycling branch, Tunneler
- \* Leila "Greenhands", Interventionist, Militarist, Libertine, Progressive, Sustenance Branch, Tunneler
- \* Henrik Andersson, Isolationist, Collectivist, Progressive, Energy Branch, Original
- \* Maria Russo, Isolationist, nothing more known, Intelligence branch, Original

In Haven, elections are coming up over the unfortunate death of Councilor Stansky. The elections will be held on Saturday, and the organization still remains a bit up in the air, since it was called on short notice. It will probably involve actual paper and the people in Thermopylae will also be allowed to vote.

Three individuals are up for election with a chance to win - Eleanor Mikkels, Ana Kuznetsov and Saladin Khan.

Eleanor is a heavy Militarist and Interventionist, who would like to see more control of basic functions and distributions in Haven, but based on individual effort and work, with a reward system set up for individuals who've done more than others for the community. She is an Original, with a background in the military but has since a few years back worked for the Civilian branches. She has a slight lean towards a Nostalgic outlook. Has no opinion about the new calendar.

Ana Kuznetsov is an Isolationist Democrat and a known Progressive Libertine as well as a talented scientist. She is popular due to her contributions to setting up the science labs of Haven as well as individual breakthroughs in recreating pre-Nightfall medical chemistry. She is a Tunneler but has managed to mingle with both communities through her individual achievements.

Saladin Khan is a Tunneler and a staunch Democrat Collectivist, without any strong stances on the approach to the Enemy. His focus has been the distribution of resources and combating corruption in Haven, as well as dismantling some of the Military's remaining hold

on power and putting it in the collective's hands. He opposes the creation of the new calendar.

## THE BRANCHES

Some of the branches are:

- **Residence Branch** – Tracks all habitable and secure areas and keeps lists of who lives where, as well as divides newly expanded areas to new citizens, and developing housing.
- **Sustenance Branch** – The biggest of the branches, covering both foraging and production of food. This includes hydroponics, mushroom farming, traps and expeditions to the surface.
- **Recycling Branch** – Handles recycling (primarily organic material for fertilization) and trash, as well as collecting and distribution of useful materials between areas of the colony.
- **Production Branch** – Responsible for the workshops and 'industries' that have been established, their production and the needs of the colony.
- **Sewage Branch** – Handles the sewage systems, sanitation and water cleaning.
- **Security Branch** – Handles the Colony Security and their assignments.
- **Maintenance Branch** – Handles repairs and constant improvements to the basic living conditions of Haven.
- **Energy Branch** – Handle the geothermal sinks, generators and cabling, keeps track of how much power different areas are using and makes sure the production is kept safe.
- **Medical Branch** – Handles, the best of their ability, the medical needs of Haven.
- **Communication Branch** – Handles the computers and wires of Haven, connecting different parts and trying to repair the digital or technical communication equipment that comes into their hands.
- **Military Branch** – The formal organization for the whistles. A small but symbolically important part of the structure.

There are a few minor ones, but these are some of the most important and defining branches of Haven. Every work-capable citizen is part of one of these.

As a citizen of Haven, you have to work a certain number of hours every month. Some jobs are half-hours (they count only half an hour per spent hour) while some are double hours. This is a way of regulating how hard people have to work, or a form of payment in the absence of an economic system.

Once you have contributed the right amount of hours and reported them to your branch, you are free for that month and can go on doing what you want. Many people keep on working on community projects even after work hours are over, since the job of maintaining Haven and making sure it resembles some place worth living in, is ever ongoing.



## TUNNELERS VS ORIGINALS

The oldest parts of Haven have become quite cozy with the years. They're based around a massive central subway station where rooms, old shops and galleries have become the homes of the people who've lived there the longest, and its decorated with sun-resembling lamps, lots of recovered fabrics in all sorts of colors along with plenty of furniture and other things taken from the shops that once existed there.

The further out you get, the more basic and bunker-like it becomes. The newest citizens live in homeless-like conditions without proper heating, waiting for the Maintenance Branch to catch up on their ever-growing list of things that need doing.

Cultural differences have also appeared between the newcomers and oldtimers of Haven, where those who have lived there a long time often claim to have invented or discovered a unique culture for Haven – especially those who came during the first two years. They have tried blending their musical styles and their trends into a single mix, rather than try to keep them separate.

When larger groups of survivors found their way to Haven at later times, they didn't quite assimilate into this unique 'Havenesque' or 'Original' culture. Around one third of today's population belongs to that original two-year group, while maybe 50% of the population came around 5-7 years ago. After that, there weren't many more survivors who had managed to make a living out there.

That group, the 5-7 year old group, have created their own culture, the 'Tunnel' or 'Tunneler' culture, taken from the fact that they survived Nightfall and the following years out in tunnels rather than in Haven or in organized settlements. They consider themselves harsher, rougher around the edges and not as comfortable as the people in inner Haven. They've also stuck to their own, old cultures more than the people who came first.

When the Outposts were founded, the Citizen's Council decided to leave the authority of those missions entirely in the hand of the Military branch. It was impossible to have an efficient, democratic rule when they were so isolated from the Council itself and communications were sporadic. They needed to be efficient. When volunteers were gathered for the missions, it was made clear that they would be put under military authority. In some cases, this was not a popular choice, and Haven did not manage to get enough volunteers in the first run. Some people had to be chosen from their respective work branches and were given over to the Outpost groups, which caused quite a lot of disgruntled voices.

Still, the community spirit and the realization that expansion was needed came first, and people united in the Outpost missions. That does not mean, however, that there aren't concerns that these Outposts might become bastions of military strength that won't be relinquished so easily. Some worry that High Command might even use them as bargaining chips towards the Council, but no such official concerns have been voiced from the council.

## PRIVATE PROPERTY

When the citizens of Haven are not working on their shifts or helping out with community projects, they are busy finding love, making friends and trying to find happiness like humans have done for ages. Some hold onto things from the past that means something to them while others find new things that they use to decorate their homes with or to create new meaning around.

But, nothing is simple in Haven. Property, especially, is a point of contention. Before you can keep something as your own, you have to do a check-up on it. Check it for contamination if it wasn't catalogued before, list where you got it, then have it checked against lists of needed things for other parts of Haven. The different branches constantly turn in lists of things they need to keep running, and these are distributed to the different Recycling centers so they can pick them up from where they're based.

If the local recycling center doesn't need it, then the thing is yours and is registered as your property. If it has no practical application at all, it is only listed as 'private item' and archived after testing, but anything that *might* be needed at some point, somewhere, needs to be listed in specifics.

These lists are primarily digital, and are kept in the central records of Haven – records that the outposts can access as well, to a degree. However, many also keep a physical list on them, because you never know when the system might break down – and these lists have become an important item to people in itself.

Note: When people go to Thermopylae, they make a new list for the things they bring – so make sure to have one with you, in physical form if you want to. Digitally, you will be able to enter such a list on your character profile once they are released, and we can grab them from there for the in-game data systems.

## ROMANCE

Romance is another interesting chapter in a community kept small, enclosed and with limited resources. Nearly everyone has an ex in their work shift, another one living in the area next to them and a current partner on the other side of town. Tension has forged many bonds, but broken even more. When trauma is experienced together, it tends to create temporary chains that only last until things calm down and the daily trials begin.

Some have even made joking illustrations of massive webs of people, all connected through love triangles, quadrangles and more.

And while love is rather free and unrestricted by number, gender, identity or ethnicity in Haven, just as equality has a firm hold in general, there is one part of it that is kept closely under guard. Children.

Haven has a no-children policy, but that is hard to enforce. People have taken to all sorts of methods – more or less reusable contraceptives, unsafe abortions, cycle planning and other

creative methods. Any children born will be taken care of and not punished, but the parents will be. They lose their citizenship and have to enter a new probationary period and they lose all privileges, and are severely socially punished as a consequence. A simple paternity test is still within the means of Haven Medical, and fathers trying to skip out after making someone pregnant are not only punished but severely ostracized.

However, there is a growing movement that is suggesting that opening up the child policy is one of the highest priorities of Haven and humanity as a whole, before too many years pass and people are too old to have enough children to ensure the genetic diversity. Especially with radiation possibly endangering it further with mutations or additional risks.

## CHRISTMAS TRADITIONS

Let's talk about Christmas traditions in Haven, and this last Christmas spent in Thermopylae. For the nostalgics, all the old holidays are worth remembering, regardless of where they come from. It's not like there is a lot of bounty in Haven that can get passed around or handed out as gifts, but small tokens of affection are still given – be it a knitted woolen hat, or some memento found on the surface.

Knowledge is even more important in this post-catastrophe society. It has become a habit and tradition to give lectures and show your area of expertise to friends and family. There is a chance that you will have at least a inkling of knowledge about what others are working with, since knowledge is traded like this. Perhaps, in time, none of you will remember the old holidays at all – that's why it is important to create new ones. So, at least among the nostalgics, Christmas is a time for sharing knowledge between each other, of show-and-tell and practicing things you're new to.

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## OUTPOST THERMOPYLAE

A few years after we founded Haven, it became apparent that its situation was unsustainable. It was growing too large, too fast, and everything from waste disposal to air recycling, from living space to plantation area was running out. In the paranoia and wariness over somehow attracting the attention of the Enemy, the colony had limits and extreme restrictions built into its very foundation. In order to both expand and also preserve its unique position, the Outpost program was founded.

Groups of individuals were chosen according to a diverse set of needed skills and sent out into the furthest and most promising tunnels. Some of them even traversed short stretches above ground in the search for more suitable areas to inhabit. Four teams were sent out - three teams reported back. One team never did, not even to this day. Two of the teams had found areas suitable for habitation - one close by Haven, one further away, and both were instructed to start building infrastructure and settle in for the long haul.

That is how the nascent new version of human civilization slowly started creeping out of its hole and out into the anthill that used to be the underground world of our old cities. The first two outposts were established; Sparta and Ithaca.

Just six months ago, four years after the first ones were sent out, we sent out two teams to locate suitable areas for new outposts. Two months ago, they came back to us, reporting that they'd found a place, a massive underground fallout shelter, protected from the ravages of the world to a large degree. The surface around it had promising areas and its radiation and toxicology levels were low enough that short-time exposure was possible. Once more, we decided to send brave citizens out to do what had seemed impossible - to reclaim our future, to settle new land for the people of Haven. You are those citizens, you are the second wave of people to inhabit the Outpost, chosen to make landfall and make it more permanent for the people who will come to live there. You will spend six months there before you can return home. You are the forerunners and the builders, the engineers and the leaders, the hydro-farmers and the soldiers that Haven and humanity needs.

The journey between Haven and Thermopylae takes six days. Four of those days are spent underground in subway-, rail- and cable tunnels, old sewage ducts etc, two days require overland journey. The overland days are by far the most dangerous. Rotations usually do not have any casualties during the journey, but the risk is always there. The route has been thoroughly mapped and much effort has been put into disguising or camouflaging it. The people chosen for a rotation are generally volunteers these days, which means that some people end up doing several rotations and others none at all. A rotation also counts for your mandatory work in Haven and carries some extra bonuses, so for some it is worth the danger and the extra effort. Others get picked to make up for empty spots and they tend to be less enthusiastic.

Thermopylae has 316 individuals living in it right now. Ithaca and Sparta vary between 100 and 150 individuals, and cannot sustain more than 200. Haven has 4211 registered adult citizens and 81 under probation. Haven has 19 children officially registered. 16 of them came as children, three are children that have been conceived despite policy against reproduction and survived.

People die all the time, from all sorts of causes, natural and otherwise. For any given rotation of Thermopylae during the expansion phase Haven expects a 5% death toll. So far, the actual number of deaths are lower than projection.

## LIFE IN THERMOPYLAE

### FOUNDING

A little more than six months ago, the first explorers from Haven found the overgrown but intact doors of the Thermopylae bunker. It took a long time to get them open, without the

option of using their blowtorch out in the open due to the great risk of discovery by the Enemy. When they finally did manage to open it, it was a group of extremely exhausted explorers who stumbled into the dry, abandoned tunnels.

It quickly became obvious that the bunker was everything they had been looking for – it still carried some storage of equipment, it had some old clothes, it had a lot of dry rooms and hadn't been touched for decades.

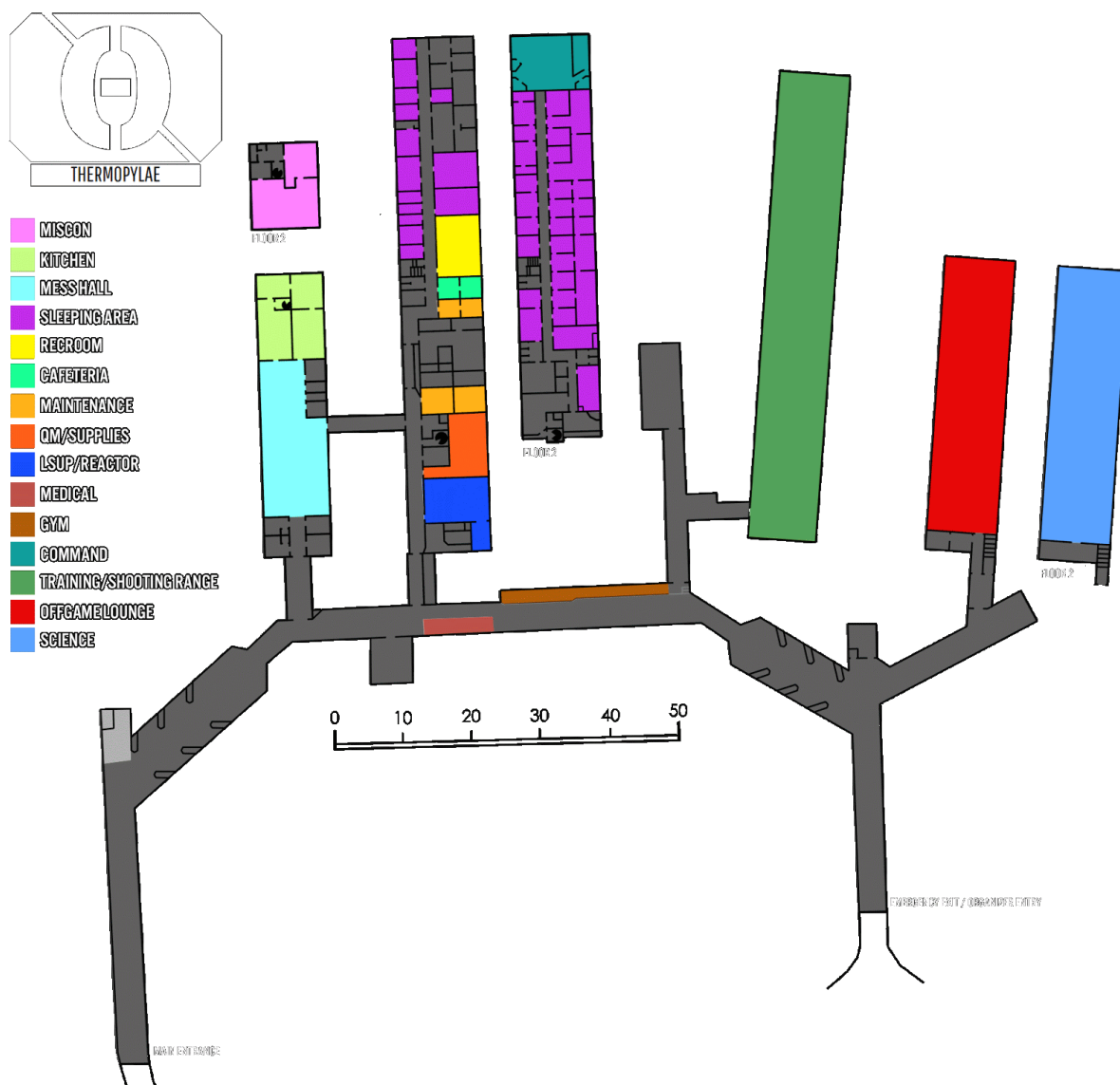
They returned to Haven who confirmed the findings and the quality of air, the spore free environment, all the signs that pointed to a habitable location. It was larger than Ithaca or Sparta, had more potential for a real human settlement rather than just a science outpost. Three hundred individuals made the dangerous trek across rough terrain and Enemy-infested ground, carrying with them all that they could for the restoration of the outpost. Dismantled machines, parts for building things on the spot, science equipment, weapons.

Two hundred and twelve arrived, after one of their paths to the Outpost was discovered by roaming Enemy biologicals and slaughtered. Only twelve survived from that group. These two hundred and twelve were the first rotation at Thermopylae. Only twenty of them remain today, the others have rotated back to Haven as newcomers have arrived to replace them.

## LAYOUT

Thermopylae is an old bomb shelter, made for enabling industrial production even after a nuclear strike. Physically, it has two safety layers – layers that are also used by the current population to safeguard against different threats than what it was built for.

It has the outer entrances, then it has the inner entrances that leads away from the main tunnel into the work sections. Here below you can see a preliminary map of the layout. It is not guaranteed to be accurate with how the game will actually be laid out in the end, because there are many factors that play a part. But, it gives an idea of Thermopylae and the flow of people and work.



## SECURITY

Formally, Thermopylae is a military hierarchy, but the people there aren't soldiers. The success of the Outpost program needs the approval of the people taking part. Therefore, complete discipline is reserved for emergencies or topside missions. The SurfOps and MisCon are all expected to behave like a military unit while a mission is ongoing and refusals or obstruction of the mission can end up with a trial. However, for other times or for others at the Outpost, the balance is a lot more careful. Too harsh military discipline in an environment populated by volunteers and civilians would end up badly.

In order to ensure a smooth way of handling problems, the Internal Security function from Haven was imported to Thermopylae. There, unlike in Haven, they are still part of the military hierarchy (Like everybody else), but they are still very different from a military unit. They are based on the principles of order, cooperation and non-disruptive solutions to conflicts. Some of them act as mediators, others as physical backup in case things go south.

The IntSec have learned a careful balance between the necessary slips – letting people blow off some steam, be irritated, complain or have some minor scraps between them – and the serious – causing injuries, order refusal, obstruction of work or other kinds of actions that disrupt the Outpost mission. Other important tasks is to take care of fire security, helping out with drills etc.

The IntSec are allowed to carry guns on their work shifts as part of their equipment. The only others who are allowed access to firearms are the Commanding Officer, the Executive Officers and the Head of Intelligence who may carry them at all times, as well as the Surface Operations squads during their missions.

## WORK

Everyday life in Thermopylae is significantly different from that in Haven. Here, there's no mandatory work for the month and then you're done: there's always something else to do if you've done your tasks. There's no room for people to only do what they're best at or what they want to do – everyone has to do the things that needs to be done, whether they're qualified or not when they first arrive. People are forced to learn quickly or they will soon find their stay a miserable one.

Most people in Thermopylae are not educated for the things they work with. It is very rare that a biochemist is available for the biochemistry tasks at hand, just like there are a major shortage of elite military personnel for the SurfOp ranks. Instead, people come from a wide variety of backgrounds and have performed many different tasks in Haven. A society entirely dependent on three people is not a stable one, and so spreading knowledge – teaching others what you know, and listening to the knowledge of others is an important aspect of Thermopylae – and Haven – culture.

It is difficult to be sent home from Thermopylae. Even if you do an awful job, you will be brought in line, rather than be sent home. The military leadership do not want to reward bad attitudes. The common 'punishments' available are various withdrawals of privileges – your personal property, your free time, your time at the video booths, your extra rations, your time at the gym – until work is all you have. If someone transgresses further, they are forced to work with the most gruesome tasks under threat of physical punishment, carried out by Internal Security.

## CULTURE

There are some important dividing lines between different cultures and groups in Thermopylae, outside the Values already described on the website. The Values of course have a strong impact, but they aren't the only ones.

Old-timers vs Newcomers – How long you've been in Thermopylae is of course a deciding factor when it comes to who gets a say about what. The rotation was 4 days ago, and before that, you have either been there for 4 months or 2 months. 20 people have been there for 6 months and 4 days. This divide is clearest between the newcomers and the rest, since the

new people needs to be taught the ropes and shown how to fit in. There's also some differing attitudes towards the people that have been there for over 6 months now – should they get to decide things simply because they founded Thermopylae or should the running be turned over to the new rotations sooner rather than later?

Originals vs Tunnelers – Do you live near the center of Haven or in the outskirts? This isn't always written in the characters but is up to you to decide when fleshing out your role.

Job Assignments – Even if people are rarely professional within their field, there's still a certain prestige found in being assigned to one job or another. Still, jobs aren't as strong an identifier as they are in real life, since the timespan is much shorter. Instead, they are more of something to be disgruntled with or happy over, a thing you were given that either matched you well or that didn't sit right. The longer you've been in Thermopylae, however, the more your job identity grows on you, and anyone who's been there for four months or longer has a strong connection with their shift mates.

## MIXTAPES



Nothing gets you through years of starvation and trauma like a solid mixtape. Haven has collected what music media has been found over the years, and while the library isn't very large it still has some pretty diverse music. MP3 players and CD records tend to break down but what has survived surprisingly well are cassette tapes. Some of these have found their way to Thermopylae, where they are highly treasured. And, naturally, shifts and groups have specific tapes which are their favourites, leading to some quarrels in the rec-room over which



tape to play when different shifts are all hanging out. These aren't all complete yet, some will have songs removed to fit a 90 minute tape and some will have songs added later on. There might be a few more tapes added as well.

Get to know the Thermopylae tapes here. Which one is your characters favourite?

Tape 1 – [The country tape](#)

Tape 2 – [Easy listening for iron youth](#)

Tape 3 – [The cold tape](#)

Tape 4 – [\m/](#)

Tape 5 – [Ernie don't surf](#)

Tape 6 – [Dads tape](#)

Tape 7 – [The french tape](#)

Tape 8 – [Space dub mixtape](#)

Tape 9 – [Beeps & blips](#)

Tape 10 – [The sad tape](#)

(If you don't have Spotify, the text lists are here: <https://pastebin.com/ieL4vS5H>)

## ALCOHOL

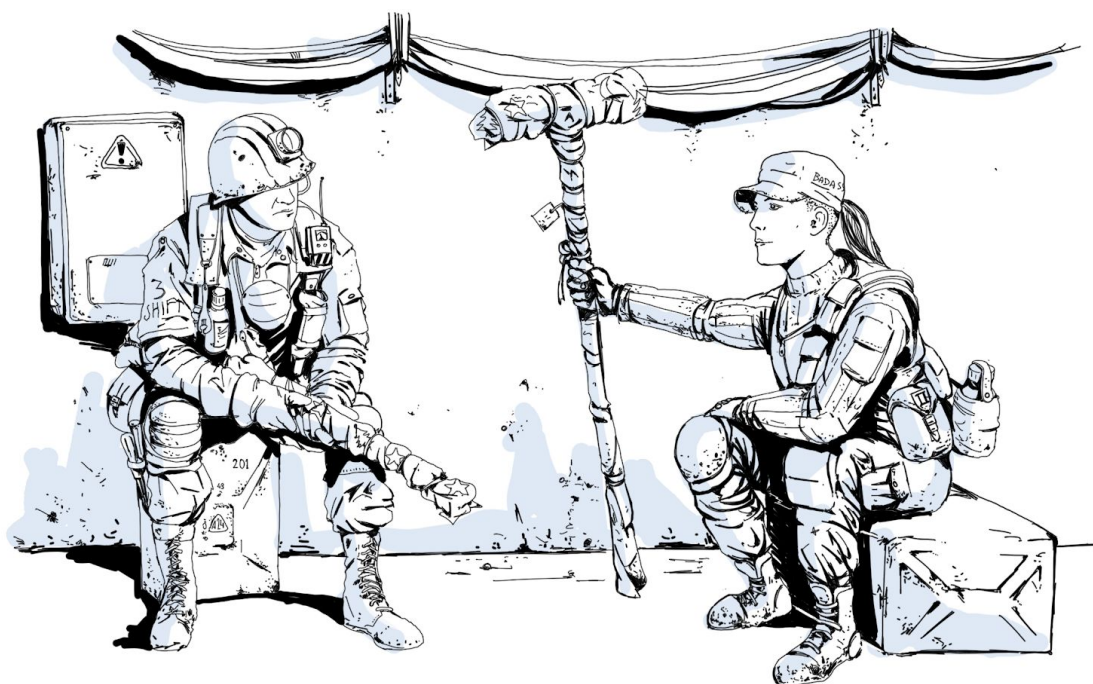
There is no official source of alcohol in Thermopylae. In Haven, some calories each month are distributed to the creation of alcohol for very special situations. However, alcohol has appeared in Thermopylae and Command has chosen to ignore it for now, as long as it doesn't affect available foodstuff supplies significantly and the intake of alcohol does not cause any problems or gets too visible. As for where it comes from, one of the popular theories is that the discarded and bad food that is being used, perhaps, for some kind of fermentation. Another theory suggests that a small group of individuals are regularly going a tiny bit hungry, just beneath their assigned levels, in order to try to scrape off some food and collect it for the process. Who makes the alcohol is supposed to be a secret, but it's a rather badly kept one...

## YOU ARE OUTPOST THERMOPYLAE.

The time is 5th of April 2031. 13 years after Nightfall. The place is Outpost Thermopylae. As an outpost, you have a wide variety of duties. Your primary task is military in nature: you are to provide intelligence and reconnaissance of Enemy movements and activities, and report it back to Haven. Every piece of information, every captured data communication or scrap of alien technology we can get our hands on increases not only our chances of survival but our ability to strike back.

You are also tasked with making repairs and upgrading the Outpost to a better state, and to occasionally forage on the surface for materials and supplies.

# THE ENEMY



## INVASION, OCCUPATION, GENOCIDE?

Nightfall was a full-on, shock and awe style invasion on a scale never before seen. The orbital bombardment was absolutely devastating, with severe environmental effects from the fallout and ash thrown into the atmosphere. Billions of people died, and major cities were wiped from the face of the earth.

The subsequent invasion was, however, not as quite as organized. It consisted mostly of tens of thousands of dropships disgorging a wide variety of robotic machines and strange non-sentient biological predators, seemingly at random.

One thing was clear; the ground forces seemed uncoordinated and not operating under reasonable tactical or strategic principles. They seemed more like predators, released into our habitat to wreak havoc and to kill off humanity over time. It's as if, once the initial bombardment was finished, tactical reasoning was secondary. Their machines and biologicals still hunt us, but they don't actively seek us out, and they don't seem to be able (or care?) to apply tactical sense and smoke us out once and for all.

What their primary goals are, we don't know. Some say it's genocide, others believe they might be xenoforming the planet or that they are simply collecting resources before moving on. A few loonies believe they are settling in and that we might be able to coexist in the future. Here are the most common theories in Haven about The Enemy threat:

## XENOFORMING THEORY

One of the most common theories about The Enemy is that they are a more or less "automated" advance party, sent to Earth to clear it out of sentient species and to xenoform the planet to some unknown future state, after which the real Enemy will arrive to settle here. There is much to support this theory; particularly the ongoing changes to atmosphere and climate, the building projects of the huge Machines spotted now and then, and the spreading of xeno bacteria and spores into the air and ground water.

The lack of any kind of communication between us and The Enemy, and the sometimes irrational, unintelligent and quite frankly unimaginative tactics and behaviours of the Machines also support this theory. As to what the Enemy might be xenoforming our planet into, and how long it will take is up for debate, and there is really too little data and understanding to make anything but guesses. The big question is: will the xenoforming reach a point where Earth will be uninhabitable by humankind – and if so, how long do we still have?

## GRASSHOPPER THEORY

Another common theory is that The Enemy is some form of automated resource collection on an interstellar scale, spreading like a grasshopper swarm. They arrive at a planet, eradicate all threats to themselves, and then strip the planet of whatever resources they need, then move on again. What resources that might be, how long that stripping might take, and what effects it will have on our ecosystem is not known, but the consensus is it will probably severely affect not only our climate but our planet's ability to sustain higher-order life.

Some observations make this theory plausible; such as the gigantic construction and "harvester" machines sometimes spotted, as they seem to be building strip mines and refineries. There also seem to be a steady stream of cargo tugs shuttling material between the Earth surface and the orbitals.

A few people in Haven seem to believe in the Grasshopper theory, but some believe that The Enemy might only be looking for specific resources such as complex organics or elements more complex than the iron-fusion limit of stars – elements we might be able to survive without or that there are enough of to make full stripmining unnecessary, and that The Enemy will sooner or later move on and leave us in peace once they've collected enough resources.

## RUNAWAY VON NEUMANN THEORY

Another theory is that of a Von Neumann system, a self-replicating and automated system for say, setting up interstellar colonies or spreading life, that has broken down and run rampant. That the purpose of the machines has become bugged or flawed, and that what we are seeing is basically broken programming in effect. That would explain much of the

strange behaviour and lack of communication. Maybe there was once a sentient species running these systems, but they are gone now and all that remains are the machines and bios, running on an endless, bugged loop.

Proponents of the Von Neumann theory also look for signs that the logic of the machines is degrading, giving some hope that maybe, with a push and shove and some time, the system will grind to a halt and that we will be able to defeat them then.

## THE ANSWER TO THE FERMI PARADOX

A small but vocal group of people have a theory about The Enemy being an automated force sent to eradicate or at least severely limit sentient species before they reach a technological and societal capacity to spread beyond their own solar system. That would explain why The Enemy seems uninterested in all other species on Earth except for us. Most proponents of this theory believe that there is an “apex race” somewhere in the galaxy – or that there at least once was – that wanted to make sure they never had to compete with other sentient beings.

Here are some descriptions of what Command and the people of Haven know about the Enemy and its behaviors. Not everyone is aware of all of this, but the information is out there for people who research the Ernies.

## XENOBHAVIOUR

The behaviour of the Enemy is something that has been much analyzed and discussed, and there are many theories to explain why they act the way they do. Their behaviour is puzzling. There does not seem to be any overarching strategy or tactical coordination, and most of the Enemy on the ground seem reactive and predictable in their actions. The biological entities seem mostly to operate on basic instincts, and the robotic configurations seem to operate on simplistic algorithms, patrol and swarm behaviours. Any sentient intelligence with a bit of tactical or strategic sense would realize there are pockets of resistance underground, and would systematically seek them out and eradicate them. They certainly have the means to and do not appear to be lacking any kind of resources. From what we know of the machines, there is no “grand strategy” or even strategic analysis – they simply patrol and react to human presence, but not in any real “intelligent” sense.

None of the biological entities so far encountered seem sentient, although it seems obvious that these entities are either bioengineered from scratch to fill some specific purpose, or are simply creatures of extraterrestrial origin that have received genetic and behavioural modifications. Most of these creatures are cunning and fiercely predatory (although a few are non-predatory and mostly harmless), but clearly lack sentience. They come in all sizes and shapes, adapted for a variety of climates and environments.

The biological entities seem mostly to be territorial (although not in competition with each other), and hunt in their respective territories. From what we have observed, most are omnivores and quite capable of sustaining themselves on both our fauna and flora. One important aspect of their behaviour and one that has changed since the first years is their

aggressiveness towards humans. Early on, they showed no significant aggression towards humans or animals, while as years have passed since Nightfall, their aggression towards animals has stayed the same while they have grown more aggressive towards humans. Now, they attack humans without exception. It's as if they have learned to be relentlessly aggressive towards us. They show no fear, no hesitation and never withdraw once engaged, instead fighting until either they are dead or the humans have died or been fatally wounded. Most of their biologicals hunt in packs, but seem to lack any form of social hierarchy or interaction. A few of their bios are lone hunters, and these tend to be night active. Fortunately for us, most of the bios are diurnal, moving about during the day, giving us some relative safety during the night time.

So far no meaningful communication has been established. There are data packets sent between machines, but they seem more like synchronization messaging, status reports or alerts, we have been unable to identify anything resembling sentience. There has, however, been encrypted bursts of traffic which we have been unable to decode, but it seems unlikely that there is any sentient controlling presence at work.

## XENOTECHNOLOGY & XENO BIOLOGY

The Enemy obviously have quite advanced technology. The mere fact that they arrived here, from somewhere outside our solar system, is proof enough of that. Their machines require advanced technology but seem purpose-built to certain tasks and are as such specialized and rather uncomplicated, even though we do not fully understand neither their power sources or computers and programming.

The Enemy seems to have decided against generalizations and miniaturization, instead opting for big, clunky and heavy duty machines with a singular purpose. Their weaponry is also rather uncomplicated and unflashy: magnetic rail cannons, different electromagnetic radiation emitters and close quarter weapons/tools such as saw blades, drills and cutting tools. Some of this technology we have been able to scavenge and repurpose, although most of the machine technology seem to require constant control input received over EM wave bands. Their most advanced ground weapons combine sonic vibrations with radiation, while the bombs used in the initial assault have not been witnessed again. That kind of fusion or fission weaponry seems to be lacking in the machines on the surface.

The most useful xenotechnology we have been able to capture and utilize are the fusion reactors and powercells. Their powercells are magnitudes more effective than our own, and can not only store huge amounts of energy for long periods of time but can also output very high intensity bursts of power in a short amount of time. Their fusion reactors are beyond our means to reverse engineer or replicate, but the few we have managed to capture we have been able to jury rig and utilize, although not to optimal efficiency. Without the captured fusion reactors, Haven would have a much, much harder time as the geothermal generators cannot cope with the energy current energy needs.

The most disturbing xeno technology so far encountered is the Sequestration devices, that some machine configurations use to capture and remote control humans. See Puppets below.

# KNOW YOUR ENEMY CONFIGURATIONS (AND HOW TO KILL THEM)

The Enemy has hundreds, if not thousands, of different machines and creature types in their arsenal – everything from insect-like bugs for breaking down certain organic materials up to skyscraper sized resource collectors, orbital transports and spore factories. We will not be able to write (and definitely not simulate) all, or even most, of these enemies, but some of those that will not be “present” at the actual larp will still play a role in intelligence documents, tactical or strategic decisions etc. Here are a few of the types of enemies you must know about, that are common enough that most SURFOPS teams will have confronted them at some point.

## NIGHTOWLS

The Intelligence designation for these machines are “Recon Drone type 6 (Aerial)” but everyone just calls them Nightowls. They are small flying machines that seem to be used for aerial reconnaissance of the ground, and they seem to be paired with larger, tactical assault mechs that are usually idle on standby in the vicinity.

The Nightowls primarily seem to rely on infrared sensors to locate potential threats, but they also have an active sensor suite for pinpoint analysis. Nightowls have no offensive capabilities of their own, but will report back to their paired mech (designated “Combat Drone type 18 (Ground)” or Rhinos) which is a significant threat to SURFOPS teams, as their capabilities include homing micromissiles, energy projectors, particle lances and ballistic weapons, as well as considerable close combat capabilities.

SURFOPS teams usually carry with them a few IR-absorbing “blankets” to avoid detection by Nightowls. Nightowls are highly resistant to electromagnetic interference, and are quite hard to shoot down, so the standing recommendation when encountering one is to instead opt to stay undetected.

## PUPPETMASTERS

A type of ground combat mech drone designated “Combat Drone type 27 (Sequestration)” but generally called “Puppetmasters”. These are terrifying machines that rely not on brute force (they are lightly armed or sometimes completely unarmed) but on a deeply unsettling technology our scientists called “Sequestration”, in which a biological creature has their central nervous system hijacked and remote controlled by use of invasive cybernetic implants. Exactly how this technology works is beyond our current understanding, but the effects have been closely studied.

Sequestration drones seem to capture and sequester a variety of lifeforms, including humans, dogs and some other large vertebrate predators, and seem to be able to remote control up to twelve sequestered humans at a time. The sequestration control is not perfect – the victims movements are jerky, and the distributed autonomy and intelligence seems low. The captured victims seem to be used primarily as something like packs of hunting dogs, locating prey for the controlling Sequestration drone but also physically attacking those prey.

We have indications that Sequestration drones are capable of resuscitation of newly deceased humans, as long as the nervous system and/or brain is sufficiently unharmed. Puppetmasters are one of the most feared enemy machine types and SURFOPS teams will do everything to avoid leaving anyone behind to fall prey to sequestration, including blowing the brains out of their own comrades if they cannot get them out alive, just to make sure they are not captured and “turned”.

The sequestered human victims are commonly called “puppets” by the SURFOPS teams, and any animal thus sequestered are just called “werewolves”. It has been theorized that The Enemy might have the ability to extract knowledge or memories from sequestered victims, but there are currently no scientific evidence for this.

Puppetmasters are highly resistant to conventional weaponry, but susceptible to electromagnetic interference, and SURFOPS teams are recommended to use electromagnetic field projectors as the main method of neutralizing this drone type.

## PUPPETS

The sequestered victims of Sequestration Drones are mindless, remotely controlled biological drones, their nervous systems and basic brain functions taken over by Enemy programming by the use of a cybernetic implant. They are easily recognized by their jerky movements, guttural sounds and grafted cybernetic sequestration devices, often crudely driven right through the base of the skull.

Puppets rarely display any intelligence, operating on what seems to be rudimentary programming and injected instincts, but there have been cases of puppets operating machinery (such as weapons) or tools, opening doors etc.

How long sequestered puppets can physically survive is unknown – there seems to be some form of cellular and biomechanical repair of broken tissue going on – but most display early signs of decomposition of organic damage. There are theories and observations that seem to indicate that puppets have a “lifespan” of many years unless damaged, but the data is so far inconclusive.

Their implants are hardened against electromagnetic interference, and we have been unable to analyze or even capture data traffic to and from them. We have so far been unable to remove implants without also killing the sequestered victim. The puppets are susceptible to conventional weapons, especially force against the brain and/or the implant. The implant however does seem to have the limited ability to resuscitate or temporarily regenerate neutralized puppets, so SURFOPS teams should not consider a downed puppet to be safe as there have been instances of them suddenly coming back to “life” again.

## SPIDER DRONES

A generic term for a whole subgroup of Enemy machines, most often arachnid in appearance and usually rat-sized. The different Spider drones all seem to be simple reconnaissance drones, particularly for exploring subsurface environments and tight compartments. They rarely have any onboard weaponry and often operate in swarms. Their

main objective seems to be mapping out spaces too small or otherwise inaccessible to the aerial or larger ground based reconnaissance drones.

Spider drones have very limited intelligence but will correctly identify humans and will attempt to reach the surface to report findings. Easily destroyed but hard to keep out and a significant threat if not destroyed, as they will report their position to heavier enemy machines once they reach the surface and regain radio contact.

## JOB DESCRIPTIONS

### MAINTENANCE

The maintenance crews (including Life Support) are what keeps Thermopylae running. You do everything from repairs, build jobs, foraging and scavenging to vehicle maintenance, scrubdowns and cleaning. This document is a short primer to prepare you for what to expect as a MAINT worker at Lotka-Volterra.

#### **Support your shift leader**

The shift leaders of Thermopylae Maintenance are competent, no-nonsense people with high organization skills and wide skillset. While their characters might be all that, the players behind the character will be just as lost as you in the bunker to begin with, and might not know just what electrical cabling junctions need rewiring or how to strip and replace an oxygen scrubber - so be gentle on them. They do not know everything, even though they (and you) most likely will pretend they do.

Give them ample time for making decisions and for “checking up” on the details of work tasks and how things technically work. Don’t push them into situations where the player can’t measure up to the characters skill level, and make sure to support them and play against them like if they are experts even though they might not be. If you know better how to handle an electrical fault or how to repair a broken generator, let them know and explain it to them as if they already did know. And do the same with your shift buddies - share the knowledge and don’t make anyone look bad just because the player does not know how to do a specific thing.

#### **What to expect from work**

For Maintenance there are two basic types of work; routine and special tasking. The routine stuff are things that you regularly do every shift - like scrubbing, and the special tasking is isolated stuff that needs to be taken care of (like repairs, build projects etc). Routine work is things that you can count on doing every single work shift, and that the shift leader has to take into account when planning their shifts and selecting who does what.



The special tasking will be fed to shift leaders and/or head of maintenance/life support in a few ways; some of the things will be known to shift leaders before the game starts (and accessible as “tasks” in the computer system), other things will be fed to shift leaders from the GMs, often via Command. And finally, a few things might be stuff that you guys come up with yourselves or that just happen organically during the larp.

Here’s a list of routine and special tasks as we see them right now. Some of these are there for the benefit of the game (ie giving you something to do, and/or enabling play for others), others are actual maintenance tasks that the bunker owners have identified as actual work that needs to be done and that the participants can probably do during the larp.

Please note that organizing work for this many people in a rather special venue leaves quite a few details rather fluid, so things might change here as we get closer to the larp. Things might get pulled and others might get added.

#### Routine tasks

- Scrubdown of returning SURFOPS teams. This (routinely) only happens at night, as the SURFOPS teams return from upstairs. You will line all the returning SURFOPS up in a specific area, and proceed to scrub them down with antisporsals (at the larp this will be represented by talcum powder).
- Spore checks. Every shift maintenance checks all the ventilation inlets and a few other spaces for signs of spores, as the filters don’t always catch everything. At the game spore incursions will be represented by fluorescent ink and your spore detectors are modified UV black lights.
- Sweeping. With 300 people living in Thermopylae, constantly dragging dirt in, the outpost needs regular cleaning. Floors need to be swept regularly.
- The hydroponics bay needs some maintenance every shift. Check the water temperature and acidity so that it is within tolerable levels, prune some plants etc.
- Also harvesting of edible greens is done almost every shift.
- Manning the internal telephone switch system and Haven vidbooth terminals

#### Special tasks

- Repair & building, specific projects handed to your shift leaders via GM. Some of these are for diegetic purposes, other are (as discussed above) actual work to be done in the bunker. Examples include:
  - Rigging lights and cabling, switching out bulbs or fluorescent lamps at specific places.
  - Laying down cabling for the internal phone network
  - An airlock sensor needs to be calibrated (electronic/mechanical work)
  - Pipe repair between chamber 13 and 15
  - Cabling in the roof needs fixing, reactor room
  - Fan F4 in room 318 needs repair
  - Stone filter at main air intake needs repair
  - Going through all valve number tags and replacing their steel wires with copper wire
  - Etc

- Topside missions. This is not routine for outpost Maintenance crews, but they happen from time to time. Typical topside missions that require Maintenance crews are for instance repairing of sensors or broken cables, scavenging missions and foraging (foraging however is hard to simulate convincingly and will most likely not be part of the game). Examples of things we are planning here include
  - Scavenging of locations - specific locations containing stuff Haven or Thermopylae needs. Maintenance crews will be escorted there by SURFOPS teams and look for items of value.
  - Repair work: Sensors, cables etc (close range walk-out missions)
  - Special missions such as sending com-balloons
- Diegetic tasks. These are things that cause drama and/or are part of “event chains” in the game. Things such as
  - Power failures, leading to critical outpost systems going down and needing (diegetic) repair
  - Specific build projects - of which we will not speak right now...

More things might be added on site.

## SURFACE OPS AND STAFF SGTs

The SURFOPS teams are (mostly) volunteers, and have gone through a harsh training period of a few weeks in Haven before being assigned to an Outpost (although Haven keeps their own SURFOPS teams too). Some of you might have military experience, but the bulk of you are just regular people trained to perform missions on the surface. These missions are dangerous, not only due to the fact that the surface is crawling with hostile machines and biologicals, but also due to the spores on the surface. While the spores won't harm you immediately, long term exposure has all kinds of negative effects on your health.

You mostly do your surface work at night, partly because there are fewer active biologicals at that time, but also because the cover of darkness helps keep you undetected. There are exceptions however, often when something has gone pear shaped, when you need to perform a surface mission in broad daylight. You jokingly call these missions “running naked”, and you really fear them. Fortunately, few of you have ever been called upon to perform one.

Haven relies on their SURFOPS teams for many tasks. Your main tasks have been escorting the scavenging or foraging missions (on which Haven has been completely reliant on for its survival, but that is slowly changing now), and combat missions in which you sabotage enemy installations or (more common) engage the enemy in combat in order to draw them away from entrances into Haven if they get too close. But you perform a wide variety of missions - intelligence gathering or reconnaissance, escort, sabotage, direct action etc.

There's a saying in Haven: “There are no SURFOPS veterans”, and it has some truth to it. Every single surface mission is terrifying, even if nothing happens. You are literally in the

dark, outnumbered and outgunned at every turn, a single mistake from being killed or worse. As if that wasn't enough, the constant exposure to the spores (despite all the scrubbing) tend to bring with it coughing, damage to the lungs, irritated skin and eyes and many other adverse health effects. And, despite what the dreamers in the tunnels may think, going up and seeing the destruction on the surface, seeing the sky and stars and hearing the birds sing and then having to crawl back underground every day takes its toll on you all. It breaks the hearts of those whose hearts have not yet become stone. Few are those who do more than a couple of six-month rotations of SURFOPS duty before begging for other work.

### **Military chain of command**

You are, in peoples minds, the most military of the military structure. You have a strict chain of command, and you constantly train to keep that military cohesion. As a SURFOPS squad member your immediate superior is your Squad Leader. They lead your squad in topside missions, and they are who you go to if you have any issues or stuff to sort out in your daily life. You respect the other Squad Leaders, but they don't get to order you around.

The next level in the chain of command are the Staff Sergeants. They command the Squad Leaders, and they are the buffer between you and the rest of the Outpost command structure. If anyone wants something of SURFOPS, they go through the Staff Sergeants. The highest ranking member of the Staff Sergeants is Head Tactical.

During Mission Time (ie when you are performing missions on the surface) you are commanded by the Mission Control Commander (MCOM), and you take orders from them as you would a Staff Sergeant.

## **SCIENCE**

### **“To survive we need to understand”**

Ithaca and Sparta are partly science outposts and Thermopylae has a strong scientific focus as well. After all, if humanity is to survive, learning about its new circumstances and its place in this brand new world is necessary. There weren't many scientists left after Nightfall. They had been a small, distinguished group before the arrival, meaning that most of humanity's collective expertise and knowledge was wiped out together with most of the records and data that bore witness to it.

### **The Structure of Science**

Unlike many of the other teams, you Science members don't really see yourselves as part of the military command structure of Thermopylae. You are in direct contact with Haven (unlike most others) and receive direct instructions from the Science Branch leaders in Haven. You

know things that no one else does and you can request private briefings with the Outpost commander if need be.

You're a team more than a command structure and every member has their peculiarities. Many of you weren't scientists before Nightfall which means that everyone have had to learn to cooperate and learn together, refreshing each other's knowledge about your respective fields. It's just how things have to work. In the science lab, there's no prestige loss in helping each other or filling in information that someone might be missing. Survival requires cooperation and the abandonment of old habits - or so say the progressives, at least.

The Science shift leaders support the others in their team, with the assistant positions being there to ensure that practical tasks get carried out - assistants are the ones most often sent to the surface, as rare as it is. They perform the experiments and the senior scientists analyze and draw conclusions together with the rest of the team. The science team in general is more democratic and has more discussions around topics, with the shift leader as a deciding voice in the end.

### **Contact with Haven**

Everyone in the Science team can contact Haven directly through their terminals. This is a highly coveted thing in Thermopylae and Science are prioritized in the use of both electricity and connection bandwidth. A lot of the analysis of their data is actually done in Haven, sent over there due to the much higher processing power and electric output that the Haven networks have. Therefore, it is common for the Thermopylae scientists to spent quite some time by their screens, discussing the latest data or putting it into the systems.

In practice from an off-game perspective, it means that the Science teams always have access to the GM team, playing the scientists of Haven as well as other necessary individuals that the Science team might need a hold of. It is through this connection that information is seeded from the experiments done, as well as where these things are discussed.

### **Electricity**

The Science lab uses a great deal of power. The generator is limited in its ability to sustain Thermopylae at its current expansion rate. It means that the Science teams sometimes have to shut down some of their operations, some screens or some experiments in order for other parts of the outpost to function at full capacity. It is up to the scientists to make sure that Command prioritizes their needs and that Life support, who controls the power flow and distribution, sees to them. This is also something that will be continually reported from one of the terminals so the Science teams know whether their operating at full capacity or not.

### **Typical daily tasks**

- Reviewing the development of seeds or foods grown
- Analyzing mutations or nutrient content of the same

- Running standard tests on soil samples
- Watching mold grow in petri dishes
- Theorizing
- Sitting in meetings about policy or focus areas
- Deciding on new methods or required tasks
- Running behavioural analysis is on captured biologicals or machines
- Negotiation with Command about priorities
- Running radiation tests in various places
- Communicating with Haven
- Preparing upcoming experiments, collection methods
- Waiting for results

### **Typical special tasks**

- Going topside to recover samples
- Analyzing collected Enemy data
- Building specific tools or machines to expand the science park
- Sitting in meetings with high Scientists in Haven about classified topics
- Attempting new practical experiments
- Developing weapons that might work against the Enemy

## QUARTERMASTERS

### **“If it’s not in the books, it doesn’t exist”**

The Quartermasters are responsible for the supplies of the outpost, making sure nothing gets lost and that they always know who has borrowed what. As scarce as resources are there can be no sloppiness. And no stuffing of stuff in ones pocket that the Outpost has a need of.

The supplies cover everything from extra clothing, protective gear, tools and equipment to weapons, ammunition and explosives. Haven learned to not let people just walk around with guns or let explosives just lay around long ago. If you need something for your work, you go requisition it from the QMs.

In theory the Quartermasters are supposed to be very strict and log everything that comes into the Outpost, but in practice there is room for a bit of trade and favours, especially between the SURFOPS or Maintenance teams that bring stuff in from the surface and the QMs. Everyone knows that sometimes a few non-essential items don’t get logged into the system, but everyone knows where the line between small time business and corruption goes. No one wants to have INTSEC come and fetch you for an Intelligence review. But as long as nobodys getting rich off the backs of someone else or critical supplies are being siphoned off everyone looks the other way. You never know when you might need that condom someone brought in from the surface, or that old dry chewing gum you’ve been eyeing for a month.

### **The fine balance**

As quartermasters you have a big responsibility to make sure things are not lost or handed out without documentation, but you have an equally great responsibility in not being a bottleneck in the smooth operation of the Outpost.

It is also your responsibility to notify Command about changes in supplies, so that they know if scavenging missions are needed or if they need to requisition supplies from Haven.

You also have a few very important duties to perform in making sure the topside missions go smoothly.

### **PNQ and TAs**

There are two kinds of items that people 'own', since no one really owns anything. There are TAs - temporarily assigned - that are items that might be of use for the collective. When someone shows up with one, you note down what it is and what it might be used for, and then they get to keep it until the collective needs it. It is Temporarily Assigned to that person. It might also be TA'd to someone else, if someone has a relevant need.

Then there are the PNQs, the valuable things tagged "Private, no consequence" in the databases. To have something marked PNQ essentially means that you own that thing, it's the closest you'll ever get at least. No one can take it away or requisite it unless it is somehow re-classified, which is very rare and only if new use is discovered for the material or the item. A PNQ is yours, and only yours. To have something vaguely useful but personally important classified as PNQ is a huge favor, and quite difficult, unless people have a really good connection with you as QMs..

### **Mission prep**

Every time there is a surface mission to be executed, that squad will come to the Quartermasters to requisition gear. The most common thing being firearms, ammunition and protective gear. Guns are handed out individually (and logged into the system), as is everything else. But there are a few special tasks you need to perform for every mission that goes out, and when they return, which we will describe here (offgame):

### **Setting up the comms, nav and vidlink systems**

Every squad going out needs to have a radio operator, the person that carries the radio and handles the communication between MISCON and the squad. You will need to make sure batteries are fully charged, that the radio is set to the correct frequency, and that the radio operator knows how to handle the radio (and to switch it back to the correct frequency in case they happen to fiddle with the knobs).

The Radio Operator should also be wearing the special Cam Helmet, which has an IR light and an IR sensitive camera attached to it. Once again you need to make sure the battery pack for the camera is charged, as well as the battery for the IR light.

Finally, there are two smartphones that also need to be charged and connected to the battery pack. Finally you need to check that the smartphone is set to Mobile Data, that it has its WiFi hotspot on, and then start two apps (a GPS tracker, and a special app that “locks” the GPS logging even if the phone goes to sleep). Without these steps the surface team will be going out without radio contact, and with no video feed or navigation tracking, and that renders MISCON quite useless for the mission.

There will be a checklist of all these steps available in the QM, and it is very important that you follow it to the letter.

### **Weapons and protective gear**

As usual, it is your duty to make sure all batteries for the airsoft guns are charged, and that magazines are loaded. You will hand out firearms and magazines, and you will make sure that no one puts a magazine into their rifle until they are outside the bunker.

You will also hand out the protective gear - the goggles or glasses being the most important, then NBC suits and other protective gear. As always, everything handed out needs to be logged.

When a surface team returns you are to make sure all weapons are unloaded, magazines reloaded, and batteries replaced (the old ones goes into the charger again).

### **Routine tasks**

- Making inventory. Going through supplies and the list, checking that everything is where it is supposed to be. If not, you need to find it. Relabel everything that has had its numbers or designation scratched off. If you are running low on something, make a note and take it up with Command during the next meeting (unless it's critical of course, then contact them immediately).
- Registering TAs (temporary assignments) and PNQs (Private, no consequence) for people, so that their 'belongings' are legal and that they have the right to keep them.
- Handing out work related gear for the shifts - and logging them back in again.
- Prepping for missions, see above.
- Preparing “wish lists” - things that are desperately missing from the supplies - for Command, for consideration when planning scavenging missions.
- Equipment and weapon care. Things need to be wiped down, polished, disassembled, reassembled, lubricated or dried out.

### **Special tasks**

- Personal projects. You have a lot of personal projects going on; soldering together some electronics project, modifying or repairing gear or reorganizing things.
- Finding specific things. Sometimes Intelligence wants to find some obscure PNQ, sometimes Command are looking for things that might not be registered anymore. The QMs are still the people who know the most about where something was seen last, and get to act as detectives for a bit.

# MISSION CONTROL

## THE EYES AND EARS OF THE OUTPOST

Mission Control is very specialized work that requires concentration, gut feeling, being able to keep quite a few details in your head during stress, and making quick decisions that don't get people killed or equipment lost. Your primary function is to plan and lead surface missions from the control room - you handle navigation and situational awareness for the surface teams, communication, intelligence work and risk assessment, and you make the tough calls and decisions that need to be done in this risky line of work.

Your secondary function is to keep a close look at the sensors surface teams have placed around Thermopylae and beyond - sensors that collect data on the Machines and gives early warnings about their comings and goings. This is mostly done as a security measure, but the data collected this way is sometimes of use to Science or Intel as well. This is something you can also perform outside of night mission time.

Usually there is only one active mission at a time, but since you're in crunch time before spring and the Spore Bloom you're often running two missions simultaneously. The close range missions are usually given a lower priority, and subsequently less resources from MISCON (often just an MCOM and a Comms tech, with the other functions being handled if needed by the active Long Range mission crew). In effect, the Short Range missions are briefed and then mostly sent off without much guidance - you don't really have the resources to guide them in the same fashion as the Long Range missions.

## THE STRUCTURE OF A MISCON TEAM

Everyone in a MISCON team is expected to be at least basically skilled in all the specific subsystems (called "stations") in use in the Control Room, but you all probably have specific areas you are better at and are used to doing. The basic stations of MISCON are:

- MCOM, Mission Commander. You make the overall decisions for a mission, and lead the MISCON team through it.
- Sensor station. Your job is to keep a close eye on the sensor network on the surface, and any detected movements or threats.
- Comm station. You handle the voice comms between MISCON and the surface teams.
- Navigation station. You guide the surface missions through the terrain using the mapping software.
- Log station. You make a log of the mission as it happens, especially focusing on writing down important radio messaging (last reported positions, ACE reports etc etc) so that whenever MCOM wants to know something about the current mission you will have the answer. You work closely by the Comm station.
- Vidlink. Not actually a station in itself, but there will be functions to display the video feed from one of two helmet cams (one per active squad). MCOM might want to switch between them to keep updated.
- Assistants. You assist, when needed, the different stations as they request.



- Advisors. Not part of MISCON, but will sit in on missions from time to time. They are there to advise the MCOM, most often a person from Intel or Command, but sometimes Science or Maintenance or even Medical, depending on the situation. Note that Intel or Science will often invite themselves to MISCON if they have a need, but they do not command the mission. Intel does theoretically have the authority to overrule the MCOM, but they need a very good reason and will then be thoroughly questioned by the OCOM afterwards.

MISCON M-COMS are also responsible for keeping OCOM (and by extension Intel, Science and Staff Sgts) up to date on what has happened during missions, how the upcoming missions are planned, sensor data of note etc etc.

### **TYPICAL TASKS**

- Being briefed by Command on upcoming mission requirements. These are often generalized (“We want to send a team out to the ruined houses at this position to check for things of value”). For offgame reasons, however, some details about the mission will be clearly marked as being important (such as timeframe or locations) - this is the GMs telling you that you may plan the mission as you like but these requirements must be met; if there’s a specific timeframe for doing a mission you have to plan for that since the GMs will have resources allocated for that specific mission during that specific time. These details will be clearly marked to Command with the prefix “Requirement”.
- Mission planning. Once you have received Commands list of missions to perform your shift leader calls a mission planning meeting in which you discuss what surface teams you have available (and their status etc), what non-SURFOPS specialists you need to assign, what personnel in your shift will be manning what stations and when, any specific mission parameters or requirements etc. This is written down in a short but clear format by one specific person each meeting, so that you and everyone else can use them as briefings and to look up details. Once the missions for your shift are planned, you will get a hold of the Staff Sergeant responsible for your mission specific SURFOP teams, plus any shift leaders of other groups that need to assign workers to your mission, and call a meeting. There one or two of your shift brief the Sergeants and shift leaders on what the mission entails etc. They will then brief their own teams.
- Mission Time. During mission time you man your stations and follow your MCOMs lead. The busiest stations will be Comms and Logging, so you may do well to assign an extra person to Comms or Logging, and have them support each other.
- Debriefs. Once the mission returns (and your shift is still on duty - which might not always be the case) you will assign two of your shift to debrief the returning team after scrubdown. During the debrief you will write down anything of importance the returning team has to say - equipment issues, the situation on the ground, assessments, etc. Should the returning teams have scavenged or foraged material, you will also contact the Quartermasters so they can catalog and assess it.
- Handovers. Not all missions are run from start to end by the same MISCON shifts - sometimes your shift ends while the mission is still ongoing. Then it’s your duty to

smoothly and in as much detail as is needed hand the mission over to a new crew so they can finish it.

## **HOW TO DEAL WITH MISSIONS**

Most missions will be pre-written and prepared by the GMs, and handed down diegetically to you via OCOM (or sometimes Intel). The most important thing about missions is that you follow the Requirements, as those are offgame things that need to happen at specific times or places. But you would also do well trying to think of every eventuality when you plan and prepare a mission. What is the limit of your SURFOPS team? What do you do if you lose comms, navigation or sensors during a mission? What are the cutoffs of the mission, ie when do you order the team to fall back? How will you make sure the SURFOPS team understands what you want them to do, especially if you lose the ability to command and guide them remotely? Should vehicles remain at the dropoff point (default) or should they move to some exfil point - and if so, does SURFOPS know that?

All of these things are very important and should be included in your planning of missions. Should you ever have questions about a mission (something is unclear) or you feel lost, get a hold of a GM by chatting with Operator on the network, or use the phone to call Operator.

## **A FEW WORDS ABOUT TECH**

MISCON will be using some tech that not all of you will be intimately familiar with, and you will have a very short time to learn it. Don't panic. The computer systems will be designed to be as "fool proof" as we can make them. Simple but efficient. If you have any problems with them, or any other tech, you get on the chat system and talk to Operator, which is the offgame hotline. If we manage we'll also have a telephone line to Operator so that you can call that way and speak directly.

Here is how some of the things you are going to be using will actually work:

### **COMMS**

Comms are primarily Swedish military radio systems. They have lots of features which you do not have to worry about. All you need to do is don't touch any of the knobs or buttons on the radio unit, follow radio procedure, and press the button on the handset to transmit. Our backup for this (should radios run out of batteries, out of range or atmospheric disturbances) will be a voice comm software on the smartphone that SURFOPS carry with them.

Each squad will have a radio with a radio operator handling it. We are using a repeater station and we should be good for about 10km of range in optimal conditions. From the repeater station (located on top of the bunker) a cable will be run to a radio station in MISCON.

### **NAVIGATION**

You will have a computer system that displays a map of your surroundings, and each active SURFOPS team will be trackable in "real-time" on it (position will update every 10-30 seconds, as long as there is network). The positional fix is not guaranteed to be super accurate, the position can be off by as much as a hundred meters depending on location and network coverage, but it should give you a rough idea of where the team is. The map also

shows earlier positions, so you can track the movements/paths of SURFOPS teams. The tech behind this is a smartphone that sends its location to our server and a web interface to display it. Since we should never trust technology, the Navigation station needs to constantly be aware of the last position of the teams so that they can transfer to the paper map if the navigation module cuts out.

## **LOGGING STATION**

The logging station will basically consist of a text editor with a mission log that the station fills in as the mission progresses. Pen and paper is very handy too, and a fallback should the computers act up.

## **VIDLINK**

There is not much to say about the video link. The Radio Operator of each active squad will also wear a helmet with an infrared camera and IR light attached. The image quality will not be great but enough to see what's going on and for MCOM to get close-ups of things the SURFOPS finds. Each camera will automatically come online once the SURFOPS teams leave the bunker and get network, and the feeds will become available in the Vidlink menu. If a vidlink goes down it might be due to loss of network and/or some onboard error. The recommendation is then to call the radio operator and have them reset the camera (done by unplugging the power cable and plugging it back in) after which the camera should come online after 30-60 seconds. If the camera cuts out it's because of technical reasons, so go with it. These things happen ingame too.

## **SENSORS**

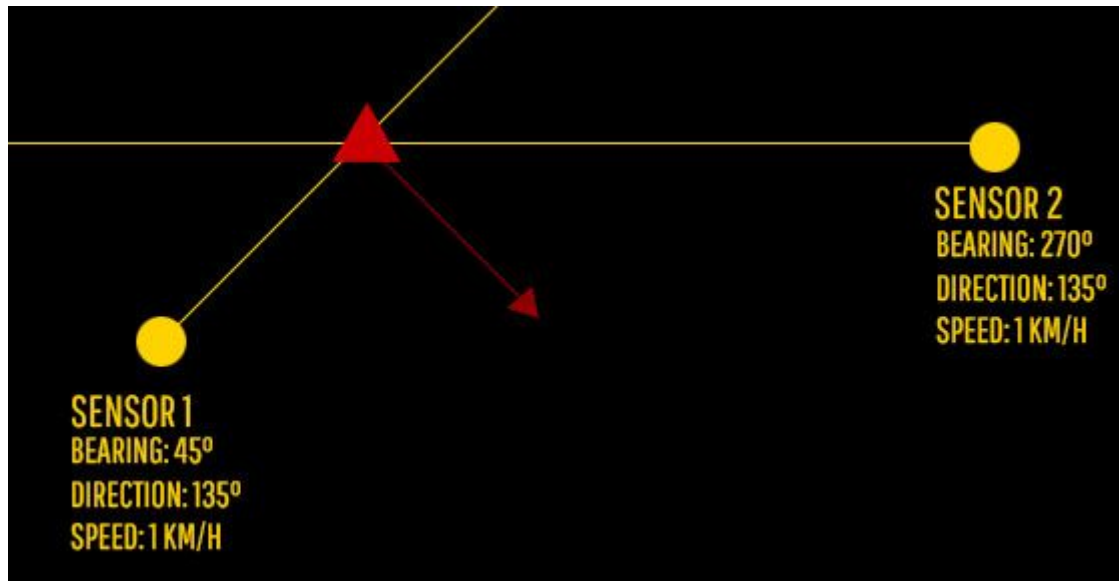
Sensors will be a simple computer interface showing you a bunch of sensors, their status (online or offline, offline is bad and means it's been destroyed or broke down), and any sensor alerts that come in. Sensors will be marked on your (paper) map. Once a signal is detected all sensors that picked the signal up will display four things about the signal:

- Bearing
- Direction
- Speed
- Spectrum analysis

The bearing tells you the angle at which a signal was picked up by the sensor (0 being north), direction tells you what direction (once again, 0 being north, 180 being south) the transmitter was headed when the signal was sent, speed should be self explanatory, and finally spectrum analysis is a graphical representation of the signal itself.

There are two manual tasks that the sensor operator needs to perform when receiving a sensor alert. The first is determining a position for the signal; this is done by checking the position of one of the receiving sensors on the (paper) map and then using a protractor centered on the sensor position and drawing a line (on a plastic sheet over the map) from the sensor along the bearing of the signal. Then you do the same for the other sensor that also picked up the signal. Where the lines intersect is the position of the signal emitted. From that point you will then determine (if speed was greater than zero) the heading of the machine that transmitted the signal, again using the protractor but this time centered on the intersection of lines. The direction value for the signal from each sensor tells you the direction of the transmitter relative to map north (which is 0°, remember). A direction of 90°

means the emitter was headed straight east. Place the protractor on the intersection of lines and draw another line (ending in an arrow) in the direction given by the sensors. This is the direction (heading) the transmitter was travelling when you picked the signal up. These last calculations are a simplification to make this work fun and not tedious, as in real life you'd get relative bearings on the sensors too.



(Not the actual interface)

From here you can approximate where the signal will be at certain times using the speed value and some mental calculations (refer to your scale figure on the map and use a ruler), but this is rarely necessary as machines tend to change directions. But it's a good indicator on where a machine might be ten seconds from now or a minute later, depending on its speed.

The second thing after determining the position and heading of the signal is spectrum analysis. The spectrum analysis gives you a graphical representation of the electromagnetic spectrum of the signal. This is what you use to determine what type of machine transmitted the signal. Most Machine types so far encountered have distinct "profiles" that Haven has painstakingly cataloged. Look at the spectrum analysis and refer to your catalog of known machine profiles to determine what type of machine emitted the signal. If you cannot find it in the catalog: congratulations, you have just found a new machine type and you get to suggest a name for it.

## LIFE SUPPORT

"You come in here and put your greasy fingers where they don't belong and \*fwoosh\*. No more Thermopylae."

You are nominally part of Maintenance, but you have been selected for Life Support due to your technical qualifications (or your total disregard for your own health). Your main responsibility is operating the jury rigged xenoreactor that supplies Thermopylae with its energy. Without it Thermopylae would be dark, cold and without defenses.

None of you really understand the underlying physics of the reactor - that's way above your paygrade - but you know how to operate it, how to listen for the irregularities in its humming, how to tweak the power settings to squeeze a few extra kilowatts out of it. You are also painfully aware of how reliant you are on this single reactor, and how much maintenance it takes to keep it running. You are also aware of, but try to not think about, the amount of energy that would be released should the reactor catastrophically fail.

As reactor technicians you also handle the power distribution in Thermopylae. There is never enough power to go around, and you have to make decisions all the time about what sections to power, what projects to delay while you work out power efficiencies etc. The equipment in the Science labs and hydroponics eats up a lot of electricity, as does the external sensor network and the SURFOPS equipment, or even the internal heating, lights and ventilation. Fortunately, Thermopylae has condensator banks, from which it can draw power for a short period while the reactor is offline.

You are constantly juggling these variables around. Too much downtime on the hydroponics could kill the algae growing there, too much downtime on the ventilation fans and the Outpost fills up with carbon dioxide. Your go to fix is turning out the lights, but that has some serious impact on both work and morale for the rest of the outpost.

One of your other important areas of responsibility is the air scrubber. Just pumping in air from the surface would quickly fill the outpost with spores and who knows what else. That's why Thermopylae is mostly on a closed system in which you pump air in through a scrubber, and then try to recycle the internal air for as long as possible to minimize introducing contaminants from the outside. The scrubber takes constant maintenance to work efficiently.

### **A word about handling “problems”**

The reactor will mostly run normally, but there might instances where you either have a reactor problem (you will notice that the sound the reactor makes changes dramatically) or you will be forced to make an unplanned spindown (ie there is a Code Blue). These are critical, dangerous happenings and we urge you to make the most of them. Sound the alarm, clear the corridor, close the doors, make a fuss.

You should have at least one hazmat suit and protective gear for handling this situation. That is not a job you want to volunteer for, going in alone in a reactor room that might explode at any minute. The point though is - don't touch the reactor. It's (offgame) a delicate system and we don't want you inadvertently breaking it. For spindowns, just activate the spindown sequence and the reactor will eventually spin down. For reactor problems, make a big scene, but the reactor problem will eventually either right itself, or the reactor will enter spindown after which you are free to run troubleshooting and try to start it up again.

## Routine tasks

- Reactor maintenance. An integral part of the reactor are the controlling rods. Once or twice during your shift (you'll be notified on your terminal) you need to spin the reactor down (ie turn it off), remove the controlling rods and replace them with fresh ones. When putting the new rods in you spray them down with a sealant (which offgame happens to be an oxidizer that causes rusting). The used controlling rods will be rusty and worn, and in need of maintenance. This is performed by polishing off the rust from them using scotch brite, sand paper, files etc. Once this operation is completed, spin the reactor up again.
- Air filter maintenance. The air scrubber needs to be disassembled and cleaned once per shift.
- Keeping an eye on the internal alarm board (and an ear on the reactor). There might be cable breaks, air quality sensors to change, a spore detector in a vent somewhere giving a red light, unexplained power drains etc etc that you need to react to.
- Power distribution. Different sections of the Outpost will contact you about power needs - MISCON needs to run a mission or Science needs to run some experiments etc, and then it's your responsibility to balance the power needs, often by shutting down other parts of the outpost. There will be a terminal interface for this, but it will also require footwork from you.

## Special tasks

- Reactor anomalies. Sometimes the reactor might act up. Sometimes that's really bad. You need to handle those problems quickly (see above).

# MEDICAL

"You're category C, move back in line, we have priority casualties to care for. I don't CARE if you're bleeding, you move back!"

The Medical team has a tough job. You are constantly under-equipped, and not all of you are even formally educated in medical care. Some of you were paramedics, combat medics, nurses, doctors or even veterinarians before Nightfall, some others have been taught the basics of pre-emptive care and trauma medicine by their colleagues.

You have two very different responsibilities in Thermopylae; general healthcare and trauma care. The former is mainly doing what you can to prevent outbreaks of disease or lice, and taking care of infected cuts or minor injuries, and the latter is trying to save the lives of unfortunate people that have been injured during surface missions. The trauma care is rudimentary at best, and the chances of survival for serious injuries are sadly rather low.

Another task that Medical performs, both in Haven and in Thermopylae, are sterilizations and abortions. These tasks are something that is a subject of fierce debate and strong feelings within Medical, especially since any surgical procedure in these rudimentary conditions come with great risk.

## A word about trauma care

If you have a trauma case (ie someone has been shot or seriously hurt) we want you to make the most of it, as it should be rather rare and makes for a good scene. You will have a kit in medical that contains fake blood, makeup and other stuff, so if you do get a serious trauma case go nuts. We want injuries to count, and they should be visible - but at the same time we don't want players to become too restricted from their injuries. It's a fine balance, but we trust your judgement.

## Routine tasks

- Health checkups. The residents of Thermopylae regularly get their health status assessed. It's the basics; check pulse and blood pressure, listen to lungs and heart, look down the throat, check reflexes etc etc.
- Lice treatments. A constant problem in the Outposts are lice outbreaks. You regularly check people for lice, and if you discover them you will recommend either a haircut or a lice treatment.
- On-call for trauma care when surface teams return
- Coordination with Command - reporting on health problems etc
- Prepping and sterilizing instruments and treatment room after procedures
- Journal keeping. Whenever you treat someone, do an exam or similar, it needs to go into their personnel file. Some of the residents of Thermopylae have "ongoing cases" that you need to stay on top of.

## Special tasks

- Trauma care - receiving and treating injuries as they occur - especially preparedness for returning surface teams
- Training. If you get an interesting case, call your colleagues over to teach them something.
- Co-operation with Science. They might sometimes need biopsy samples or other testing done.
- Quarantine or forced care. Sometimes someone doesn't want to go medical for their checkup, or you suspect them of being a contamination risk. If they don't come in voluntarily, you contact INTSEC.

# INTERNAL SECURITY

## **"Ensuring the order."**

You are Internal Security, the peacekeepers and security guards of Thermopylae. In Haven, IntSec are civilian and outside the military hierarchy but here, everyone except the Intelligence people are part of the hierarchy. However, that doesn't mean you're running around guns drawn or anything - no, that stuff is strictly regulated. However, it does mean that in theory, Command can use you to keep order.

There's a strong sense of belonging to the civilian part of society within the IntSec. Maybe it is because IntSec in Haven was created to counterbalance the military's outward-facing security or because of the distaste for the concept of a military police that many Democrats have, but that's how it is. That makes your mission even more important. People have to see that IntSec are here to protect everyone against their own squabbles and fights, not as the enforcers of Command. You're on everyone's side and people should be able to count on your impartiality. It's part of the spirit of the Internal Security.

Your job is manifold - security checks on fire safety, checking so that doors are closed where they should be, making sure people shut down their electric appliances, screens and lights if Life Support calls for a power redistribution and many others. Of course, the most important one to most people is the one where you keep order. Make sure people stay calm and collected. Spread a sense of confidence and security around the place.

### **Weapons**

You are some of the few people who are armed - exceptions being OCOM/XOs and Head Intel and perhaps a few others. Your armament is mainly shotguns with non-lethal rounds, although you have access to live rounds as well for incursions or other exceptional security issues. Offgame your weapons are pump-action airsoft shotguns, but you will not be provided with BBs for them (and you must never load your guns with BBs in any case). That means you can "shoot" people (pump, aim and fire, which will make a sound) but diegetically you've fired a non-lethal bean round that will hurt or knock someone off their feet but not kill or wound. For the situations in which you (diegetically) will have loaded live rounds you will have to state clearly something along the lines of "I have live rounds!". But that situation should hopefully never occur.

In case of security breaches (ie machines or biologicals getting into the outpost) you will fire normally but we'll pretend you used live rounds.

### **The Structure of IntSec**

The hierarchy goes as follows: On most days, you're acting on your own orders. The shift leaders say what's happening and drafts up a schedule, and they're the ones the rest of you have to listen to. However, every now and then, Command has a task for you or needs something done, and then you do it. You're under them in the hierarchy and what Command needs, Command gets. There's nothing more fancy to how the structure goes. An important part of the structure is reporting to the next group who are going on duty - to ensure they know the situation, the shift leaders are responsible for doing it themselves or, as it happens sometimes, delegating to someone trustworthy.

### **Authority and Punishments**

You have the authority to judge whether someone has broken the rules or not. The rules aren't written down in a book or in some kind of body of law, but are more practical and direct in nature. They exist in the database, but are easy to remember. They are:

- Obey your superiors.
- Work during your shifts.



- If you cannot work during a shift, you will have to register the lost time with your shift leader and make up for it at a later date.
- Do not waste resources.
- Keep the Outpost orderly and tidy
- Follow all security protocols

The security protocols are things like:

- Do not go up to the surface or attempt to without supervision and control.
- If you have been subjected to the outside, make sure to get scrubbed
- Be on the lookout for traces of Enemy activity
- Do not try to investigate or meddle in the activities of other branches
- Follow the alert states
- Report any diseases or sicknesses to medical

In case we've missed something, there might be more, but they aren't an exact science either and can vary, since they're established by Command.

Punishments for infractions are usually the stripping of privileges and rights first, like removing coffee substitutes, hours at the gym or video minutes. After that comes added work hours, and after that, forced physical work, corporeal punishments or other disciplinary gestures. It is up to a combination between IntSec and Command to punish people, with Intsec handling all minor things on their own. However, it must always be reported to the Shift Leader and then to Command if a punishment has been dealt out - it is important to make sure everyone knows that you are on their side, you're not some kind of blank-faced authority.

### **Typical daily tasks**

- Do the rounds - patrol and just check so that things are fine
- Interview people about incidents
- Checking security on doors, fire extinguishers, plastic barriers
- Breaking up quarrels or work obstruction
- Exercising - gotta keep yourselves fit
- Sitting in meetings with Command about current state of things
- Briefing the team
- Assisting QMs in retrieving items that have been recalled from people, or that have been lost
- Deciding together on necessary punishments for minor things
- Hearing with Command over major infractions
- Carrying out any necessary disciplinary action
- Helping out with tactical training (often together with StaffSGTs)
- Ensuring electricity usage is compliant with Life Support's demands
- Making sure silence is kept in the sleeping quarters

### **Rare or special tasks**

- Establishing check-points during high risk situations
- Ensuring Code Blue silence or Code red assembly

- First response to security breaches
- Detaining people for serious incidents
- Assisting Intel in bringing people in for interviews
- Stopping people who have ignored security protocols

## INTELLIGENCE

### **“The Last Line of Defense”**

Thermopylae is a military installation, run by Command and in direct connection with High Command at Haven. However, it is more than that. It is an Outpost that has the task to bring Humanity to the Enemy, rather than merely hide as deep and far away as possible. It is the first active engagement Outpost you've established, all in order to find out everything you can about them. It is also an incredibly sensitive installation, a gamble in the face of danger, and one that has drawn a lot of internal criticism in Haven. Most people don't know these things, because it is your job to make sure they don't.

You are Intelligence, and you are the people who truly do the hard work at Thermopylae. Not hard on a physical level, but on an emotional and intellectual one.

At Thermopylae, you stick together. You have to. No one else will trust you, not truly. It is a lonely experience, but one where you try to lean on each other when you can. You are there to ensure that there aren't any disruptions to the hierarchy, no uprisings and no information leaks to places where they could cause an uproar. You're also there to evaluate the odds that humanity has to actually take the fight to the Enemy, or possibly, whether humanity can survive at all. Where everything is sugar-coated for the common populace, you all get to hear the real truths about things. (There will be plots added to your character sheets about the specific tasks that you have in the upcoming days, this is more a general description.)

### **Structure**

Intelligence is a civilian branch in Haven. It was separated from the Military hierarchy after the rise of the Citizen's Council, since the military lost the rights to police or control the populace internally - they only retained the rights to defend humanity from external threats and establish security there. However, the Intelligence branch remained close with the individuals who had run it inside the military, even if it was seeded with people from the democratic parts of Haven as well.

At Thermopylae, everyone is placed under military rule except for you. You work closely with Command but you answer only to the Intelligence Branch Board in Haven, old experienced individuals who hold all the secret information about the Enemy and humanity's chances. In theory, it is a civilian structure, but you see yourselves as something in between.

Within the Intelligence branch in Thermopylae, there is the Head of Intelligence, the only individual outside the O-Com and the XOs who carries a handgun at all times. The Head has three Shift Leaders below them, who are the senior Intelligence officers. When the Head of Intelligence (HoI) is not present, they have the authority to carry out any action within their jurisdiction. What that is, however, is very unclear as it has never really been formalized or tried in a make-or-break situation.

### **Intel has ears everywhere**

As Intelligence, it is your job to know everything about everyone. Any detail might be useful should there be unrest in Haven or the Outpost, or should there be sensitive positions open. You're not Gestapo, you are all just looking out for the best interests of Haven, and sometimes that means keeping people from doing stupid things before they realize themselves what they are doing.

What this means during the larp is that you will have unrestricted access to everyone's personnel file, and a certain degree of information exchange with the Counselors. The data in the personnel files is not 100% diegetic, as it has been written by each participant, so you will have to interpret that data as you see fit.

### **Communication with Haven**

You have a terminal (or two) that are directly connected with Haven through cables. They allow you to share information and plan with the Haven Intelligence and receive real-time updates on things that are going on in both places. They are highly prioritized when it comes to electricity usage, but in the end, it is Command and Life Support that decide which areas will be prioritized for energy usage - when Science are running some particularly heavy experiments, you are sometimes forced to shut the screens down and go dark.

### **Typical tasks**

- Interviews with individuals about incidents - building a picture of the goings-on in the outpost, what power groups there are and any potential threats to the stability of the outpost.
- Briefings with Command about security risks and assessments
- Inspections
- Gathering of information from scientists and maintenance about observations
- Meetings about recent data
- Notekeeping
- Entering information into the database
- Meetings with Haven Intel for new directives and instructions

### **Special tasks**

- Dissemination of classified data to Command or other individuals, on the say-so of Haven Intelligence Branch. Sometimes previously classified data needs to be disseminated for the operational security of certain missions or command decisions.

- Investigations. There might be case files already in your systems, or sent by Haven Intelligence for you to pursue. At your disposal you have the authority to perform digital eavesdropping on communications, as well as interviews, searches etc.

## COUNSELORS

### **“Keeping us sane enough”**

You are the Counselors of Thermopylae, a part of a support organization built in Haven in order to help people survive the post-Nightfall world. It is thanks to people like you that suicides are avoided to the extent that they are, that people have the energy to wake up and do their job every day. Yes, it costs significant resources to have so many counselors working for such a small number of people, but history has shown that it is absolutely necessary. The costs were high enough as they were, before, and now they've dropped off. Casualties are down. Now that the acute phase of survival is over, the traumas people have accumulated will need to be taken care of or we will have a pressure boiler of epic proportions on our hands.

### **Structure**

You have a rather informal structure. Certainly, you are part of the military hierarchy but Command generally leave you alone to do what you do best. You have the right to pick people out of their work schedules if that's when you have time to talk to someone, even if Command might grumble a bit about it. That's fine. Some people don't know it and might make a fuss - it isn't exactly a rule, but a common practice. People realize that your work is prioritized.

You have team meetings where you brief each other on what's going on, potential problems and to discuss any particular individuals that are in dire straits. In theory, these meetings can be confidential from everyone, including Intelligence. It hasn't really been tested so far - no citizen of Haven has been judged to be enough of an internal security risk to provoke a full out confidential investigation as far as you know. If there has been, you don't know about it. In practice, you rarely see reason to truly hide things away. You have a good connection with Intelligence where you can share dangers and security risks so you can handle it together, as a collective.

Seeing how the Counselors are such a small group and so independent, the actual day to day work often varies depending on who is on shift, who is working with what at the time and what the current priorities are. Each of you are responsible to make your own plans and shape your own structure in accordance with what you believe is best for the Outpost.

### **Techniques**

After nightfall there aren't really a whole lot of literature on psychology, anger management, therapy etc left, so you have had to stitch together what you can from memory, deduction and trial-and-error. As such your sessions with patients can take all manner of forms; group

sessions, counseling talks, cognitive behavioural therapy etc, even sometimes trying roleplaying. You are constantly talking to each other trying to rediscover and renegotiate methods to deal with the traumas the people of Haven are struggling with.

### **Contact with Haven**

You have some contact with the Citizen's Council in Haven. They are concerned that Thermopylae might be straining people too much and are monitoring the things going on there. Your plots will have more information about this.

## **COMMAND**

**“We are the keepers of the balance.”**

You are Command. Unlike the rest of Thermopylae, who still retain some kind of civilian identity, you are all firmly in the military hierarchy. You do not answer to the Citizen's Council but to Haven Command, the discreet group of leaders that are responsible for the security of Haven and its outposts. Some of you will return to civilian duty once your rotation is up, but for many, serving in Command at an Outpost means that you'll be seen as firmly entrenched in the Military's own chain of command even after your posting.

It is your job to ensure that Thermopylae runs smoothly, without inner turmoil and without disruptions. It is also your job to make sure that people don't see Thermopylae as one massive military installation but as an extension of humanity's efforts, an outpost that works for everyone back in Haven. Your absolute priority, overriding all other concerns - even the lives of personnel in the Outpost - is the safety of Haven. Keep that in mind.

### **The Structure of Command**

The hierarchy goes as follows: The Outpost Commander is the supreme commander of the outpost and has full authority over everything that concerns it, with the exception of the Intelligence branch, who answer to Intelligence in Haven. The same goes for the Executive Officers if the O-Com is not present. Below them, the O-Com usually divides their team according to preference and expertise. In the current situation at Thermopylae, the division of the Command structure is the work of the first O-Com who was chosen to remain even after her 6-month rotation was over, in order to ensure a solid handover for the next rotation.

Unlike normal military structures, most people don't have a specific rank within Command. You're either one of the top positions, or you're Command staff. Command staff has authority over things at the Outpost because of the fact that they're the extended will of the O-Com and the XOs. What they say is perhaps not law but at least something to take seriously. There are no complicated protocols or endless lists of rules here. However, if someone has a serious problem with Command, then they can bring it up with the Citizen's Council in Haven who might take up the case, if it is serious enough. Intelligence is another option - they do not work under the O-Com but under Haven Intelligence, and might

intervene if things go awry in the military ranks. Their exact authority is somewhat unclear, even to themselves, but so far the two branches have worked well together in Thermopylae. Any conflict of authority would have to be settled through Haven Command and the Citizen's Council.

### **Contact with Haven**

Command are the most privileged when it comes to contact with Haven. They can not only always requisition the video booths, but they also have their own terminals that are in direct cable connection with Haven's Command as well as other branches there. With a few keystrokes, they can be in touch with anyone important on duty back in the Colony.

They often stay in touch to deliberate, share information or just keep each other updated on the situation at hand. The O-Com or the XOs can access Haven Command's senior staff, including the General's Council - there is no Supreme Commander there, but rather three generals and three XOs that are in charge of all operations. Some say it is a concession to the Citizen's Council to ensure no one can have all the power in their own hands, others say it is inspired by the Triumvirate of Rome or other divisions by three in ancient times.

### **The hub of everything**

As Command, you will naturally become the hub of everything. People will come to you for answers or for decisions on what they can and can't do. They will ask you all kinds of questions, questions you may not even have the answer to offgame. Don't panic. Remember to delegate, trust your Heads and Shift leaders to sort things out if you just give them the chance. Tell them roughly what you need done, and they can sort out the details.

If you should ever feel overwhelmed or not sure what kind of agency you have or what you can and can't do within the framework of the game, you can always contact the gamemasters. You can either do so by chatting with the user Operator on the internal chat system (Operator is a hotline to the organizers), or you can use the telephone system and ask to be connected to Operator.

### **Electricity**

The power usage of Thermopylae has to be monitored. It is using too much power, and Command is no exception. Sometimes, particularly when Science are running some of their heavy experiments or MisCon are very active, Command will be forced to either shut down some machines, screens and lights, or to re-prioritize the other areas of the Outpost. This will be communicated through a terminal and be monitored by Life Support, who are in control of the reactor. Life Support are the only people who truly knows how the system works, what is feasible and what is risky. You can voice priorities, but in the end they're the ones at the controls and if they tell you that something won't work, you are unlikely to call them on it. We are unable to actually control the lights and electricity remotely or via the computers, so you'll have the responsibility for that aspect of the game being dealt with manually.

## Rules

Thermopylae Command have instated a set of rules and security protocols

- Obey your superiors.
- Work during your shifts.
- If you cannot work during a shift, you will have to register the lost time with your shift leader and make up for it at a later date.
- Do not waste resources.
- Keep the Outpost orderly and tidy
- Follow all security protocols

The security protocols are things like (but not limited to, in case we've missed something obvious)

- Do not go up to the surface or attempt to without supervision and control.
- If you have been subjected to the outside, make sure to get scrubbed
- Be on the lookout for traces of Enemy activity
- Do not try to investigate or meddle in the activities of other branches
- Follow the alert states
- Report any diseases or sicknesses to medical

## Typical daily tasks for Command

- Holding briefings with shift leads or other leaders within the Outpost
- Formulating and delegating surface mission parameters to MISCON
- Sitting in meetings with Command
- Preparing briefings or reports
- Delegating tasks that needs to be done to the various Outpost branches
- Sitting in meetings with Haven Command or other branches in Haven
- Inspecting parts of the Outpost
- Monitoring active missions
- Dealing with escalated conflicts or protests
- Receiving memos from Intelligence and briefing them on how to proceed
- Archiving information into the databases

# THE END

This is all for now.  
/ The Fiction Crew