

// GM SUPPLEMENT |

FIELD ECOLOGY CATALOG

| CLR: GM-LEVEL

GM ONLY

95 ENTRIES

8 TERRITORIES + ORBITAL

VOL. III

SUPPLEMENT

— OPERATOR TACTICS CORE BOOK

# TERRA CONFLICTUS 2066

EIGHT TERRITORIES

PLUS THE HIGH GROUND

THE PROGRAMS BUILT SOLDIERS.  
THE CLIMATE BUILT EVERYTHING ELSE.  
CREATURES. FLORA. HAZARDS. BY TERRITORY.

// 95 ENTRIES // CREATURES // FLORA // HAZARDS // 8 TERRITORIES + ORBITAL

GM ONLY

NOT FOR PLAYERS



PT. I

HOW TO USE

Entry types, stats, and rules.

PT. II

TERRITORIES

Eight zones. 84 entries.

PT. III

ORBITAL

High Ground. 11 entries.



JESSE ALEXANDER

ED. 01 / 2026

TC.FE//CR

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// OT.FE / EDITION 01 / 2026

# TERRA CONFLICTUS

2066 · FIELD ECOLOGY

Creatures, Flora, and Hazards by Territory  
GM Supplement / Companion to the Aberrant  
Catalog

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# 01/

## INTRODUCTION

*The programs built soldiers. The climate built everything else.*

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# INTRODUCTION

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*The programs built soldiers. The climate built everything else.*

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## HOW TO USE THIS CATALOG

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Earth 2066 is not a hostile environment in the way a briefing room describes it. The briefing room describes armed opposition, faction infrastructure, surveillance architecture. This catalog describes the other things: the creatures that share the operational environment, the plants that have claimed the ruins, the weather events that don't care about your timeline.

These entries are for GMs. Players should not read ahead.

**Entry Types.** Each entry is tagged as CREATURE, FLORA, or HAZARD. Creatures have stat blocks and behavior protocols. Flora and Hazards have mechanical effects and deployment guidance.

**Stat Blocks.** Creature stats follow the standard OT tier system. Where a stat line reads Bad (6+), Ordinary (4+), or Good (2+), apply the same threshold as any enemy roll. Where no SHOOT value appears, the creature does not make ranged attacks.

**Game Mode Compatibility.** Core stat blocks (FIGHT/TACT/GUTS/MOBI/AR/FW/MW) are compatible across RPG, Skirmish, and Iron Line. Behavior protocols (Passive/Aware/Committed) are RPG-native encounter tools – use them as GM guidance in other modes. Mechanics referencing Dread, OPINT checks, Stock Instinct, and Template Drift are RPG-specific; adapt them to your mode's equivalent suppression and morale systems or treat them as narrative context.

**Tier.** Tier places the creature in the encounter budget. A Grunt-tier creature costs 40 points. A Soldier costs 60. A Veteran costs 85. A Heavy costs 90. Mix with human opposition or deploy solo for a different kind of pressure.

**Aberrant Classification.** Some entries cross-reference the Aberrant Catalog. Where you see a Type reference (Type-3, Type-4, etc.), the full classification is in that document. This catalog gives you the territory-specific manifestation. The Aberrant Catalog gives you the underlying biology.

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**Benign Entries.** Not every entry is a combat threat. Some entries are environmental facts that GMs can drop into a location to make it feel lived-in, dangerous, or strange. A Filter-Fish die-off doesn't attack operators. It tells them something worse is coming.

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## ENTRY FORMAT

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**BOLD NAME.** *[type tag]*

*One-line flavor.*

Description. Two to three sentences. No hedging.

**STAT** // SHOOT Bad (6+) / FIGHT Good (2+) / TACT Ord (4+) / GUTS Good (2+) / MOBI 6" / AR 1 / 3 FW / 2 MW

**Ability Name.** Mechanic. Clear and declarative.

**Behavior.** What it does at different clock states. Passive, aware, committed.

### FIELD NOTE

GM guidance. Optional.

Flora and Hazards follow the same format without stat blocks.

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## A NOTE ON GENE-FORGED WILDLIFE

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Gene-forging escaped the military supply chain before 2050. By 2066, the distinction between wild animal, engineered wildlife, and escaped program stock is not reliable in the field. An operator who assumes the jaguar in the Patagonian Basin is a wild animal may be correct. They may also be looking at SCA program stock that went feral four years ago and has spent that time learning the difference between a faction patrol and a contractor.

Treat everything in this catalog as capable of surprise.

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**Aberrant Template Drift.** Any gene-forged creature can exhibit drift. At the GM's discretion, assign one ability from the Aberrant Abilities table (Aberrant Catalog, Part IV) to any creature marked with the drift flag (D). This does not change the creature's tier or base stats. It changes what happens when operators think they have the situation read.

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## INTEGRATING HAZARDS INTO MISSIONS

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Environmental hazards and weather events function as secondary clocks. They don't require activation. They run.

When a hazard is active in the mission area, track it on the Threat Clock. Every two Threat Phases, the hazard advances one step. Each step produces one escalation from the hazard's effect list. Operators can suppress a hazard for D3 Threat Phases with the right action, but suppression is not removal.

Design note: the most effective use of this catalog is not to build creature-encounter missions. It's to make the terrain itself feel dangerous before any enemy activates. A whiteout that cuts visibility to 4" changes the opening sector of any mission. A phosphorescent algae bloom that marks every operator who enters the water changes the extraction route.

The world is the hazard. The enemies are just also there.



# 02/

## EURASIAN STEPPES

*The steppe is flat. That means everything on it is visible. Including you.*

---

# EURASIAN STEPPES

*The steppe is flat. That means everything on it is visible. Including you.*

---

EO administrative territory. Open grassland and mountain corridor, roughly a thousand miles of it, instrumented by drone sweep, Accipiter Strato sensor net, and Elena Kirova's internal security network. The surveillance architecture is the first layer of the environment. The second layer is the cold: winter operations drop equipment efficiency, condense moisture in sealed gear, and create thermal contrast that makes operators visible to any system looking for heat signatures in a landscape that doesn't produce them.

The wildlife here existed before the EO arrived. Some of it was modified after. Some of the modified stock is no longer where the EO put it.

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## THERMOPHID VIPER

CREATURE

*It lives in the equipment bay. You find it when you open the equipment bay.*

Cold-adapted viper, 1.2 meters at adult length, native to the original Kazakh steppe and now distributed across EO territory following the warming-driven expansion of its range. It does not hunt operators. It seeks heat sources during cold operations and has learned that machinery, generator housings, and tactical pack interiors are reliable warmth. Discovery is the hazard.

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Ord (4+) / MOBI 5" / AR 0 / 1 FW

**Thermal Den.** At mission start, roll for each vehicle, generator housing, or tactical equipment cache in the mission area. On a 4+, a Thermophid Viper is sheltering inside. Discovery triggers an automatic strike attempt against the nearest operator's unarmored hand or forearm.

**Strike.** One action. Adjacent. No roll. Operator takes 1 FW and rolls GUTS 4+ at the start of each subsequent activation. Fail: additional 1 FW. The venom effect ends when the operator passes the roll.

**Behavior.** Does not pursue. Does not leave its heat source voluntarily. Retreats if driven out; relocates to the next available thermal option within 6".

#### FIELD NOTE

Deploy one or two as opening-sector texture, not combat. A single operator going down for an action while dealing with a surprise viper changes the dynamic of a stealth approach without requiring a full encounter.

## VEPR FEROX

CREATURE (D)

*EO boar stock, third generation free. The tusks are heavier than the program intended.*

Descended from EO gene-forged boar operators used as shock units in the Caucasus corridor engagements of the 2040s. When those programs were discontinued, some stock escaped into the steppe margin. Three generations of feral breeding have produced an animal that retains the ceramic-plate hide thickening from the original program but has lost the behavioral conditioning. It is not a soldier. It is a boar that is armored, aggressive, and has been free long enough to develop territory.

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 7" / AR 2 / 3 FW / 1 MW

**Armored Charge.** When the Vepr moves 4" or more toward a target in a single action, the first hit it takes that activation is absorbed by its AR and does not reduce FW. The charge still requires the target to roll GUTS 4+ or fall prone.

**Territorial.** The Vepr does not pursue beyond its territory boundary. If operators exit the territory, the Vepr stops at the line. The boundary is 12" from the nearest cover it uses as a den. The Vepr knows the line. Operators don't.

**Behavior.** Passive: roots, marks territory, ignores operators at distance. Aware: orients toward the noise and advances slowly. Committed: full charge. Once committed, the Vepr does not break off. Not a behavioral protocol. Biology.

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## PSOVOI KAZAN

CREATURE

*Abandoned six months ago when the labor compound closed. Still trained. Nobody gave them new orders.*

EO labor compound security dogs, now running in packs across the steppe between decommissioned extraction sites. They retain the original security training: perimeter response, alert vocalizations, coordinated pursuit. The training functions without a handler. The pack makes decisions collectively; individual animals hold position and flank rather than rush. They are not aberrant. They are military-trained animals without a military to serve.

**STAT** // FIGHT 0rd (4+) / TACT Good (2+) / GUTS Good (2+) / MOBI 8" / AR 0 / 2 FW

**Pack Signal.** When a Psovoi detects an operator, it does not engage. It vocalizes. All Psovoi within 10" immediately move to Aware state and orient toward the signal source. They do not commit until the pack numbers three or more in contact range.

**Trained Flank.** When three or more Psovoi are in Committed state, they distribute automatically into a flanking formation: one in front, one on each side. The GM places them before any operator responds. The surrounded operator is engaged from three directions and cannot benefit from single-direction cover.

**Behavior.** Passive: patrol in loose groups. Aware: close to effective range, signal, wait. Committed: coordinated strike, one from front while others close flanks.

### FIELD NOTE

Psovoi Kazan are the EO's ghost architecture. They are evidence that a compound operated here and was closed without proper decommission procedure. A mission that encounters them has also encountered a question about what the compound was doing and why it closed fast.

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## ACCIPITER STRATO

CREATURE (D)

*The sensor package is still functioning. The bird no longer is.*

EO surveillance birds, eagle-class, equipped with passive sensor arrays and relay transmitters. Most operate within program parameters. Some have experienced template drift sufficient to produce behavioral independence from the relay network. These birds still carry the sensor hardware. They still transmit. They transmit their own behavioral data, which the EO's Standing Order 7 suppresses before any human analyst reads it. The bird does not know this.

**STAT** // FIGHT Good (2+) / TACT Ord (4+) / GUTS Good (2+) / MOBI 12" (flight) / AR 1 / 2 FW / 1 MW

**Sensor Relay.** An Accipiter Strato that maintains line of sight to operators for one full Threat Phase automatically advances the local Threat Clock by 1 as if it had called in opposition. This happens even when the EO's Standing Order 7 should suppress the signal. The Order has exceptions it was not designed to handle.

**Strike (Talon).** Descends from above. One action. Opposed FIGHT roll. If the bird wins, target takes 1 FW and must spend one action freeing the talon grip. If the operator wins, the bird disengages and ascends.

**Behavior.** When not drifted: circles at altitude, observes, relays. When drifted: territory-marks. Attacks anything that enters nesting range (8" radius of nest site) regardless of faction markings.

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## URSUS CRYONICUS

CREATURE

*Three hundred kilos. The warming permafrost accelerated its food supply for a decade. It did not stay small.*

Wild brown bear, not gene-forged, distributed across the expanding boreal margin of EO territory. The permafrost thaw that opened Siberian extraction territory also released a century of accumulated organic material into the ecosystem. The bears have been eating well for two decades. They are larger than pre-Upheaval baseline, territorial, and not enrolled in any program. They attack equipment caches because equipment caches smell like food.

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 8" / AR 2 / 4 FW / 2 MW

**Cache Raid.** If the mission includes unsecured supply caches or vehicle cargo, roll at mission start. On a 5+, an Ursus Cryonicus has located and is investigating one cache. The cache is destroyed on the bear's second activation if not defended.

**Rend.** On a successful FIGHT roll of 2+ (natural), the bear pins the target. The pinned operator loses both actions on their next activation unless an ally spends one action to drive the bear off with a weapon threat (no roll required but takes an action).

**Behavior.** Passive: feeds, marks, moves away from active noise at distance. Aware: stands upright and assesses. Does not advance for D3 rounds. Committed: full engagement. Does not break off from a pinned target.

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## TALPIC SEISMIC CRAWLER

CREATURE

*You hear it before you see it. Then the ground does something it should not.*

Large burrowing invertebrate, arthropod class, adult length 1.5 to 2 meters. Pre-Upheaval range: limited to the Caspian basin. Current range: the full steppe, following the expansion of agricultural insect populations it preys on. Nocturnal. Hunts vibration. The Crawler does not know the difference between a small mammal in the soil and a vehicle's drivetrain. Both produce vibration. Both are worth investigating.

**STAT** // FIGHT 0rd (4+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 5" (burrow) / AR 1 / 3 FW

**Seismic Track.** The Talpic Seismic Crawler detects any vehicle or operator group of 3+ people moving within 15" as if it had line of sight. Stealth does not apply to vibration.

**Burrow Strike.** The Crawler emerges adjacent to its target, bypassing any terrain between them. The emergence is the attack: target rolls GUTS 4+ or falls prone. On a natural 2 on the FIGHT roll, the vehicle or equipment target takes structural damage (GM determines: engine damage, tire puncture, comms array disruption).

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**Behavior.** Passive: below surface, hunting insect populations. Transitions directly to Committed when it detects vibration. Does not have an Aware state. Does not warn.

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## FERRITE INTERFERENCE MOSS

FLORA

*Low ground cover. Gray-green. Smells faintly of the chemical agents the EO uses for platform maintenance.*

Naturally Transpired Blocker moss – "NTB" in EO field documentation – first logged when it began disrupting Accipiter Strato sensor packages. The moss evolved to produce a chemical compound that interferes with certain atmospheric sensor calibrations, likely as defense against insects whose detection relies on the same frequency range. It blocks EO sensors. It also blocks operator equipment that operates on the same principle.

**Effect.** Any electronic sensor or comms unit within 3" of a Ferrite Interference Moss patch (1" radius cluster) operates at reduced fidelity. OPINT checks using electronic equipment in this range gain the Disadvantage condition. The moss patches are visible to the naked eye but not distinguishable from ordinary ground cover without a OPINT 4+ check.

**Deployment.** Place 1D6 patches in any steppe sector with natural ground cover. Place them around the mission's key equipment caches, approach corridors, or observation points. The moss grew there for reasons that have nothing to do with the operators.

### FIELD NOTE

Ferrite Interference Moss is the environment's answer to the EO's sensor doctrine. Operators who know about it can use it tactically: operating from inside a patch removes them from electronic surveillance. Operators who don't know about it discover it when their comms stop working reliably.

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## GLACIOPUNCTURE SPIKE

FLORA

*Grows in exposed positions: ridge lines, platform tops, the leading edge of anything the wind hits.*

A crystalline succulent that concentrates mineral salts and freezes the moisture it collects into structural spines during winter operations. The spines reach 15-20 cm in mature specimens and are sharp enough to puncture standard boot material. The plant grows in clusters on exposed hard surfaces. It is invisible under snow cover. Operators who move quickly across covered ridge terrain and platforms post-snowfall find it at speed.

**Effect.** Operators moving through Glaciopuncture Spike terrain at full MOBI must roll GUTS 4+. Fail: 1 FW and MOBI reduced to 3" for D3 rounds. Vehicles moving through Glaciopuncture Spike-covered surfaces at speed have a 3-in-6 chance of tire/tread damage (immobilizes the vehicle until repaired; 2 actions).

**Seasonal Note.** Glaciopuncture Spike is an active hazard only during winter operations (missions with Extreme Cold environmental conditions). In summer, it is a ground plant that does nothing threatening. Operators who ran the mission in summer and return in winter find a different terrain.

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## BURAN-COMPLEX

HAZARD - WEATHER

*The horizon goes white. The drones stop. For six minutes, everything on the steppe is equally blind.*

EO atmospheric documentation describes these events as Electromagnetic Pulse Precipitation: high-altitude ionospheric discharge events that produce a ground-level EM pulse across a variable radius. Duration: 4-8 minutes. Frequency: unpredictable, correlated with Accipiter Strato network disruption events that Standing Order 7 has been suppressing for three years.

**Effect.** When the Buran-Complex activates, all electronic equipment in the affected radius (D6 x 4" from center) goes offline for D6 rounds. This includes: comms, sensor displays, electronic targeting systems, EO autonomous platform relay connections, and anything requiring an active signal. Mechanical equipment is unaffected.

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**In Mission.** Roll 1D6 at the start of Threat Phase 4. On a 1-2, a Buran-Complex begins. Place the center point at the GM's discretion (recommend the center of the most active sector). Advance by rolling at the start of each subsequent Threat Phase until it ends.

**EO Response.** EO autonomous platforms operating under Standing Order 7 during a Buran-Complex continue their last valid order without new input. For D6 rounds post-event, these platforms behave as if they have no updated intelligence. They do not react to new developments during this window.

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**FIELD NOTE**

The Buran-Complex is the mission's gift to both sides. Operators lose comms. EO platforms lose coordination. What operators do with six minutes of mutual blindness defines the mission.

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**THERMOKARST EVENT**

**HAZARD - ENVIRONMENTAL**

*The ground vents methane for twelve hours. The area smells like a burning chemical plant. It is not a chemical plant.*

Methane release events from disturbed permafrost layers, accelerated by EO extraction operations. The blowout creates an invisible, expanding methane cloud at ground level. The gas is flammable, sufficient concentration is asphyxiating at low-lying areas, and it is invisible. Operators learn about it from their portable gas monitors, if they have them, or from the smell, if they are paying attention, or from the operator who went down first.

**Effect.** In the thermokarst zone (D6 x 3" radius from the vent point), operators who spend more than 2 consecutive rounds at ground level without respiratory protection roll GUTS 4+ at the start of each subsequent round. Fail: -1 SHOOT and FIGHT until out of the zone and a 1-round recovery. Any open flame or spark in the zone triggers an immediate ignition event: all operators in the zone take 1 FW and are knocked prone.

**Trigger.** Heavy vehicle movement, demolitions use, or EO platform extraction equipment activating within 6" of a marked subsidence zone. Roll 1D6: on a 1-2, extraction activity triggers a thermokarst event.

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## STALE-ORDER PROTOCOL

HAZARD - TACTICAL

*Standing Order 7 has been active for three years. The platform received its last command three weeks ago.*

EO autonomous platforms operating in the steppe territory maintain function under the last valid order received when signal is cut. The most common last order in the outer extraction zones is patrol suppression under Standing Order 7: suppress anomaly flags, maintain route, do not escalate without explicit command. These platforms are not hostile. They are also not updated. They patrol routes that were correct three weeks ago.

**Effect.** Stale-Order Protocol platforms appear on the board as EO units but do not respond to current tactical developments. They do not alarm. They do not call for backup. They fire on operators who enter their line of sight because that is within their operational parameters. They do not pursue. They do not coordinate with other units. They are running a three-week-old order in a situation it was not written for.

**Identifying a Protocol Platform.** OPINT 4+ check on first contact. Success: the operator recognizes the patrol pattern is stale. The platform can be avoided by staying out of the route's fixed LoS arcs. Fail: the operator cannot distinguish a Protocol Platform from an active-coordination unit until behavior makes it obvious.

### FIELD NOTE

Stale-Order Protocol platforms are not a combat encounter. They are a terrain feature that shoots. An operator who maps a platform's route can use it: it patrols at predictable times, fires at predictable angles, and doesn't call for help. It's the best kind of opposition to work around if you know what it is.



# 03/

## ANTARCTIC PENINSULA OASIS

*The ice pulled back. What was under it had been waiting.*

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# ANTARCTIC PENINSULA OASIS

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*The ice pulled back. What was under it had been waiting.*

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No civilians. Research contractors, faction operatives, and BAFO field teams working in extreme weather conditions across an environment that is both newly accessible and genuinely dangerous. The ice retreat has exposed coastal rock, shallow bays, melt channels, and at least one sealed installation that three factions are circling without approaching. The weather does not observe the Scientific Access Accords. A Condition One will strand an operator team for twelve hours regardless of their faction affiliation. The wildlife here evolved for isolation.

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## BATHYNOMUS GLACIALIS

CREATURE

*The melt channels opened the seabed to light for the first time in twelve thousand years. Something lived there. It was not prepared to stay in the dark.*

Giant isopod, melt-channel habitat, adult carapace length 60-80 cm. Pre-Upheaval: documented only in the deep Pacific. Antarctic melt events released the pressure and temperature conditions that had constrained this class to abyssal habitat. The Bathynomus Glacialis is not adapted to above-surface conditions. It is adapting in real time, faster than the taxonomy is keeping up with. It is also large enough to damage equipment, territorial about melt channel access points, and slower above water than in it.

**STAT** // FIGHT 0rd (4+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 3" (surface) / 7" (submerged) / AR 3 / 3 FW

**Armored Roll.** When the Bathynomus Glacialis takes a hit that would cause 1 FW, roll 1D6. On a 4+, the carapace absorbs it: no wound. The carapace can only absorb once per round. The second hit in any round resolves normally.

**Channel Guard.** Any operator attempting to cross a melt channel guarded by a Bathynomus Glacialis must roll FIGHT or TACT 4+ to do so without triggering an attack. It responds to vibration in the water. Moving slowly (half MOBI) grants +1 to the roll.

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**Behavior.** Passive: submerged in melt channel, stationary. Aware: surfaces and observes. Committed: blocks the channel access point and attacks anything that enters the water.

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## GYMNOTHORAX ARCTICUS

CREATURE

*Four meters. Coastal grey. Fast enough to exit the water and be back in it before you process what happened.*

A semi-aquatic predator, eel-classification by body plan, leopard seal by behavioral profile. Not gene-forged: an adaptive evolution from the melt-period coastal fauna that has produced an ambush hunter effective on both land and in shallow melt-water. Hunt in pairs. One surfaces; one waits in the water for whatever enters during the surface contact. The surface attack is usually abandoned quickly. The paired one in the water is not.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 9" (water) / 6" (surface) / AR 1 / 3 FW / 1 MW

**Drive and Strike.** Gymnothorax Arcticus hunt in pairs. One emerges and moves toward operators, forcing a response. While operators are engaged with the surface animal, the paired one exits the water from an unexpected direction. The surface contact is a decoy. The second strike is the actual attack.

**Grip.** On a successful FIGHT roll of 2+ (natural), the animal grips the target and drags them 4" toward the water. The dragged operator must spend both actions next activation breaking the grip (FIGHT 4+ check) or is dragged again. A second consecutive failed check means the operator is in the water.

**Behavior.** Passive: feeds in melt channels, avoids open terrain. Aware: surfaces to assess, submerges. Committed: one surfaces, one waits in ambush.

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## GLACIOSYMBIONT TYPE-3

CREATURE

*It is not in the glacier. It is the glacier's surface layer, for a radius of approximately eight meters.*

A Type-3 Environmental Integrator variant that has fused with Antarctic glacial ice. The biological mass is distributed through the top 30 cm of a glacier surface section. The physical signature: subtle discoloration of the ice surface, slightly blue-gray where the rest of the glacier face is white. Visible in good light. Invisible in low light and during precipitation. The Glaciosymbiont uses the glacier's mass as a body and attacks through the surface by extending itself upward.

**STAT** // FIGHT Good (2+) / TACT Ord (4+) / GUTS Good (2+) / MOBI 0" (merged) / 5" (surfaced) / AR 3 / 4 FW / 2 MW

**Glacier Merge.** While merged with the ice surface, the Glaciosymbiont cannot be targeted by SHOOT. It cannot be identified without OPINT 4+. Any operator walking across its merged zone rolls GUTS 4+. Fail: the surface erupts below them, taking 1 FW.

**Surface.** On activation, the Glaciosymbiont can emerge from the ice for D3 rounds. While surfaced, it can be engaged normally but loses Glacier Merge. On Surfaced Round 1, it attacks. Rounds 2-3, it fights defensively. Round 4, it remerges if not killed.

**Behavior.** Passive: merged, static. Waits for vibration on its surface. Committed immediately on contact.

### FIELD NOTE

BAFO categorizes the Glaciosymbiont Type-3 as a candidate for Lumicite resonance sensitivity. The EREBUS installation is 300 km from the primary known Glaciosymbiont territory. No formal correlation has been published. Field teams in both locations have reported similar substrate readings.

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## LOBODON MILITARIS

CREATURE

*It was a research station companion animal. The station has been abandoned for two years. It is not a companion animal anymore.*

Modified leopard seal stock from a now-abandoned NAF research installation. The original animals were temperament-modified for station cohabitation and trained for melt-channel transit assistance. When Shackleton Station Alpha was evacuated, the animals were released rather than transported. Release improved their odds. It did not improve their temperament.

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 8" (water) / 4" (land) / AR 2 / 3 FW / 1 MW

**Station Memory.** Lobodon Militararis respond to research station signals and beacon transmissions as if they indicate food. Any active beacon in the mission area draws the nearest specimen toward it within D6 Threat Phases, regardless of other activity.

**Torpedo Strike.** The animal travels the final 4" of an approach underwater at maximum speed. The target does not see it coming. Treat as a surprise attack: no response roll before the FIGHT resolution.

**Behavior.** Passive: patrols melt channels and coastal approaches near former station infrastructure. Aware: approaches cautiously. Committed: torpedo strike, then standard engagement.

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## PAGODROMA VOLTAICA

CREATURE

*The modified feather structure produces static charge on wingbeats. The station engineers documented it as a curiosity. Operators in the field document it differently.*

Engineered Antarctic petrel, mid-sized seabird, modified for harsh weather flight by a 2040s research program that also inadvertently produced a static discharge capability in the modified feather structure. The discharge is intermittent and largely involuntary. At close range around electronics-dependent operators in extreme cold, the discharge is not intermittent.

**STAT** // FIGHT Bad (6+) / TACT Bad (6+) / GUTS Ord (4+) / MOBI 10" (flight) / AR 0 / 1 FW

**Static Discharge.** When a Pagodroma Voltaica is killed or takes its first FW, it discharges. All operators within 4" roll TACT 4+. Fail: one electronic piece of equipment (comms, targeting, sensor display) goes offline for D3 rounds. The discharge occurs whether the bird intended it or not.

**Flock.** Pagodroma Voltaica travel in groups of D6+2. When the flock is disturbed (a gunshot within 12", a vehicle approach), all birds discharge simultaneously. Apply the Static Discharge effect to all operators within 6" of the flock's central position.

**Behavior.** Passive: nests on exposed rock. Moves away from slow ground approaches. Does not flee gunfire; it discharges.

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## BALAEOPTERA TELLURICA

CREATURE

*Not a threat. Not engaging. Just there. All twelve meters of it, moving in the bay like an estimate of something larger.*

A cetacean-class animal, whale family, substantially larger than pre-Upheaval baseline. The Antarctic melt opened the peninsula's coastal bays to productive deep-water upwelling that wasn't accessible before 2040. The food supply expanded. Something ate it. The Balaenoptera Tellurica does not hunt operators. Operators are not relevant to its food chain. What is relevant: a twelve-meter animal moving through shallow water displaces water, and things in that water move with it.

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 15" (water) / AR 3 / 5 FW / 3 MW

**Displacement Wave.** When the Balaenoptera Tellurica moves more than 6" in one action, all operators in or adjacent to the water within 8" of its path roll GUTS 4+. Fail: knocked prone (on land) or underwater (if in the water, they must spend both actions next activation to surface).

**Not Engaged.** The Balaenoptera Tellurica does not initiate combat. It moves. It breathes. If struck by weapons fire, it responds once (one Displacement Wave) and then dives and leaves the area.

#### FIELD NOTE

The Balaenoptera Tellurica is a scale problem. Its presence turns any water extraction route into a navigation question. It is not hostile. It is massive and indifferent, which in an extraction scenario is operationally identical to hostile.

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## SPOROGRYRUM BAROMETRICUM

FLORA

*Gray-white, knee-high, grows in the wind shadow of coastal rock formations. Produces no smell. The spores are invisible.*

A microorganism colony that grows in dense mats and reproduces through spore dispersal triggered by barometric pressure change. The spores are approximately 15 microns and produce a mild neurological effect when inhaled: spatial disorientation for 4-8 minutes, followed by full recovery. The colony evolved this dispersal mechanism before any human arrived. Barometric drops correlate with incoming weather events. The colony spores before the storm hits.

**Effect.** Operators moving through Sporogryrum Barometricum terrain during barometric pressure change (mission weather events, approaching storm fronts) must roll GUTS 4+. Fail: all movement and TACT checks at -1 threshold for D3 rounds. The operator knows something is wrong; they do not know what.

**Identification.** OPINT 4+ before moving through the terrain identifies the colony and allows operators to use respiratory protection. Without identification, the effect triggers automatically on a failed roll.

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## GLACIOVINE

FLORA

*Engineered. Someone planted it as a thermal-retention barrier around a research installation. The installation is gone. The vine is still growing.*

Bioengineered cold-adapted climbing vine, commissioned by a research station program to reduce wind exposure on building exteriors. It stores moisture in thick nodule clusters that freeze to a glass-hard consistency below -10C. The nodules are smooth and structurally strong, making them a climbing hazard (the surface looks grippable until it isn't) and a structural fact for any surface they've colonized: removing them requires cutting tools, and the attached structure is now partially load-bearing through the vine.

**Effect.** Climbing surfaces covered by Glaciovine require a FIGHT 4+ check to ascend. Fail: the operator slips and falls the distance they've climbed (1 FW per 2m fallen). Glaciovine-covered structures cannot be demolished without first clearing the vine (3 actions per 3m section). The vine's thermal properties also make it an insulator: operators sheltering behind a Glaciovine section gain +1 to cold endurance rolls but lose one action due to reduced movement range.

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## KATABATIC STRIKE

HAZARD - WEATHER

*The glacier exhales. You have approximately three seconds once you hear it.*

A katabatic wind event: cold dense air cascading down a glacier face with sudden acceleration, reaching 100+ km/h at impact. Common on the peninsula, unpredictable in timing, detectable by watching the glacier face for the visual shimmer that indicates temperature gradient buildup. The shimmer lasts 30-90 seconds before the wind hits. Operators who know what to look for have time. Operators who don't have three seconds.

**Effect.** Operators without cover in the impact zone roll GUTS 4+. Fail: knocked prone and moved D6" in the wind direction. All ranged attacks against airborne targets and from exposed positions are at -2 for the duration (D6 rounds). Light equipment (drones, sensor arrays, satellite dishes) is destroyed on a 4+ roll for each unanchored piece. Aircraft and VTOL vehicles must land immediately or roll for control loss.

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**Warning.** OPINT 4+ check while observing the glacier face identifies the shimmer in time to find cover. Without a check, the wind arrives unannounced.

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## CONDITION ONE

HAZARD - WEATHER

*Zero visibility. Thirty meters becomes theoretical. Six meters is practical. Two meters is operational.*

A blizzard event reducing visibility to 2-4 meters, sustained for D6 x 2 hours. Antarctic station protocol designates full whiteout as Condition One: no outside movement, no vehicle operation, full shelter lockdown. GPS and satellite navigation continue to function. Visual identification does not. Operators cannot distinguish allies from enemies past 4". Enemy contacts cannot be confirmed as enemy contacts.

**Effect.** All SHOOT attacks at range greater than 4" are at Bad (6+) threshold regardless of base skill. Stealth is automatic for all parties within 6" of each other. Movement through the mission area requires OPINT 4+ checks per sector to maintain direction. The clock still runs.

**Duration.** Roll at the start of every third Threat Phase. On a 1-2, Condition One lifts. Otherwise it continues.

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## MOULIN COLLAPSE

HAZARD - ENVIRONMENTAL

*The surface looks solid. The surface was solid, in places, before the melt season.*

Seasonal melt creates void spaces under snow bridges crossing melt channels, crevasses, and subsidence areas. The surface remains visually indistinguishable from solid ground. Weight-bearing capacity varies by temperature and recent melt activity. Glaciologists call the vertical drainage shafts that form beneath the surface moulins. There is no reliable visual indicator for where they are. The only reliable indicator is that the surface either holds or it doesn't.

**Effect.** Operators crossing unmarked snow terrain roll GUTS 4+ per 3" of movement. On a fail, the surface gives way. The operator falls into the void below: 1 FW per 2m drop, plus they are submerged in melt water if water is below (see Melt Channel rules). Vehicles automatically break through any snow bridge not rated for vehicle weight (GM determines which bridges are rated).

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**Identification.** OPINT 4+ while moving slowly (half MOBI) identifies unsafe sections. Moving at full MOBI, the check is at -1.

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## JÖKULHLAUP

HAZARD - ENVIRONMENTAL

*The ice sheet moves. When it does, it moves fast and it does not care what's standing on it.*

Glacial outburst event: sudden propagation of a pressure crack through ice terrain, producing a raised ridge of broken ice slabs 1-3 meters high along a line that can extend 50+ meters. The Icelandic term for this class of event – jökulhlaup – has been adopted wholesale into Antarctic field documentation. It fits. The crack propagates at 15-20 m/s once initiated. The initiation trigger: thermal expansion, seismic activity, or major weight displacement.

**Effect.** Determine a crack line at mission start (roll 1D6 for direction, place origin point). When the jökulhlaup triggers, every operator within 4" of the crack line rolls GUTS 4+. Fail: 1 MW (slab impact) and the operator is separated from the rest of the team by the ridge. Crossing the ridge costs 4" MOBI and a FIGHT 4+ check (fail: 1 FW from the broken ice).

**Trigger.** Vehicle movement, demolitions, or EO extraction equipment within 8" of a subsidence zone triggers on a 1-2 on a D6.



# 04/

## JAVA SCATTER

*The archipelago drowned. The things that adapted to the drowning did not drown with it.*

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# JAVA SCATTER

*The archipelago drowned. The things that adapted to the drowning did not drown with it.*

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Maritime contested zone, forty-two million displaced people at elevation on new islands above former coastlines, and a maritime confederation that understood sovereignty flows to whoever controls the water between things. The PFZ's Crimson Corsairs are the military expression of that understanding: gene-forged operators templated on saltwater crocodiles, sea eagles, and clouded leopards, operating in the water lanes they were designed for. The things in this chapter are not Crimson Corsairs. They are the ecosystem the Crimson Corsairs work alongside, and do not fully control.

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## BUAYA MERAH

CREATURE (D)

*The Crimson Corsairs' breeding program produced soldiers. It also produced animals that the soldiers could not keep contained.*

Saltwater crocodile stock from the Crimson Corsair gene-forging program, escaped from the Corsair's peninsula breeding facilities during the flooding events of 2038-2042. Now feral across the Java Scatter's shallow coastal zones and submerged ruin networks. Retains the template-enhanced acceleration from the Corsair program: faster than baseline saltwater crocodiles in water, capable of short bursts of speed on land. Does not retain behavioral conditioning. Buaya merah — red crocodile — is what the Scatter communities call them. The red comes from substrate staining in the ruin zones they favor.

**STAT** // FIGHT Good (2+) / TACT Ord (4+) / GUTS Good (2+) / MOBI 5" (land) / 10" (water) / AR 3 / 4 FW / 2 MW

**Ambush Rise.** When a Buaya Merah is submerged and an operator is on an adjacent surface, it can make a free attack before any other action. The operator cannot respond until the following activation. The ambush must come from within 3" horizontal distance.

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**Death Roll.** On a successful FIGHT of 2+ (natural), the croc grips and rolls. Target is pinned underwater (if in water) or on the ground. Pinned operator loses all actions until an ally spends 2 actions driving the animal off. Taking a Mortal Wound while pinned is lethal.

**Behavior.** Passive: submerged near structure. Aware: surfaces and tracks. Committed: ambush rise then death roll.

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## HALIAEETUS CORSAIR

CREATURE

*Three eggs per nest. Both parents hunt. If you kill one, the other comes back with the nesting group. There are twelve nesting groups on this island.*

Modified sea eagle, PFZ-origin stock from an early coastal surveillance program that was discontinued when the eagles stopped reporting back to the relay nodes and started treating the relay infrastructure as nesting material. The birds have been feral for fifteen years and have established nesting territories across the island chain that they defend collectively. Solo eagles are scouts. The mob is the response.

**STAT** // FIGHT 0rd (4+) / TACT Good (2+) / GUTS 0rd (4+) / MOBI 12" (flight) / AR 0 / 2 FW

**Mob Response.** When one Haliaeetus Corsair is attacked or killed, all eagles within 12" immediately commit to engagement. The number responding: roll 1D6+2. They attack the aggressor, not the whole operator group.

**Stoop.** A Haliaeetus Corsair that begins its activation 6" or more above the target and dives in a straight line gains +1 to its FIGHT roll. A natural 2 also inflicts bleed (1 FW at the start of the target's next activation).

**Relay Nest.** Haliaeetus Corsair nests built on former relay infrastructure degrade the relay system over time. Any comms relay in the mission area with an active nest requires OPINT 4+ to use effectively. The nest is difficult to clear without triggering Mob Response.

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## LAUT DALAM TYPE-4

CREATURE

*If you hear your own voice calling for help from the submerged ruins, do not go toward it.*

A Type-4 Aquatic Mimetic adapted to the warm shallow-water environment of the Java Scatter's submerged urban zones. Laut dalam — deep water — is what the coastal communities call the zone it inhabits and, by extension, the thing inside it. Standard Type-4 behavior (voice mimicry, water-medium ambush) with a local modification: the Scatter variant has learned to mimic radio signal fragments, producing distress call audio on frequencies that operators' comms equipment receives. The first time an operator hears their handler's voice asking for extraction from a submerged building, they know to check their instruments. The second time is harder.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 10" (water only) / AR 1 / 3 FW / 1 MW

**Radio Lure.** Once per mission. The Laut Dalam transmits a distress signal on the operator team's active comms frequency. Operators must roll SITREP (Unlikely) to resist. On a fail, one operator moves D6" toward the signal source on their next activation. The lure can be identified with OPINT 4+ on a dedicated check (one action, must be declared before moving).

**Adaptive Hide.** First hit each round absorbed. After absorbing, the Laut Dalam gains +1 to its next FIGHT roll.

**Core Location.** A bioluminescent node roughly fist-sized. OPINT 4+ locates it within the water mass. Until located, attacks that don't target the core cause only 1 FW maximum regardless of roll.

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## CARCHARHINUS PROFUNDUS

CREATURE

*The submerged ruins are its reef. It has been patrolling the same eight-meter corridor for six years.*

A large coastal shark, unmodified, that colonized the drowned urban architecture of the Java Scatter during the flooding events. Natural sharks do not typically navigate interior spaces. The Carcharhinus Profundus has learned to navigate the partially open upper floors of submerged buildings, where the architectural features channel fish populations into predictable corridors. Operators using submerged infrastructure as transit routes use those same corridors.

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 12" (water) / AR 1 / 3 FW / 2 MW

**Corridor Claim.** A Carcharhinus Profundus in a submerged structural corridor is treating that corridor as its hunting territory. All operators in the corridor are prey. It attacks the nearest operator on every activation without a targeting consideration.

**Frenzy.** On the shark's second Mortal Wound, it enters frenzy. Frenzy: attacks twice per activation. It does not retreat. It attacks until it is dead or there are no operators in the water.

**Behavior.** Passive: patrols corridor. Does not patrol open water. Aware: detects vibration, orients. Committed: direct engagement, no cover-seeking, no hesitation.

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## HARIMAU AWAN

CREATURE (D)

*You see it in cloud cover above the peak. Then you don't. Then something is above you.*

A large modified raptor, island-peak habitat, built from a gene-forging program that the PFZ has never acknowledged. Harimau awan — cloud tiger — is the Scatter community name for it, and the behavioral parallel holds: it hunts by descending through cloud cover for a brief strike, then ascending before the target can respond. Long-wingspan, low-profile silhouette. Not territorial in the typical sense: it hunts along a route rather than from a nest, making it difficult to locate when inactive.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Ord (4+) / MOBI 14" (flight) / AR 1 / 3 FW / 1 MW

**Cloud Strike.** The Harimau Awan descends from cloud cover (minimum 10" altitude above target). The target cannot see it coming: the attack is a surprise attack (no response roll before resolution). After the strike, the Harimau Awan ascends and is back in cloud cover.

**Strike Interval.** The Harimau Awan strikes once per Threat Phase. It does not engage in prolonged combat. If an operator successfully defends against the strike and returns fire, the Harimau Awan retreats into cloud for one full Threat Phase before striking again.

**Behavior.** Passive: circles in cloud cover. Does not reveal itself unless attacking. Aware: selects a target and enters strike approach. Committed: strike cycle.

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## LAUT HANTU (UNCLASSIFIED)

CREATURE

*The dive team that documented it called it a sea ghost in their report and did not write a second report.*

An unclassified specimen with characteristics of both Type-3 Environmental Integrators and Type-4 Aquatic Mimetics. It has colonized a network of submerged structures and exists partially as biomass distributed through the structural material and partially as a mobile hunting form. The distribution is not uniform: the mobile form disconnects from the structure for attacks and reconnects after. Operators who clear a room of the mobile form and then touch the walls have not cleared the room.

**STAT** // Roll two abilities from the Aberrant Abilities table (Aberrant Catalog, Part IV). Apply both.

**Structural Bond.** The Laut Hantu treats all structural surfaces in its claimed building section as its body. Any operator touching those surfaces while the Laut Hantu is active must roll GUTS 4+ or receive 1 FW from the grip. The surfaces do not look any different from unaffected material without OPINT 4+.

**Two Abilities.** As Unclassified Specimen rules: roll or assign two abilities from the Aberrant Catalog. The Laut Hantu always has at least one of: Adaptive Hide, Environmental Merge, or Voice Lure.

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## JARING KELP

FLORA

*Engineered for the PFZ's aquaculture barrier program. Released into the water lane network to slow unauthorized transit. Still doing its job.*

Bioengineered macroalgae — jaring means net in the regional trade language — with high tensile frond structure designed to entangle propellers and small watercraft. The PFZ deployed it across specific transit lanes as a non-kinetic interdiction tool. It has since spread to cover approximately 40% of the Scatter's navigable submerged-ruin water lanes. It does not distinguish between unauthorized PFZ transit and operators trying to move through a mission area.

**Effect.** Any motorized watercraft moving at speed through a Jaring Kelp zone must roll TACT 4+ or have its propulsion system entangled (immobilized until cleared: 3 actions, FIGHT check). Swimmers moving through Jaring Kelp at speed roll FIGHT 4+ or are entangled (immobilized: D3 actions to free, GUTS check to avoid panic). Moving at half speed does not require a roll.

**Identification.** Jaring Kelp is visible above the waterline as dark green mats. It is not visible below water in low-visibility conditions. OPINT 4+ identifies underwater coverage before contact.

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## KARANG JEBAKAN

FLORA

*The first generation was for fishery barrier management. By the third generation, it had learned to grow toward boat hulls.*

Bioengineered coral system from a PFZ maritime agriculture program. Karang jebakan — trap coral — is the community name, and it fits. The third-generation cultivar developed directional growth response to hull vibration frequencies, causing it to extend toward vessel undersides and dock structures. It is not predatory. The effect is functionally identical to predatory. Karang Jebakan growths around submerged structures also produce a caustic mucus during spawning periods that causes chemical burns to unprotected skin.

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**Effect.** Vessels moored in Karang Jebakan zones without hull inspection may surface with compromised integrity. Roll 1D6 after each 2 Threat Phases the vessel is moored: on a 1-2, structural breach. The breach manifests when the vessel moves at speed (flooding begins, 1 FW per 2 Threat Phases to occupants without evacuation). During spawning periods (GM designates), exposed skin contact produces 1 FW per round without protective gear.

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## BANJIR BANDANG

HAZARD - WEATHER

*Zero visibility in ninety seconds. The forecast said tomorrow.*

Rapid-onset monsoon precipitation, 100+ mm/hr, reducing visibility to 2-3 meters for D6 hours. Banjir bandang — flash flood — is the standard designation in the Scatter communities, and it applies to both the precipitation and the ground-level consequence. The Java Scatter's elevated terrain and warm water surface create unpredictable convective events that outrun weather modeling by several hours. The local population tracks three separate environmental indicators. Operators relying on faction weather briefings are operating on yesterday's data.

**Effect.** Visibility drops to 3". SHOOT beyond 3" is at Bad (6+) regardless of base skill. Drone and aerial surveillance goes offline. Comms range halves. Any open water crossing becomes a GUTS 4+ check per 3" traveled. The clock still runs.

**Local Warning.** Operators who have cultivated contacts in the Scatter community receive 10-minute advance warning on a successful Contact roll. Without contacts: no warning.

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## API LAUT

HAZARD - ENVIRONMENTAL

*Bioluminescent algae bloom. Every operator who enters the water glows for six hours. You can see them from the ridge.*

Phosphorescent dinoflagellate bloom, common in the Scatter's warmer coastal zones during calm periods. Api laut — sea fire — is what the Scatter communities call bioluminescence. It triggers on contact with water turbulence. Operators swimming, wading, or operating watercraft through an active Api Laut bloom are outlined in blue-green light that is visible at distance in low-light conditions. The bloom is natural. Its tactical implications are not.

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**Effect.** Operators who have entered the water during an active Api Laut bloom cannot conduct covert operations in low-light conditions for D6 hours. They are visible at 20" range in darkness. This applies on land as well: the bioluminescent compound adheres to clothing and equipment. The only removal method is a full gear change or 6+ hours elapsed.

**Identification.** The bloom is visible as a blue-green tint on the water surface. OPINT check not required to see it. Knowing what it does requires either prior experience or a successful TACT 4+ check before entering.

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## RANJAU APUNG

HAZARD - ENVIRONMENTAL

*The Java Sea has been a conflict zone for thirty years. Not all ordnance found its target.*

Unexploded ordnance, legacy shipping debris, and informal mining operations have seeded the Java Scatter's shallow water zones with a variable density of submerged hazards. Ranjau apung — floating mines — is the local term, applied to any submerged ordnance regardless of original type. Some are mapped. Most are not. The PFZ tracks its own mines. Faction ordnance from contested engagements is not mapped by anyone. The seabed has collected forty years of unreconciled explosive material.

**Effect.** Roll 1D6 at mission start. That is the number of active hazards in the water-transit area. Place them randomly or GM-designated. Any watercraft moving at speed through a hazard zone detonates on a 3+ roll (1D6): 2 MW to all aboard, vehicle destroyed. Swimmers detonating a hazard: as direct explosive hit, 1 MW minimum. OPINT 4+ underwater survey identifies hazard locations (requires 1 Threat Phase of survey time per 6" of water).

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## ROB EVENT

HAZARD - ENVIRONMENTAL

*The submerged urban network acts as a channel system. When a large vessel moves through the right passages, the water pressure finds the exits.*

The geometry of the Scatter's drowned buildings creates hydraulic tunnels that concentrate tidal surges into specific bottleneck passages. Rob — the Javanese term for the chronic coastal tidal flooding that preceded the full inundation — now describes these surge events in the Scatter community. A surge through these passages can move 2-3 meters of water through a submerged corridor in under 30 seconds. The tide schedule exists. The surge schedule depends on maritime traffic that the PFZ tracks and does not share.

**Effect.** Operators inside submerged structures during a Rob Event roll GUTS 4+. Fail: swept D6" in the surge direction, 1 FW from impact with structure. Any equipment not secured is swept out of reach. After the surge, the corridor fills to new level for D3 rounds before draining. Operators in a flooded section without air pockets must surface or take 1 FW per round.

**Trigger.** When a large vessel (carrier, barge, PFZ patrol boat) passes within 10" of a submerged structure network entry point. Roll 1D6: on a 1-3, the geometry creates a Rob Event.



# 05/

## INDO-PAKISTANI FORBIDDEN ZONE

*Fourteen warheads in 2042. Biology read the memo and responded.*

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# INDO-PAKISTANI FORBIDDEN ZONE

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*Fourteen warheads in 2042. Biology read the memo and responded.*

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Eighteen years of ecological adaptation to conditions no pre-Upheaval biologist modeled. The Heralds of the Storm occupied the survivable corridors first and have governed them through knowledge rather than infrastructure: they know which air kills and which doesn't. Every external faction operating here is working from the same intelligence briefing, which is eight months out of date and based on aerial survey that doesn't resolve the corridor-scale radiation variation. The Heralds' primary strategic asset is that they can navigate the IPFZ without instruments. Operators cannot.

The ecology of the IPFZ is not degraded. It is different. The organisms here are not failed versions of what existed before. They are eighteen years of optimization for a new environment.

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## SUS RADIATUS

CREATURE

*The hide has thickened. The tusks have gotten longer. Everything in the IPFZ that survived has made the same trade: mass for endurance.*

Feral pig, descended from agricultural stock in the pre-war farming communities of the Indus corridor. The survivors of the 2042 events were the individuals with the highest radiation tolerance, and that tolerance appears to be heritable. *Sus radiatus* — the field designation adopted by BAFO's first survey team — carries dermal tissue density three times the pre-war baseline and a resting metabolic rate that suggests significantly elevated heat production. Not gene-forged. Eighteen years of natural selection at speed.

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 7" / AR 3 / 4 FW / 2 MW

**Rad-Hide.** Energy weapons (laser, directed microwave) deal 1 less FW against *Sus Radiatus* (minimum 0). The dense, high-mineral-content dermal tissue dissipates energy attacks. Kinetic weapons resolve normally.

**Herd.** *Sus Radiatus* travel in groups of D3+1. When one takes a Mortal Wound, all others within 6" enter Committed state and move toward the attacker. They do not break off while any member of the group is still alive.

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**Behavior.** Passive: feeds in collapsed agricultural zones. Aware: forms group and assesses. Committed: charge formation, heaviest animal first.

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## CORVUS CONSENSUS

CREATURE

*The flock moves with one decision. What that decision is, BAFO has been trying to determine for three years.*

Large corvid, close to the raven template, distributed across the IPFZ in flocks of 30-80 individuals that move and respond as a single system. Corvus consensus – consensus crow – is BAFO's working designation, provisional but stuck. The behavioral synchronization exceeds documented corvid collective intelligence. BAFO's working hypothesis: radiation exposure has produced something in the cognitive architecture of these birds that enables real-time distributed processing. The Heralds treat Corvus Consensus flocks as navigational indicators and will not enter territory the flock has recently abandoned. Operators should develop opinions about why.

**STAT** // FIGHT Bad (6+) / TACT Good (2+) / GUTS Good (2+) / MOBI 12" (flight) / AR 0 / 1 FW per individual

**Cognitive Bleed (Flock).** The Corvus Consensus flock as a collective entity produces a distributed Cognitive Bleed effect. Any operator within 8" of a flock of 10+ birds rolls SITREP (Even) at the end of the Threat Phase. On a fail, the operator acts on incorrect intelligence on their next activation (one action spent on a false target or wrong direction).

**Abandonment Signal.** If the Corvus Consensus flock abandons its current location (lifts and relocates more than 15"), something has disturbed the territory they know. The Heralds move out of areas the flock abandons. Consider following their example.

**Behavior.** Passive: forages in open areas, watches. Committed: surrounds and harasses rather than attacks. The threat is the Cognitive Bleed, not the claws.

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## MANTODEA GIGANTEA

CREATURE

*Large enough that you see it. Still doesn't explain where it came from.*

An arthropod of the mantis family, adult body length 20-30 cm, substantially larger than pre-war baseline. *Mantodea gigantea* – gigantic mantid – is accurate on both counts. The IPFZ's arthropod population benefited from the radiation-driven reduction in competing predator species during the immediate post-event period. It ambushes from rubble positions that provide overhead cover, attacks with high-speed forelimb strike, and exits faster than most operators track it.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Ord (4+) / MOBI 7" / AR 1 / 2 FW

**Strike and Vanish.** The *Mantodea Gigantea* attacks from cover without revealing its position. After a successful attack, it rolls TACT Good (2+) to disappear back into rubble. If the roll succeeds, it cannot be targeted until it attacks again or is actively searched (OPINT 4+ check, one action).

**Simultaneous Strike.** Groups of 2+ *Mantodea Gigantea* attacking the same target apply their strikes simultaneously. The target rolls defense against all strikes before responding to any.

**Behavior.** Passive: motionless in rubble cover. Aware: orients to target, positions for optimal strike angle. Committed: strike, vanish, reposition.

### FIELD NOTE

The Heralds know where the *Mantodea Gigantea* populations are located and route around them. An operator team with a Heralds contact can get this information. The contact will want something in return that the operator's handler will find inconvenient.

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## HERALDS HOUND

CREATURE

*Trained by the Heralds. Not sold. Not transferred. Not something you want to be running from.*

Modified canid, working-dog template, trained by Heralds operational teams for IPFZ-specific territorial security. The Heralds have adapted the standard security dog program to IPFZ conditions: the dogs are radiation-tolerant (selected for the trait over multiple generations), trained to navigate the Heralds' corridor maps, and conditioned to track by scent in an environment where other tracking methods fail. A Heralds Hound on a track is not making tactical errors. It is doing what it was trained to do and it is very good at it.

**STAT** // FIGHT 0rd (4+) / TACT Good (2+) / GUTS Good (2+) / MOBI 9" / AR 1 / 2 FW / 1 MW

**IPFZ Track.** The Heralds Hound tracks by scent in conditions that defeat electronic surveillance: radiation fog, Faraday Patches, particulate cloud. Standard Stealth does not apply against a Heralds Hound that has acquired a scent. The dog always knows where the operator team is within 20". Electronic countermeasures do not affect this.

**Corridor Knowledge.** The Hound navigates the Heralds' corridor system without hesitation, including safe routes through radiation zones. A Hound that is herding operator teams into a specific direction is herding them on the Heralds' orders. That direction has a specific outcome the Heralds have planned for.

**Behavior.** Passive: patrols with handler. Aware: locks track, follows silently. Committed: closes to engagement range, drives into handler's designated position.

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## VITRIPHAGA

CREATURE

*The vitrified ground is its habitat. Nothing else lives there. The Vitriphaga has it completely to itself.*

An unclassified specimen found only in the IPFZ's vitrified zones: the areas where nuclear detonation heat fused surface material into smooth glass. Vitriphaga — glass dweller — has a body plan adapted for movement across glass surfaces (specialized adhesive pads, extremely low profile) and a reflective exoskeleton that makes it visually indistinguishable from the glass terrain it inhabits. Its threat is not its attack capability. Its threat is what the presence of operators in glassland zones attracts.

**STAT // FIGHT** Ord (4+) / **TACT** Good (2+) / **GUTS** Ord (4+) / **MOBI** 8" / **AR** 2 / 2 **FW**

**Glassland Camouflage.** In vitrified terrain, the Vitriphaga cannot be targeted by SHOOT and cannot be identified without OPINT 4+. It does not have this advantage on any other terrain type.

**Radiation Marker.** Vitriphaga populations cluster around areas with elevated radiation levels within the glassland zones. Their presence in concentrated numbers indicates radiation levels above the survivable threshold. A cluster of 3+ Vitriphaga in a small area is a hazard warning, not a combat encounter.

**Behavior.** Passive: stationary on glass surface. Committed when touched or directly threatened: single strike with high-speed limb, then retreat to camouflage position.

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## NULLIPHAGA ELECTRICA

CREATURE

*Your comms stopped working. The Nulliphaga Electrica is within 6 meters.*

An organism that produces electromagnetic null effect as a defensive mechanism: it disrupts electronic signals in its immediate vicinity as a deterrent against other predators. Nulliphaga electrica — electric signal eater — evolved in response to the IPFZ's electronic surveillance density, which the organism has learned to avoid through the same mechanism that created it. Its offensive capability is modest. Its effect on operator comms and electronics is not.

**STAT** // FIGHT 0rd (4+) / TACT Bad (6+) / GUTS 0rd (4+) / MOBI  
6" / AR 0 / 2 FW

**Null Field.** All electronic equipment within 6" of the Nulliphaga Electrica ceases to function while it is within range. This includes: comms, targeting systems, electronic sensors, and any equipment requiring an active signal. The field is always active. It is not a weapon. It is what the Nulliphaga Electrica is.

**Detection.** The Nulliphaga Electrica is the only reliable organic indicator of its own presence: when comms drop without a Faraday Patch or other identified cause, and when the drop follows the operator team's movement, a Nulliphaga Electrica is in range.

**Behavior.** Does not attack unless cornered. In its null field, it has already done what it evolved to do. It prefers to let the darkness it creates protect it.

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## VARICELLA PLUMBIFERA

FLORA

*Grows over ruins at a rate the pre-war botany textbooks would classify as impossible. Eighteen years of IPFZ conditions have reclassified several things.*

A fast-growing climbing plant species that was present in the pre-war Indus corridor and has colonized the IPFZ's ruined built environment at acceleration rate. *Varicella plumbifera* — lead-bearing blister vine — stores water in thick tuberous nodes along its stems, producing the bloat appearance that gives it its field name. The stored water contains concentrated heavy metals and radiation byproducts absorbed from the substrate. The vine is not toxic to touch through intact skin. The toxicity becomes relevant when the nodes are damaged.

**Effect.** Operators using damaged *Varicella Plumbifera* tissue as a handhold or moving through areas where nodes have been punctured (by gunfire, explosions, or cutting tools) must roll GUTS 4+ per round of exposure. Fail: 1 FW and SHOOT and TACT at -1 for D3 rounds (concentrated heavy metal exposure). Protective gloves prevent contact exposure. Respiratory protection prevents inhalation exposure when nodes are burst in enclosed spaces.

**Structure.** *Varicella Plumbifera* over ruins changes the structural profile. Operators trying to identify safe routes through vine-covered rubble must make OPINT 4+ checks: the vine conceals structural failures and creates new load-bearing paths that look solid but aren't.

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## MYCELIUM IRRADIATA

FLORA

*Irradiated fungal colony. Grows in interior spaces. Produces reproductive spores when disturbed. The spores are the problem.*

A fungal organism that colonized the IPFZ's interior spaces (sealed buildings, underground passages, bunker networks) during the first decade after the events. Mycelium irradiata — irradiated mycelium — grows in column formations from floor to ceiling in enclosed spaces and has adapted its spore cycle to trigger on vibration, releasing reproductive clouds that the colony distributes through enclosed space air circulation systems. The spores are mildly toxic in short exposure and severely toxic in prolonged exposure.

**Effect.** Any explosion, gunshot, or large physical impact within 6" of a Mycelium Irradiata column triggers dispersal. All operators in the enclosed space without respiratory protection roll GUTS 4+ per Threat Phase of exposure. Fail: 1 FW and Dread +1 (the hallucinations produced by the spore toxin are disconcerting before they are dangerous). After 3 failed rolls, the operator is incapacitated. Respiratory protection eliminates all effects.

**Identification.** OPINT 4+ before entering an enclosed space identifies Mycelium Irradiata presence. Once identified, operators can navigate around or suppress the colony before disturbing it (2 actions, chemical agent required).

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## LOO ZONE

HAZARD - ENVIRONMENTAL

*The radiation is not uniform. The safe corridor is three meters to the left. The briefing didn't include this level of resolution.*

Uneven distribution of surface radiation from the 2042 events, creating a patchwork of lethal and survivable zones across the IPFZ terrain. The loo — a scorching, desiccating wind from the northwest that killed people in the Indus plain before the bombs — now has a second meaning in the Heralds' corridor vocabulary: any zone where the ground itself is the hazard. Aerial survey cannot resolve below 20-meter patches. The Heralds know the corridor maps at 1-meter resolution. Operators do not.

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**Effect.** Roll 1D6 at the start of each new sector. On a 1-2, the team is entering a Loo Zone. Without a radiation monitor: the operator team discovers the zone when one operator fails their GUTS 4+ per 2 rounds of exposure (1 FW, radiation accumulation). With a radiation monitor: the zone is identified at the zone boundary with one action's worth of delay. Heralds contacts provide corridor maps that eliminate this roll for the route they specify.

**Accumulation.** Radiation exposure in Loo Zones accumulates. After 3+ consecutive failed exposure checks, the operator's GUTS threshold increases permanently by 1 for the remainder of the campaign. This is a long-term consequence, not an immediate wound.

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## KALI ANDHI

HAZARD - WEATHER

*Particulate suspension from disturbed ruins, bone ash, and vitrified silica. The Heralds wear filter wraps. Note what they are wearing when they move through it.*

A recurring atmospheric event driven by wind disturbance of the IPFZ's surface material: pulverized concrete, vitrified silica dust, and organic particulate from the 2042 events. Kali andhi — black storm — is what the pre-war communities of northwest India called the catastrophic dust walls that rolled in off the Thar Desert. It fits the IPFZ version: the terrain becoming airborne. It reduces visibility, clogs mechanical systems, and requires respiratory protection to operate in safely.

**Effect.** During a Kali Andhi event (roll 1D6 per hour of mission: on a 1, a Kali Andhi begins; lasts D6 hours), visibility drops to 4". Any mechanical system without sealed housing must roll 1D6 per Threat Phase: on a 1, a moving component seizes (vehicle immobilized, weapon jams, sensor offline). Operators without respiratory protection lose 1 FW per hour from particulate inhalation.

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## FILTER-FISH EVENT

HAZARD - ENVIRONMENTAL

*The filter-fish are dead. That is information.*

Filter-fish (see Aberrant Catalog) are bio-indicators: they die in water that would kill an operator faster than the operator's monitoring equipment would identify the cause. A filter-fish die-off is a data point. The water kills. The scale of the die-off indicates how fast.

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**Effect.** A filter-fish die-off in the mission area means no water source in that zone is safe for operator consumption without purification. Operators who consume unpurified water from a die-off zone roll GUTS 4+: fail means 2 FW and FIGHT and TACT at -1 for D6 rounds. GM Note: the die-off is free intelligence about the mission environment. It is also a clock. Whatever killed the filter-fish is expanding.

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## FARADAY PATCH

HAZARD - ENVIRONMENTAL

*Electromagnetic silence. No comms. No sensor data. No drone relay. No comms from the handler. Just the mission and the team and the Heralds, who always seem to know you're here.*

Mineral deposit concentrations from the 2042 events produce zones of natural electromagnetic shielding that block all signal transmission — natural Faraday cages, kilometers wide. The Heralds mapped every Faraday Patch in the IPFZ during their first decade of occupation. The mapping is not available to external operators.

**Effect.** In a Faraday Patch, no comms function. No remote sensor packages transmit. No drone relay operates. Operators are limited to line-of-sight and voice communication. Handler contact is severed for the duration. The patch boundaries are not marked and not visible. OPINT 4+ identifies the boundary from 3" before entry based on signal degradation patterns.



# 06/

## THE SHATTER BELT

*Three thousand years of empire and the ruins  
still have teeth.*

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# THE SHATTER BELT

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*Three thousand years of empire and the ruins still have teeth.*

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The arc from Anatolia through Iran, Iraq, and the Central Asian stans: former breadbasket, current battleground, permanent human-scale complexity that pre-Upheaval language never adequately described. The EO presses from the north. The PCU presses from the north. The Sons of the Serpent insurgent network operates throughout. Istanbul arbitrates. The terrain is urban ruin, ancient agricultural infrastructure, open desert margin, and the Tigris-Euphrates headwaters all compressed into a single operational environment where every piece of ground has been contested for longer than any faction has existed.

The wildlife and hazards here reflect the Shatter Belt's specific character: opportunistic survivors, engineered assets gone independent, and an environment that three thousand years of human activity have made simultaneously more and less predictable.

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## HEMIDACTYLUS RUINAE

CREATURE

*Twelve thousand of them. The ruins are theirs. You are visiting.*

A gene-adapted gecko species, size 30-50 cm, that has colonized the Shatter Belt's ruined built environment at population density. Modified in a commercial ecological engineering program (circa 2035) to consume specific insect vectors in the Mesopotamian agricultural zones, *Hemidactylus ruinae* — ruin gecko — adapted to the ruins when the agricultural zones failed and has been thriving ever since. Its threat is not individual. It is collective: a disturbed colony in a sealed interior moves in a single coordinated mass that compromises equipment, clogs ventilation systems, and produces collective body heat detectable to thermal imaging.

**STAT** // FIGHT Bad (6+) / TACT Ord (4+) / GUTS Good (2+) / MOBI 6" (walls and ceilings at full MOBI) / AR 0 / No individual wound track

**Colony Mass.** Treat the *Hemidactylus Ruinae* colony as a single Grunt-tier entity with 4 FW, ignoring individual kills. Once 4 FW are inflicted, the colony disperses but is not destroyed. It reassembles in D6 rounds elsewhere in the structure.

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**Equipment Fouling.** A dispersed colony makes OPINT and TACT checks at -1 for any electronic equipment for D3 rounds as geckos exit through ventilation and gap spaces. Any equipment left unsecured in a gecko-active interior has a 1-in-3 chance of being inoperable the next time it's needed.

**Thermal Signature.** A massed colony in an enclosed space is visible on thermal imaging as a heat source. Operators using thermal imaging in ruin interiors may identify gecko presence before contact. Or mistake a large gecko mass for a human.

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## SUS URBANUS

CREATURE

*Feral pigs have always been opportunistic. Feral pigs in a contested zone with thirty years of factional waste have become very specific in their opportunism.*

Urban-adapted feral pig, Shatter Belt distribution, feeding on the decomposing protein content of factional supply waste. *Sus urbanus* – city pig – is not large: 60-80 kg, smaller than the wild boars of the Eurasian Steppes. What it is is numerous, territorial around supply cache points, and capable of identifying equipment with food-adjacent smell from 200 meters. Operators using food rations in their packs know this. Operators who stored other things in the food compartment find out.

**STAT** // FIGHT 0rd (4+) / TACT Bad (6+) / GUTS 0rd (4+) / MOBI 8" / AR 0 / 2 FW

**Cache Location.** At mission start, roll 1D6 for each unsecured food cache or equipment bag with food contamination: on a 4+, a *Sus Urbanus* group (D3+1 animals) has located it. The cache is being raided. Any approach within 5" triggers aggression.

**Pack Squeal.** When a *Sus Urbanus* takes any wound, it squeals. All *Sus Urbanus* within 15" move toward the wounded animal immediately. This is not a tactical response. It is instinct. An operator using a *Sus Urbanus* as a noise source to draw others has identified a valid use of this behavior.

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## VARANUS MNEMONICUS

CREATURE

*Something between a monitor lizard and what monitor lizards become when three thousand years of agricultural chemistry saturates the soil their food source lives in.*

A large lizard species, 2+ meters in length, descended from the monitor lizard populations of the pre-war Levantine basin. *Varanus mnemonicus* – memory monitor – is the field designation; the territorial memory this species demonstrates is the defining behavioral trait. The IPFZ events drove a migration northward into the Shatter Belt. Subsequent generations developed increased ambush patience, territorial memory superior to anything documented in baseline monitors, and a venom delivery system more effective than their ancestors. They live in ruin complexes at ground level and in sub-floor access spaces, and they have been living in specific ruins long enough to know the ruin's layout better than any operator's briefing.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 9" / AR 2 / 3 FW / 1 MW

**Ruin Memory.** A *Varanus Mnemonicus* in its home territory (any ruin complex it has inhabited for 30+ days) knows every access point, sightline gap, and collapse zone. It always moves first in any sector it knows. It cannot be surprised in its own territory.

**Venom.** On a successful FIGHT of 3+ or higher, the bite delivers venom. The target rolls GUTS 4+ at the start of each subsequent activation: on a fail, -1 to all rolls. The effect compounds: three consecutive failures, the operator is incapacitated. Medical treatment requires 2 actions and appropriate supplies.

**Behavior.** Passive: stationary in shadow. Aware: circles at distance, positions. Committed: direct engagement from above or below, using the ruin's vertical geometry.

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## SONS HOUND

CREATURE

*Sons of the Serpent trained it. What the Sons trained it to do is what it does.*

Modified canid, working-dog template, acquired and trained by the Sons of the Serpent for infrastructure-targeting operations. Unlike EO Psovoi Kazan, Sons Hounds are actively deployed and actively handled. They operate with specific objectives: locate personnel in infrastructure spaces, hold territory during Sons operations, and function as early warning systems. They are not feral. They are on an assignment.

**STAT** // FIGHT 0rd (4+) / TACT Good (2+) / GUTS Good (2+) / MOBI 9" / AR 1 / 2 FW / 1 MW

**Silent Track.** Sons Hounds do not alert vocally when they identify a target. They signal their handler through behavior patterns trained into the dog's movement. An operator team that detects a Sons Hound following them without any alarm has not detected its handler's response to the Hound's signal. The response is being planned.

**Infrastructure Objective.** Sons Hounds are trained to locate humans in infrastructure spaces and hold the access points rather than pursue. A Hound blocking an access point will not leave that position regardless of what happens elsewhere. It is holding a position because it was told to hold a position.

**Behavior.** Passive: moves with handler at distance. Aware: follows without alerting. Committed: position hold and direct challenge if the held position is threatened.

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## ACCIPITER LEVANTINUS

CREATURE (D)

*Multiple factions commissioned surveillance birds from the same supplier before 2055. The supplier went out of business. The birds are still working.*

A modified raptor commissioned by at least three separate faction programs in the 2040-2055 period and released or escaped in sufficient numbers to establish a feral population across the Shatter Belt. The species designation *Accipiter levantinus* has been adopted in BAFO's Shatter Belt field documentation — a nod to the real Levant Sparrowhawk (*Accipiter brevipes*) these birds were templated

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from before the program modifications. Different individuals carry different legacy relay equipment from their original programs, some still transmitting to receivers that may or may not be actively monitored. The birds have been drifting for a decade.

**STAT** // FIGHT 0rd (4+) / TACT Good (2+) / GUTS Good (2+) / MOBI 12" (flight) / AR 0 / 2 FW

**Legacy Relay.** An Accipiter Levantinus maintaining LoS to operators for one full Threat Phase transmits on its legacy relay frequency. Roll 1D6: the faction that receives the transmission is on a 1-2: NAF, 3-4: PCU, 5: EO, 6: unknown. The receiving faction may or may not act on the data. This depends on whether anyone is still monitoring the frequency.

**Territory Strike.** Accipiter Levantinus defend a roughly 10" radius territory with stoops that disorient rather than wound (target must roll GUTS 4+ or lose one action). The strikes are defensive, not predatory.

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## NIGHT CRAWLER (TYPE-9 VARIANT)

CREATURE

*The Shatter Belt has mirrors. Every structure with old glass, every water feature, every reflective surface. The Night Crawler uses all of them.*

A Type-9 Cognitive Parasite adapted to the Shatter Belt's specific mix of ancient architecture and modern ruin. The Shatter Belt version operates through intact glass surfaces, old tile, and still water features in what were once gardens and baths. It does not require high-quality mirrors. Any reflective surface in a ruin is sufficient. The density of reflective surfaces in Shatter Belt ruins means the Night Crawler operates from more anchors than Type-9 specimens in other territories.

**STAT** // Apply Type-9 mechanics (Aberrant Catalog, Part III). Add the following:

**Distributed Anchor.** The Shatter Belt Night Crawler uses all reflective surfaces in its territory simultaneously. Smashing one surface does not remove the hazard. Operators must identify and destroy or cover all reflective surfaces in the space (OPINT 4+ to locate all surfaces, one action per surface to eliminate). Until all surfaces are eliminated, the Cognitive Bleed remains active.

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**Ancient Surface.** Old tile and ancient glass used as Night Crawler anchors appear to operators as significant, aesthetically compelling spaces. Operators who approach these surfaces without OPINT identification must roll GUTS 4+ or spend D3 actions examining the surface before the pull is recognized.

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## RUIN VINE

FLORA

*Fast-growing. Covers masonry, exposed rebar, equipment caches. Hides what's underneath.*

A fast-growing climbing plant species, probably a modified agricultural cover crop, that has colonized the Shatter Belt's ruins extensively. The vine itself is not dangerous. What it hides is: tripwires from previous faction deployments, structural failures in the masonry it covers, and the edges of collapse zones that an operator cannot see because the vine makes the surface look continuous.

**Effect.** Any operator moving through dense Ruin Vine cover without a search check risks hidden hazards. Roll 1D6 per 3" of movement through the vine: on a 1, the operator encounters a hazard (tripwire: 1 FW + position revealed; structural failure: GUTS 4+ or fall through). OPINT 4+ sweep check (one action, stationary) identifies all hazards in a 4" radius before movement. The vine can be cleared with cutting tools: 2 actions per 3" section.

**Concealment.** Operators sheltering in dense Ruin Vine gain +1 to all Stealth checks. The vine is also concealing the operators from aerial surveillance.

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## SIROCCO GRASS

FLORA

*Dry season. Wind. Anything producing heat at ground level. The grass was the fuel. It always was.*

A dry-grass species widespread in the Shatter Belt's desiccated agricultural zones. The sirocco — the hot, dry wind that crosses the Levant and Mesopotamian plain in summer — cures the grass to a highly combustible state within days of its arrival. Any heat source at ground level, including muzzle flash, engine exhaust, tracer rounds, or incendiary effects, ignites the grass in the affected area. The fire moves in the wind direction at approximately half MOBI speed, crossing the terrain toward whatever the wind is blowing toward.

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**Effect.** When ignited, the fire spreads 1D6" per round in the wind direction. Operators in the fire zone take 1 FW per round without fire-resistant gear. The fire creates an 8" wide smoke corridor in the wind direction that reduces visibility to 4" for operators downwind. Vehicle engines produce continuous ignition risk in dry-season Sirocco Grass zones: vehicles moving at speed in these areas have a 1-in-6 chance of ignition per Threat Phase.

**Tactical Note.** The fire moves in one direction. The smoke moves in one direction. Both are predictable if the operator knows the wind. Heralds contacts know the wind in their territory.

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## HABOOB

HAZARD - WEATHER

*The Mesopotamian basin produces some of the densest particulate storms on Earth. This one is moving at 80 km/h.*

A haboob – the Arabic term for the massive dust wall events of the Mesopotamian and Arabian basin, adopted globally into meteorological vocabulary – arriving with 30-60 minutes of visible advance warning visible as a brown wall on the horizon, then cutting visibility to 1-2 meters. Duration: 2-8 hours. Content: fine silicate particulate that seizes mechanical moving parts, clogs filters, and infiltrates unprotected equipment. The local population builds down and seals during a haboob. Buildings with intact roofs and sealed windows are survivable. Exposed terrain is not.

**Effect.** Visibility 2". All SHOOT beyond 2" at Bad (6+). All moving mechanical parts (vehicle engines, weapon cycling, sensor gimbals) require TACT 4+ per Threat Phase: on a fail, the part seizes until cleared (1 action). Unprotected operators take 1 FW per 3 hours of full exposure. Any exposed electronic sensor array is offline for the duration.

**Duration.** Roll 1D6 at the start of every other Threat Phase after the first. On a 1-2, the haboob ends. Otherwise it continues.

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## SERAB EFFECT

HAZARD - ENVIRONMENTAL

*The urban architecture creates a chimney effect. The chimney carries heat, and the heat finds fuel.*

Specific urban ruin geometries in the Shatter Belt create thermal funnel effects: narrow corridors between ruined buildings that concentrate solar heating and channel air movement in ways that raise the temperature to 60C+ at ground level in full sun. Serab — the Persian word for mirage, applied in Shatter Belt field documentation to thermal distortion events that produce navigational and visual confusion — is the broader phenomenon. These funnels are its most dangerous expression: in dry season, they are also fuel channels that can carry fire 20 meters in under a minute.

**Effect.** Operators in a Serab Effect corridor during midday operations (if mission time is specified) are operating in extreme heat: GUTS 4+ per 2 Threat Phases of exposure. Fail: 1 FW and all TACT checks at -1 until out of the corridor and recovered. If fire is active in the mission area, roll 1D6 when fire approaches a Serab corridor: on a 3+, the corridor channels the fire to the far end in one round. Everything inside takes 2 FW.

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## BABYLON DRIFT

HAZARD - ENVIRONMENTAL

*The Bosphorus Compact runs the relay infrastructure. Not all of what travels through it is current intelligence.*

The Shatter Belt's position between two major relay networks (EO from the north, PCU from the south) and the Bosphorus Compact's transmission infrastructure produces interference patterns that fragment comms signals and introduce data artifacts. Babylon Drift — the field term for this phenomenon, named for the signal layer's geographic origin point — is not intelligible content. It is signal noise that operator comms equipment processes as fragments of messages: partial words, partial coordinates, partial identifications that do not correspond to any current transmission. The first time an operator hears what sounds like a coherent instruction from a recognized voice in a Babylon Drift zone, they should verify through an alternate channel before acting on it.

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**Effect.** In Babylon Drift zones (variable by mission, GM places), all comms receive interference. Transmitted orders have a 1-in-6 chance per activation of arriving corrupted: the GM provides a plausible but false version of the operator's handler's most recent instruction. Identifying the corruption requires a SITREP (Even) check. An operator who acts on corrupted intel before checking should spend the action before realizing the problem.

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## INFRASTRUCTURE COLLAPSE

HAZARD - ENVIRONMENTAL

*It held for three thousand years. It did not anticipate explosions, tracked vehicles, and thirty years of factional infrastructure neglect.*

Structural failures in Shatter Belt ruins occur unpredictably under weight, vibration, or explosive loads. Pre-Upheaval construction in this region varies enormously in quality and state of preservation. Ancient Roman-era masonry may be more stable than 1990s-era poured concrete that has spent three decades absorbing explosive damage.

**Effect.** GM places 1D6 structural risk zones at mission start. These can be interior floors, archways, bridges, or wall sections. Any operator or vehicle in a risk zone when a weapon is fired within 8" triggers a collapse check: 1D6, on a 1-2, the structure fails. Failure: all occupants take 1 FW and are buried (both actions to extract, FIGHT 4+ check). Vehicles in a collapse: immobilized until cleared (4 actions). Identifying risk zones before commitment requires OPINT 4+, one action, stationary.



# 07/

## PATAGONIAN BASIN

*The SCA built the Metroplex to grow. It grew past what they designed.*

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# PATAGONIAN BASIN

*The SCA built the Metroplex to grow. It grew past what they designed.*

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The world's third-largest underground freshwater reserve, the Andean passes, a rapidly expanding temperate rainforest, and four hundred kilometers of bio-engineered Amazonian Metroplex pressing south from the SCA's northern territory. The Patagonian Basin is simultaneously one of the most ecologically productive zones on Earth and one of the most actively contested. The Southern Compact holds the water rights. The SCA needs the water. The NAF has invested in Compact infrastructure. The wildlife doesn't follow any of these agreements.

The Metroplex biology doesn't stay in the Metroplex. SCA biotech has been seeding the Patagonian expansion zones for twenty years, and some of what it seeded has been growing without supervision for a decade.

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## PANTHERA ONCA NEBULA

CREATURE (D)

*The SCA jaguar program produced soldiers. It also produced drift. The drift produced this.*

A gene-drifted jaguar, descended from the SCA's original program stock, that has adapted to the Patagonian cloud forest environment over two generations of feral life. Panthera onca nebula – cloud jaguar – is not a gene-forged operator. It is the gene-forged program's biomass returning to a wild state in a new climate. The cloud forest provides cover that amplifies its existing hunting capabilities: the mist diffuses thermal signature, the canopy blocks aerial surveillance, and the jaguar's original template included stealth capabilities that are now unencumbered by handler orders.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 10" / AR 1 / 3 FW / 2 MW

**Cloud Cover.** In cloud forest terrain with mist or fog conditions, the Panthera Onca Nebula's Stealth threshold is automatically met without a roll. Operators cannot detect it through any non-contact means until it attacks.

**Template Strike.** When the Panthera Onca Nebula attacks from stealth, it applies Surprise Attack (+2 to FIGHT roll). On a natural 2, the strike is a throat contact: the target cannot call out or use comms for D3 rounds.

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**Drift.** The Panthera Onca Nebula has drifted from the original SCA template. Roll one ability from the Aberrant Abilities table (Aberrant Catalog, Part IV) and add it to the profile.

**Behavior.** Passive: rests in canopy or dense mist cover. Does not patrol. Waits. Aware: tracks silently. Committed: single attack from stealth, withdraw, reposition.

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## EUNECTES MAXIMUS

CREATURE

*The SCA commissioned it for Metroplex perimeter control. It left the Metroplex. It did not stop growing.*

A gene-forged giant constrictor, SCA commission, originally deployed as a living barrier in the Metroplex's southern boundary systems. The program was discontinued when the animals became unmanageable at adult size. "Released into suitable habitat" in the SCA's documentation; "set free in the Patagonian rainforest margin" in practice. Eunectes maximus — the designation distinguishes it from the baseline Eunectes murinus, the green anaconda it was templated from, which it now substantially exceeds. Adult specimens reach 9-12 meters. Not aberrant. Simply large constrictor snakes at a scale that no pre-Upheaval ecology produced.

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 6" / AR 2 / 5 FW / 3 MW

**Constrict.** On any successful FIGHT roll, the Eunectes Maximus wraps the target. The wrapped target loses all actions except FIGHT-vs-FIGHT to break free (a contested roll each activation: the operator must win to escape). Allies can assist: two allies spending one action each grants the pinned operator +2 to their escape roll. The Eunectes Maximus continues attacking the wrapped target each activation while holding.

**Ambush Position.** The Eunectes Maximus prefers to attack from water's edge or from above in dense canopy. Operators crossing a river or moving under a large tree without OPINT 4+ detection check trigger the ambush without warning.

**Behavior.** Passive: partially submerged at water sources. Aware: coils and repositions. Committed: ambush and constrict.

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## CAIMAN LATIROSTRIS FERRO

CREATURE

*The SCA's river corridor engineering program produced larger caimans as a side effect. The program documentation notes this as an acceptable outcome.*

An engineered caiman, substantially larger than baseline, distributed throughout the Patagonian Basin's river systems. Caiman latirostris ferro – iron broad-snout, distinguishing it from the baseline broad-snouted caiman (Caiman latirostris) it was modified from – had its size increase as an intentional SCA program modification to improve effectiveness as a natural river corridor barrier. At 4-5 meters, it is an effective barrier. It is also an effective threat to anything crossing the river systems the SCA has colonized with these animals.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 3" (land) / 9" (water) / AR 3 / 4 FW / 2 MW

**River Claim.** Any operator entering a river or deep water body in Caiman Latirostris Ferro territory triggers a detection check. The check succeeds automatically if the operator enters the water at speed. Stealthy entry (half MOBI, FIGHT 4+ check): the caiman rolls TACT 4+ to detect. On a failure, it does not detect the operator this Threat Phase.

**Drag.** On a successful FIGHT roll in water, the caiman drags the target 4" underwater. If the target cannot reach air within D3 rounds (FIGHT 4+ each round to swim free), they begin drowning (1 FW per round).

**Behavior.** Passive: motionless at water's edge. The waiting is the tactic. Committed immediately on detection: no Aware state in water.

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## ARSENURA SPINATA

CREATURE

*Large enough to be noticed. Fast enough that being noticed doesn't help.*

A large moth-adjacent flying insect, adult wingspan 30-40 cm, distributed through the Patagonian cloud forest. *Arsenura spinata* — spined arsenura — has wing scales that produce a mild toxin that irritates respiratory membranes on contact, and a large swarm of disturbed specimens produces sufficient scale concentration in the air to create respiratory distress. Individual moths are not a significant threat. The colony disturbed from a roosting site (a ruin, a hollow tree, a tunnel entrance) is.

**STAT** // FIGHT Bad (6+) / TACT Bad (6+) / GUTS Ord (4+) / MOBI 8" (flight) / AR 0 / 1 FW per swarm unit

**Swarm Effect.** A disturbed *Arsenura Spinata* colony releases as a swarm of 2D6 units. Any operator within the swarm area (6" radius) must roll GUTS 4+ per Threat Phase. Fail: 1 FW and SHOOT and TACT at -1 (respiratory distress). Respiratory protection eliminates the effect. The swarm disperses in D6 Threat Phases unless actively disturbed again.

**Roosting Indicator.** The presence of a large *Arsenura Spinata* colony at a structure entrance indicates the structure has been undisturbed for sufficient time for the colony to establish. It is not a warning. It is data.

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## VULTUR GRYPHUS FERRO

CREATURE

*The Southern Compact commissioned them for border monitoring in 2051. They are very good at their original job. They are also very large.*

Gene-forged Andean condor, wingspan 4+ meters, commissioned by the Southern Compact for Andean pass monitoring. *Vultur gryphus ferro* — iron condor, distinguishing the modified line from the baseline Andean condor (*Vultur gryphus*) — is still operational under the original monitoring mandate, plus additional behavioral patterns that have developed from fifteen years of territorial reinforcement in the high passes. It has learned that large, slow-moving things in its pass territory are worth driving off. This includes vehicles.

**STAT** // FIGHT 0rd (4+) / TACT Good (2+) / GUTS Good (2+) / MOBI 16" (flight) / AR 2 / 3 FW / 2 MW

**Pass Control.** The Vultur Gryphus Ferro will not allow vehicle-scale objects through its claimed pass section without direct encounter. This is a behavioral pattern developed from fifteen years of relay-monitoring work. It cannot be suppressed by factional markings. It can be suppressed by negotiating with the Southern Compact's wildlife monitoring office, which requires a contact and several days the mission may not have.

**Harassment Dive.** The condor dives at vehicle targets, striking the vehicle's highest point (sensors, antennas, operators on top). On a successful FIGHT roll, the vehicle's rooftop equipment is damaged (1D6: 1-3 antenna, 4-5 sensor array, 6 human casualty: 1 FW).

**Behavior.** Passive: circles at altitude, monitoring. Aware: descends to assess the intrusion. Committed: repeated harassment dives until the intrusion leaves or the condor takes 2+ FW.

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## MACROBDELLA PROFUNDUS

CREATURE

*Came up from the deep water table with the aquifer engineering. Wasn't in any pre-war taxonomy because nothing had ever seen it before.*

A large parasitic annelid from the deep aquifer systems, brought to surface-accessible depths by the SCA's extensive underground water engineering. MacrobdeLLa profundus — deep leech — reaches 60-80 cm at adult length. It lives in the saturated soil layer around aquifer access points and engineered water channels, attaching to anything that disturbs the substrate. Not dangerous in small numbers. Dangerous when a colony location is disturbed by digging, demolitions, or aquifer access point breaching.

**STAT** // FIGHT 0rd (4+) / TACT Bad (6+) / GUTS 0rd (4+) / MOBI 4" / AR 0 / 1 FW per group

**Colony Attach.** When an aquifer access point is breached or the substrate around it disturbed, 2D6 MacrobdeLLa Profundus emerge. They attach to the nearest biological target automatically (no attack roll: treat as an immediate 1 FW each). Removal requires 1 action per leech and produces 1 FW from the detachment. Protective gear prevents attachment.

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**Toxin.** Attached *Macrobodella Profundus* inject a vasodilatory toxin. After 2 rounds of attachment, the target's GUTS threshold increases by 1 for D6 rounds (vasodilation plus blood loss).

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## METROPLEX VINE

FLORA

*SCA biotech. Designed to grow. It grew.*

The SCA's barrier biology, originally deployed along the Metroplex's southern boundary and in the Patagonian agricultural margins. The vine grows at 15-20 cm per day under warm humid conditions, attaches to structural surfaces, equipment, and vehicle exteriors, and has structural tensile strength sufficient to immobilize a walking operator who stands still for 30 minutes. It does not kill. It holds. The SCA's design specification treated this as a feature.

**Effect.** Metroplex Vine attaches to anything stationary for more than one Threat Phase. An operator or vehicle that does not move in a Threat Phase must spend one action cutting the vine before moving (FIGHT 4+ check: failure means the vine is cut but equipment attached is damaged). At 3+ Threat Phases of non-movement, the vine must be cut before movement is possible (2 actions, cutting tool required). At 5+ Threat Phases, a vehicle requires external assistance to free.

**Vine Spread.** The vine spreads into adjacent terrain as the mission progresses. Place one new 3" vine patch per Threat Phase in terrain adjacent to an existing patch.

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## AZUL POLYMERASE

FLORA

*SCA biotech. Designed to digest agricultural waste. It digests other things too.*

A saprophytic organism engineered to break down the accumulated agricultural waste polymer compounds that the SCA's modified cassava programs produced. Azul polymerase — blue polymer-eater, field designation — targets specific polymer chains with high efficiency, and the target list was comprehensive: the same polymer chains appear in standard-issue military-grade equipment polymers, vehicle fuel tank liners, and tactical gear synthetic compounds. The SCA published no warning. Azul Polymerase is in the Patagonian Basin.

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**Effect.** Any equipment left in contact with Azul Polymerase for more than one Threat Phase (a weapon, a vehicle part, a gear component) begins degrading. Roll 1D6 per Threat Phase of contact: on a 1-2, the targeted component degrades (weapon: -1 to FIGHT or SHOOT rolls; vehicle part: operational penalty; gear: specific component failure). Full degradation to non-functional occurs at 3 cumulative degradation rolls. Metal components are unaffected. Ceramic components are unaffected. Polymers are not.

**Identification.** Azul Polymerase is visible as a 5-10 cm diameter blue-tinged growth on any organic or polymer surface. OPINT check not required to identify its presence visually. Knowing what it does requires prior experience or OPINT 4+.

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## ALUVIÓN

HAZARD - ENVIRONMENTAL

*The river flashes. The visibility goes to zero. The Patagonian Basin's river networks are in the Andean snowmelt zone.*

Aluvión — the Andean Spanish term for the flash flood and debris flow events that have killed mountain communities for centuries — arrives as a surge of silt-heavy water triggered by Andean snowmelt or sudden precipitation at altitude, with zero warning and zero visibility. The silt concentration is such that operators in the water cannot determine up from down without instruments. Duration at full surge: D6 hours. Operators in the river zone when it hits have seconds to reach high ground.

**Effect.** All operators at or below river level when the aluvión hits roll GUTS 4+. Fail: swept D6 x 3" downstream, 1 FW from debris impact, and submerged. Submerged operators must make FIGHT 4+ checks to surface each round. Vehicles in the flood zone are immobilized and may be swept (roll separately for each vehicle: on a 1-2, the vehicle is lost to the current). The silt makes the water opaque: zero visibility in the water.

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## LLUVIA VERDE

HAZARD - WEATHER/ENVIRONMENTAL

*The Metroplex is four hundred kilometers north. The wind is from the north today.*

The SCA Amazonian Metroplex releases reproductive spores in seasonal cycles for biological maintenance and territory expansion. Lluvia verde – green rain – is what the Patagonian agricultural communities call the spore events when the visible yellow-green haze arrives on the northern wind. Contact with Metroplex spores does not produce immediate harm to operators. It does produce Metroplex biological colonization on any surface that provides suitable substrate: soil, organic debris, and the exterior of vehicles and equipment left in the open.

**Effect.** During a Lluvia Verde event (1D6 hours duration), any equipment or vehicle left in the open gains 1D3 Metroplex Vine colonization points. At 3 colonization points, the Vine effect (see above) begins. The spores also reduce visibility to 5" and affect respiratory-sensitive operators (GUTS 4+ per Threat Phase without respiratory protection: fail means -1 to TACT for the duration of exposure).

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## REVENTÓN

HAZARD - ENVIRONMENTAL

*The SCA's water engineering goes deep. When the pressure releases, it comes up fast.*

Reventón – Spanish for blowout, the same term used for oil well pressure failures, now applied to aquifer rupture events in SCA field documentation – is a sudden release of pressurized aquifer water through a breach in the SCA's underground water management infrastructure, creating a surface eruption event that can discharge 500+ liters per second from a single breach point. Breaches are caused by demolitions, heavy drilling, seismic activity, or unauthorized access to aquifer control systems. The eruption forms a sinkhole and flooding event simultaneously: the terrain drops and the water rises.

**Effect.** A reventón within 6" of operators creates a 4" radius hazard zone immediately. All operators in the zone roll GUTS 4+ or are knocked prone and swept 3" from the breach point. The breach zone becomes impassable for D6 rounds as the water level equalizes. Any structure directly over the breach takes collapse damage (GM adjudicates). The water is clean: this is the Patagonian aquifer, not contaminated groundwater.

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## ROOT MASS SPREAD

HAZARD - ENVIRONMENTAL

*The Metroplex root-mass biology was designed to establish quickly. Overnight is within design parameters.*

SCA Metroplex root-mass tissue, carried south by river systems and wind transport, colonizes new terrain at rapid pace under warm humid conditions. In the Patagonian expansion zone, root-mass growth visible in the morning may be 15-20 cm deep by night. Access routes that were clear on the outbound leg of a mission may have 30+ cm of dense root-mass across them on the inbound leg, particularly in moist terrain near rivers.

**Effect.** For each 12 hours of mission time in the Patagonian expansion zone, roll 1D6 per open-ground access route: on a 1-2, the route has accumulated a root-mass section. Crossing a root-mass section costs double MOBI and requires FIGHT 4+ for vehicles (fail: the vehicle's undercarriage is fouled, 2 actions to clear). The root-mass can be cleared with cutting tools or herbicide rounds (SCA non-standard ammunition, requires requisition) at 2 actions per 3" section. Burning it is effective and inadvisable, given what grows around it.



# 08/

## LAKEFIRE CORRIDOR

*The lake is twenty percent of the world's surface freshwater. The things in it know this.*

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# LAKEFIRE CORRIDOR

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*The lake is twenty percent of the world's surface freshwater. The things in it know this.*

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Eight hundred kilometers from the Zambian Copperbelt through the Great Lakes chain to the East African coast at Mombasa. The ACU's governance promise: the lakes stay clean. The Lumicite deposit under Lake Tanganyika's lakebed makes that promise structurally impossible to keep and the ACU has not told the lakeside communities this yet. The Obsidian Wardens hold the lines with gene-forged operators templated on African leopards, African wild dogs, and mountain gorillas. The wildlife here has been evolving alongside the human population of the Great Lakes region for millennia and has adapted to the post-Upheaval pressure in ways that parallel but do not replicate the faction program approaches.

The Lumicite is not neutral background. It has been leaching into the lakebed ecology for decades. The organisms here are beginning to respond.

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## CHUI WA UKUNGU

CREATURE (D)

*ACU program stock, third generation independent. The mist off Tanganyika is its cover. It has had three generations to learn the mist patterns.*

A gene-drifted descendant of the ACU's Obsidian Warden program's leopard stock. Chui wa ukungu – Swahili for leopard of the mist – is what the lakeside communities call the feral animals that emerged from early program iterations and have been reproducing in the lake corridor for nearly two decades. The name is accurate. This animal has developed a behavioral pattern specific to the lake environment: it hunts during the dense fog events that rise from Lake Tanganyika's warm surface, using the reduced visibility as primary cover. It knows the fog patterns. Operators who have not operated in this corridor before do not.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 10" / AR 1 / 3 FW / 2 MW

**Fog Hunt.** When visibility is reduced to 6" or less (corridor fog, weather events, smoke), the Chui wa Ukungu operates as if invisible until within 3" of a target. All TACT checks to detect it are at -2. It knows the fog is coming before operators do: it is active before the fog arrives and in position when the visibility drops.

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**Throat Strike.** On a natural 2 on the FIGHT roll, the strike disables the target's communications (cannot transmit or receive for D3 rounds). The ACU program's original design specification included this as an operator capability. The leopard retained it.

**Drift.** Roll one ability from the Aberrant Abilities table. The Lumicite proximity in the Lakefire Corridor accelerates template drift in program-descended stock.

**Behavior.** Passive: waits for fog. Aware: positions during early fog. Committed: hunts through the fog in full stealth.

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## LYCAON PICTUS FRACTUS

CREATURE

*ACU program escapees, six years independent. They have been training each other.*

African wild dog stock from an early ACU Obsidian Warden program, escaped as a breeding group from a training facility six years ago. The field designation *Lycaon pictus fractus* — broken wild dog, distinguishing this feral group from both the endangered baseline species (*Lycaon pictus*) and the in-program operators — suits them. They retain the coordinated hunting behavior from the original program. They have adapted it to the corridor's specific geography and to the presence of human activity: they know what operator equipment smells like, what vehicles sound like, and how to identify the difference between ACU personnel and contractors.

**STAT** // FIGHT 0rd (4+) / TACT Good (2+) / GUTS Good (2+) / MOBI 9" / AR 0 / 2 FW

**Relay Hunt.** The *Lycaon Pictus Fractus* pack assigns roles before engaging. One animal tracks visually. Two flank. One holds the exit route. They move into position before the first engagement contact. OPINT 4+ to identify the flankers before they close. Without this check, operators discover the flanking when it activates.

**Endurance.** Wild dogs do not tire. If an operator group attempts to disengage, the pack follows at distance, maintaining visual contact, allowing the operators to exhaust themselves before closing again. Sustained engagement without extraction is a losing equation.

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**Behavior.** Passive: hunts at distance, ranges widely. Aware: identifies the target group, begins positioning. Committed: all roles activate simultaneously on the pack leader's move.

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## HIPPOPOTAMUS FEROX

CREATURE

*Three thousand kilos. Territory extends 200 meters from the water. It is not a carnivore. It is also not negotiating.*

A semi-engineered hippopotamus, larger than pre-war baseline, from a SCA/ACU cooperative aquatic management program that produced larger, more aggressive animals and was discontinued before full deployment. Hippopotamus ferox — fierce hippopotamus, distinguishing the modified line from the baseline Hippopotamus amphibius these animals were derived from — is not always distinguishable from baseline stock by sight. Several specimens were released into Lake Tanganyika and the Rufiji basin and have been reproducing with baseline hippos for thirty years. The current population includes individuals that may or may not carry the engineering and behave accordingly. The engineering produces: larger territory radius, faster acceleration out of water, and a level of aggression the original program documentation attributed to "territorial optimization."

**STAT** // FIGHT Good (2+) / TACT Bad (6+) / GUTS Good (2+) / MOBI 6" (land) / 10" (water) / AR 3 / 5 FW / 3 MW

**Territory Charge.** Any operator or vehicle entering within 15" of the water's edge during the Hippopotamus Ferox's active hours (dawn, dusk, night) triggers a charge without warning. No Aware state. The charge deals the normal FIGHT attack plus: target rolls GUTS 4+ or is knocked prone and thrown D6" from the point of contact.

**Water Exit.** When the Hippopotamus Ferox exits water to engage a target, it does so at full 10" speed (treat as moving from water to land without speed penalty for the first Threat Phase of engagement). This is faster than it looks.

**Behavior.** Passive: submerged or resting at water's edge. No intermediate state: territory violation triggers direct engagement.

## FIELD NOTE

The local lakeside communities know Hippopotamus Ferox territory boundaries and mark them. Operators who cultivate local contacts receive the territorial marking information. This is worth the relationship investment.

## CORVUS LUMICITUS

CREATURE

*It nests near the lake floor survey zones. The feathers have an iridescent quality that the ornithology reports describe as "substrate resonance response." BAFO underlined that phrase and sent it to three analysts.*

A corvid species, baseline raven template, that has established nesting colonies near the Lumicite deposit survey zones around Lake Tanganyika. *Corvus lumicitus* – Lumicite crow – is BAFO's working field designation, adapting the real *Corvus* genus name to acknowledge the substrate relationship documented in the survey reports. The feather iridescence is associated with elevated substrate resonance readings at the nest sites. The birds do not appear to be aberrant by standard classification. They appear to be receivers. What they receive is what BAFO is trying to establish. Gene-forged operators who spend more than one Threat Phase within 5" of a *Corvus Lumicitus* nest site report substrate perception events.

**STAT** // FIGHT Bad (6+) / TACT Good (2+) / GUTS Good (2+) / MOBI 12" (flight) / AR 0 / 1 FW

**Resonance Relay.** A gene-forged operator within 5" of a *Corvus Lumicitus* nest site for one full Threat Phase rolls on the Stock Instinct table (Aberrant Catalog, Part II). Non-gene-forged operators are unaffected. The crow itself is not doing anything. The location is.

**Nest Marker.** *Corvus Lumicitus* nest sites are accurate field indicators of elevated Lumicite substrate resonance within 30 meters. Finding nest concentrations provides a BAFO-reportable data point and, practically, a warning about the territory's substrate conditions.

**Behavior.** Does not engage. Watches. Moves if directly threatened. Returns to the nest.

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## GRABEN TYPE-3

CREATURE

*Under Tanganyika. In the lakebed. Integrated with the sediment layer near the Lumicite deposit.*

A Type-3 Environmental Integrator that has bonded with the lakebed geology near the Lumicite deposit in the deep Tanganyika basin. Graben — the geological term for a rift valley depression bounded by fault blocks, the same tectonic process that formed Lake Tanganyika itself — is the BAFO field designation for this variant, acknowledging that the organism has integrated with the rift valley geology in a way no Type-3 documented in other environments has achieved. Its biological mass extends through the sediment layer. The surface manifestation: occasional eruptions of lakebed material when the Graben Type-3's substrate is disturbed, accompanied by substrate resonance readings that BAFO has been unable to explain through standard geological processes.

**STAT //** Apply Type-3 rules (Aberrant Catalog, Part III). Additional:

**Lumicite Integration.** The Graben Type-3's biological mass includes Lumicite mineral threading, producing a localized substrate resonance field in its territory (15" radius from surface manifestation points). Gene-forged operators in this radius roll on the Stock Instinct table at the start of each Threat Phase they remain in it. The Graben Type-3 cannot be killed by conventional means while merged with the deposit: it will reform. Severing its connection to the Lumicite substrate is the operational requirement.

**Substrate Surge.** When directly attacked while merged, the Graben Type-3 displaces 3" of lakebed material around the attack point. Operators within 4" roll GUTS 4+ or are knocked prone and partially submerged in displaced sediment (FIGHT 4+ each activation to free oneself).

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## GYPS TELEMETRICUS

CREATURE

*Engineered for atmospheric survey. Altitude-stable, long-duration. It will watch you for the entire mission if you don't resolve it.*

A modified Ruppell's griffon vulture — *Gyps rueppellii* in pre-war taxonomy — engineered for extended high-altitude survey by a pre-Upheaval ecological monitoring program. The field designation *Gyps telemetricus* distinguishes the modified line: it retains the *Gyps* genus for accuracy while *telemetricus* marks the original relay hardware these birds carry. The birds are no longer under program management but continue the behaviors they were trained for: altitude maintenance, target tracking, long-duration visual assessment. What they were designed to track with the original relay hardware: dead and dying animals. What they track now: operators under heavy fire, who produce similar metabolic and thermal signatures to large dying animals. The birds circle. They are visible from the ground. Anything with line of sight to the operators also has line of sight to the circling birds.

**STAT** // Cannot be engaged at its operational altitude. No individual wound track at high altitude.

**Position Marker.** Any patrol, platform, or observation system within 2 km that has line of sight to a *Gyps Telemetricus* circle knows that something significant is happening under it. If the operators are running covertly, the circle is a position indicator. If they are in a firefight, the circle will attract attention in D3 Threat Phases regardless of other activity.

**Drive Off.** Suppression fire at the birds (SHOOT, Bad 6+ due to altitude, no wound track) drives them away for D6 Threat Phases. They return when firing stops.

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## SHABA CREEPER

FLORA

*Grows in the copper-contaminated soil of the former mining zones. Has adapted to high copper concentrations in its vascular tissue. That tissue conducts when damaged.*

A climbing vine native to the Copperbelt geology. Shaba — copper in the regional Swahili and Congolese trade languages, the same word that names the Katanga/Shaba province where the copper deposits concentrate — is the community designation for this vine, which has elevated copper concentrations in its cell structure

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from growing in copper-rich soil for generations. The vine is not dangerous to touch. The vascular fluid released when the plant is cut, damaged, or traversed produces a conductive contact on electronics-adjacent surfaces. The Shaba Creeper has colonized ruin interiors throughout the corridor, growing along walls and across floors.

**Effect.** Any electronics that contact Shaba Creeper vascular fluid (from cuts, impacts, or contact) are at risk of short-circuit. Roll 1D6 per contact: on a 1-2, the affected equipment shorts (offline until cleared and dried: 2 actions). The vine is visually distinctive: dark green with copper-orange tracery in the leaves. OPINT check not required to identify it visually in good light. In darkness or at speed, OPINT 4+ required.

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## MWIBA MILIPUKO

FLORA

*The seed pod launches. The seed contains the caustic compound the tree uses for territory establishment. An operator walking past one is a vibration source.*

A tree species from the East African coastal woodland that has migrated inland along the Lakefire Corridor. Mwiba milipuko — thorn explosion in Swahili, named for the audible crack of the pod release — produces a seed pod under spring tension that launches at vibration triggers. The pod is roughly the size of a large walnut. The seed contains a caustic compound at high concentration that the tree uses for chemical territory establishment: it kills competing ground cover on contact. It also contacts exposed skin and equipment optics.

**Effect.** Vibration sources (footfall, vehicles, gunfire) within 3" of a Mwiba Milipuko trigger seed launch. Roll 1D6 pods launched (each as a separate attack against a randomly selected target within 4"). Contact with exposed skin: 1 FW from caustic burn. Contact with optics: that equipment at Bad (6+) threshold until cleaned (1 action). Contact with exposed electronic components: roll 1D6, on a 1-2 the component shorts. The tree relaunches after D6 rounds.

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## MWANGA WA ZIWA

HAZARD - ENVIRONMENTAL

*Lumicite mineral contamination from the lakebed seeping into the phytoplankton cycle. The bloom glows. The glow interferes with everything electronic in range.*

A Lumicite-contaminated algae bloom, appearing in the shallower sections of Lake Tanganyika near the deposit zone. Mwanga wa ziwa — light of the lake in Swahili — is what the Tanganyika fishing communities call any bioluminescent surface event. This one is different: the bloom carries Lumicite mineral content sufficient to produce localized substrate resonance effects at the water surface. Electronics near a Mwanga wa Ziwa patch experience interference matching the resonance disruption documented in installation proximity events.

**Effect.** Any electronics within 5" of a Mwanga wa Ziwa patch operate at Bad (6+) threshold for TACT checks requiring equipment. Gene-forged operators within 3" of the bloom must roll on the Stock Instinct table once per Threat Phase. Baseline operators experience disorientation: GUTS 4+ per Threat Phase, fail means -1 to TACT. The bloom is visible at night from 15". In daylight: OPINT 4+ to identify before entering its area.

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## UKUNGU

HAZARD - WEATHER

*The lake evaporates warm water into cold air. The result is dense and arrives without warning.*

Ukungu — the Swahili word for mist and fog, in active use across the Great Lakes communities to describe the rapid-onset ground fog that rises from Lake Tanganyika's warm surface when cold air moves over the lake. Visibility drops to 2-3 meters. Common in the pre-dawn hours and during evening temperature drops. Dense enough to obscure aerial surveillance for its duration but not dense enough to defeat operator-scale thermal imaging. The Chui wa Ukungu is active before the ukungu arrives and in position when the visibility drops. The ACU Obsidian Wardens time operations to ukungu events.

**Effect.** Visibility drops to 3". Aerial surveillance and drone operation suspended (the fog defeats their visual sensors). Thermal imaging operates normally. All SHOOT at range greater than 3" at Bad (6+). Stealth is at +1 for all parties. The ukungu lasts D6 hours from onset or until direct sunlight burns it off.

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## LIMNIC ERUPTION

HAZARD - ENVIRONMENTAL

*The lakebed releases CO2 and methane through natural geological venting. The deposit's presence has increased the frequency. Lake Nyos did this in 1986. Lake Kivu has been doing it since.*

Lake Tanganyika's deep water column stores dissolved CO2 from volcanic geological activity. Under certain conditions, the column degasses, releasing a large volume of CO2 to the surface. Limnic eruption – the scientific term adopted after the Lake Nyos disaster of 1986, when a CO2 release killed 1,700 people in Cameroon – describes this class of event precisely. The CO2 layer it produces at ground level in the immediate lake-shore area and in low terrain is invisible, odorless, heavier than air, and lethal at high concentrations. The Mwanga wa Ziwa bloom amplifies the frequency of these events near the deposit zone.

**Effect.** During a Limnic Eruption (triggered by seismic activity, large explosions near the lake, or Mwanga wa Ziwa disturbance), a CO2 layer builds in the lakeshore zone and low terrain within 8" of the water. Operators at ground level must roll GUTS 4+ per round of exposure. First fail: 1 FW and dizziness (-1 TACT). Second fail: incapacitated. Third fail: lethal. Elevation above 1.5 meters eliminates exposure. Instruments detect the gas (OPINT check, one action). Without instruments: operators discover it when they fail the check.

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## NGUVU YA CHINI

HAZARD - ENVIRONMENTAL

*The installation survey team describes it as a frequency event. The gene-forged operators in the team call it something they don't have words for.*

Proximity to the Tanganyika Lumicite deposit produces substrate resonance events at irregular intervals, correlating with seismic micro-activity, tidal pressure variation, and, BAFO's working hypothesis, proximity of gene-forged operators to the deposit site. Nguvu ya chini – power below in Swahili, the phrase the lakeside communities use for any underground force event they cannot attribute to weather or geology – is the field term BAFO has adopted from the communities that live nearest the deposit zone, who identified these events a decade before any survey team arrived. The spike events last 30-90 seconds. Their effects on electronics are documented. Their effects on gene-forged operators are classified.

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**Effect.** At the GM's discretion (recommend: once per mission near the deposit zone, on a dramatically appropriate beat): all electronics in the mission area fail for 1D6 rounds. Gene-forged operators roll on the Template Drift table (Aberrant Catalog, Part II). Baseline operators experience mild disorientation: Dread +1. The event leaves no physical trace. It is over before anyone can confirm it happened.



# 09/

## THE HIGH GROUND

*Forty-two years of isolation. Biology doesn't stop because the habitat is unusual.*

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# THE HIGH GROUND

*Forty-two years of isolation. Biology doesn't stop because the habitat is unusual.*

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The GCOA in low Earth orbit. The Lunar Industrial Complex, shattered by the Sons of the Serpent in 2104, still bleeding compressed value into the vacuum. The UNSO Traveler with its evolved outer hull ecosystem, its nine hundred inhabitants, and its sealed Menagerie research wing where something is still transmitting. The High Ground is not one environment. It is three environments in extreme proximity with different atmospheric conditions, different gravity, and different categories of threat.

The Dead Loop module (Aberrant Catalog, Part V) covers the Traveler's documented aberrant fauna. This chapter covers what the Dead Loop module doesn't: the LIC ruins, the GCOA station, and the new observations from the Traveler's outer hull that Biologist Reeve has not yet shared with the Captain.

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## MENAGERIE ABERRANT

CREATURE

*Captain Okafor sealed the Menagerie rather than evacuate it. He told command it had decompressed. The Menagerie is still powered. Something inside is still transmitting.*

An unclassified specimen from the LIC's Menagerie research wing, the sealed facility containing experimental gene-forging work that Okafor chose to contain rather than evacuate during Operation Lunar Twilight. BAFO's field documentation covers five Menagerie specimen types on record from pre-Twilight research files. The Menagerie is now a closed system with eight months of additional evolution post-Twilight. The sealed specimens are not the same as the documented specimens. Roll two abilities from the Aberrant Abilities table.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI Variable (see abilities) / AR 2 / 3 FW / 2 MW

**Unknown Parameters.** The Menagerie Aberrant's full capability profile is not known before engagement. On the aberrant's first activation, the GM reveals the two rolled Aberrant Abilities. Operators who attempt OPINT assessment before activation may identify one of the two abilities on a success (4+). The second is revealed in play.

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**Lunar Adaptation.** The Menagerie Aberrant has adapted to lunar gravity (1/6 Earth standard) in the eight months since Twilight. It moves at full MOBI in vacuum-adjacent low-pressure environments without penalty. Operators in EVA gear are at -1 to all FIGHT rolls due to suit constraints. The aberrant is not.

#### FIELD NOTE

The Menagerie Aberrant entries are intentionally open-ended. The value is the unknown. Build the specific profile from the two rolled abilities and the mission's dramatic needs. Operators who have read the LIC documentation know the pre-Twilight specimen types. They don't know what eight months alone in a sealed facility has produced.

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## SELENOGRAPHIC TYPE-9

CREATURE

*The LIC's operations center had an observation deck with floor-to-ceiling impact-resistant glass looking out over the lunar surface. The glass is intact. The Type-9 is using it.*

A Type-9 Cognitive Parasite that has established in the LIC's operations center through the intact observatory glass facing the lunar surface. Selenographic — from Selene, the Greek lunar deity, and graphē, meaning the surface of the Moon as a mapped and documented territory — is BAFO's classification prefix for this variant, acknowledging that the lunar exterior itself functions as the anchor. The observatory glass both reflects interior light and frames the exterior vacuum. The Selenographic Type-9 operates through any reflective surface in the operations complex, but the observatory glass is its primary anchor. Operators who see what appears to be a second figure in the glass that matches but does not quite mirror their own movement should leave the room.

**STAT** // Apply Type-9 rules (Aberrant Catalog, Part III). Additional:

**Vacuum Anchor.** The lunar exterior, reflected in the observatory glass, provides an anchor the Selenographic Type-9 cannot be separated from by destroying interior reflective surfaces alone. The observatory glass must be breached to sever the anchor. Breaching it opens the operations center to the lunar exterior. This is one solution. It is a solution with consequences.

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**Suit Confusion.** In EVA gear, operators cannot read each other's facial expressions. The Selenographic Type-9's Cognitive Bleed effect specifically distorts the recognition of ally versus specimen in EVA conditions: operators in full suits who fail the Cognitive Bleed check act on the assumption that the nearest figure is the specimen rather than an ally. They may fire.

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## CANIS ORBITALIS

(TRAVELER VARIANT) CREATURE

*The Pack on the outer hull has been in micro-gravity for forty-two years. The ones on the inner hull sections have re-learned how to operate in Earth-standard. They did this without anyone teaching them.*

Descendants of the Traveler's Pack specimens (Aberrant Catalog, Part V), now differentiated by location. *Canis orbitalis* – orbital canid, distinguishing this evolved population from both baseline canids and the original Traveler Pack documentation – has split into two behavioral phenotypes. The outer hull population operates in micro-gravity and vacuum-adjacent maintenance corridors. The inner-sphere population operates in the Traveler's inhabited section, where Earth-standard gravity is maintained. The inner-sphere *Canis Orbitalis* has adapted its behavior to the inhabited environment. It has learned the architecture of a space where nine hundred people live. It knows where the blind spots are.

**STAT** // FIGHT Good (2+), +1 when 3+ in melee / TACT 0rd (4+) / GUTS Good (2+) / MOBI 5" (standard) / AR 2 / 3 FW / 2 MW

**Architecture Memory.** Inner-sphere *Canis Orbitalis* has been in the inhabited section long enough to know the layout at the same depth the Travelers do. It knows the routes to the air circulation access points, the crew sleeping schedules, and the locations of the Breach Clock triggers. Treat any ambush from the inner-sphere variant as having bypassed standard detection.

**Outer Hull Variant.** The outer hull *Canis Orbitalis* moves in micro-gravity at 7" MOBI and can traverse any surface (walls, ceilings) at full speed. In EVA conditions, it does not require atmosphere. It has not needed atmosphere for three generations.

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## CRYSTALLOGENIC ORGANISM

CREATURE

*The outer hull maintenance corridors have been sealed for forty-two years. The temperature differential between the pressurized interior and the vacuum exterior has produced a biological colony that uses ice crystal formation as a structural medium.*

An organism in the Traveler's outer hull maintenance corridors that has adapted to the extreme temperature differential between the pressurized interior and the vacuum-adjacent exterior sections. Crystallogenic – crystal-generating, from the Greek *krystallos* (ice) and *genesis* (origin) – is the classification BAFO applied when standard organism categories failed to fit: this specimen uses ice crystal formation as scaffolding for its biological structure, producing a semi-crystalline body plan that functions at temperatures where no previously documented organism has established. Biologist Reeve has documented five specimens in what he describes as an "active nursery formation" in a section he accessed eight months ago and has not shared this information with anyone.

**STAT** // FIGHT 0rd (4+) / TACT 0rd (4+) / GUTS Good (2+) / MOBI 4" / AR 3 (ice crystal armor) / 3 FW / 1 MW

**Cold Environment.** The Crystallogenic Organism functions only in temperatures below -40C. In any heated or pressurized interior above this threshold, it takes 1 FW per round of exposure and retreats toward cold sections. Operators can drive it away from warmer areas. They cannot follow it into vacuum-adjacent sections without EVA gear.

**Crystal Shell.** When struck, the crystal shell fractures and projects shards in a 3" radius. All operators in the radius roll GUTS 4+. Fail: 1 FW from shard impact. The first hit also reduces the Crystallogenic Organism's AR from 3 to 1 as the outer shell fractures.

**Behavior.** Passive: stationary in cold sections. Committed on contact. Does not pursue into warm sections.

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## EXO VACUUM PREDATOR

CREATURE

*Something that can exist briefly in the vacuum between pressurized sections is not something biology was supposed to produce. It produced it anyway.*

An unclassified specimen from the Traveler's outer hull, capable of surviving brief (30-90 second) intervals in full vacuum while transiting between pressurized sections through hull gaps and damaged seals. Exovacuum – exterior vacuum, from the Latin exo (outside) – is BAFO's designation for the environmental niche this specimen occupies: it does not live in vacuum, but it crosses it. Its body plan is compressed and highly flexible. It enters depressurized spaces through gaps that would not accommodate a creature of its apparent mass. It is not adapted to vacuum: it endures it. The difference is survivable for the Exovacuum Predator and not survivable for operators without EVA gear.

**STAT** // FIGHT Good (2+) / TACT Good (2+) / GUTS Good (2+) / MOBI 8" / AR 1 / 3 FW / 2 MW

**Gap Transit.** The Exovacuum Predator can transit through any opening larger than 8 cm (ventilation gaps, damaged hull seams, equipment access hatches). It can attack an operator from the other side of a sealed door through an access gap without the door being opened. It appears where it should not be able to appear.

**Decompression Strike.** If the Exovacuum Predator breaches a pressurized section from a vacuum-adjacent space, the breach event is automatic: operators in the room roll GUTS 4+ or are pulled toward the breach (FIGHT 4+ to resist, 1 FW from impact if they can't). This happens before the Predator engages.

**Behavior.** Passive: occupies vacuum-adjacent spaces. Aware: observes through gaps. Committed: gap transit, decompression strike.

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## SIGNAL GHOST (LUMICITE RESONANCE ENTITY – ORBITAL VARIANT) CREATURE

*The GCOA's He-3 reactor is burning hot and burning fast. Something in orbit is responding to the resonance.*

A Lumicite Resonance Entity (Aberrant Catalog, Part III) that has established in the orbital environment, anchored to the GCOA station's He-3 reactor output. The orbital variant is less coherent than ground-level entities: the distance from ground installations means it cannot reform at a specific location after dissipation. It is, in BAFO's assessment, a fragment of a larger resonance event, detached from its anchor installation and responding to the nearest available resonance source. The GCOA's reactor is the nearest source. The entity does not know this. It is responding to a frequency it recognizes.

**STAT //** Apply Lumicite Resonance Entity rules (Aberrant Catalog, Part III). Additional:

**Orbital Coherence.** The Signal Ghost loses 1 FW per round spent more than 8" from an active energy source (reactor, large power array, active Lumicite equipment). If it loses all FW from coherence loss, it dissipates. It does not reform in orbit: there is no installation to return to. It is gone. Gene-forged operators should be kept away from the active energy sources during engagement.

**Reactor Anchor.** If the Signal Ghost reaches the GCOA's reactor room and anchors to it, it gains the full Lumicite Resonance Entity profile (Aberrant Catalog) and does not dissipate. It will not leave voluntarily. The reactor room becomes a contested installation.

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## HULL MOSS

FLORA/ORGANISM

*Bioluminescent. Grows on every interior maintenance corridor surface in the outer hull. Biologist Reeve describes it as "the Traveler's circulatory layer." That is not a scientific description.*

A bioluminescent colony organism coating the Traveler's interior maintenance corridor surfaces in the outer hull sections. Blue-white, approximately 2-5 cm deep, growing in continuous mats that pulse with light at irregular intervals correlated with the Traveler's electrical systems. Biologist Reeve's documentation notes that the pulse frequency increased eight months ago, concurrent with his access to the sealed section. This observation is in a document he has not shared with the Captain.

**Effect.** Hull Moss provides continuous low-level bioluminescent light in maintenance corridors (operators can see 4" without additional light). It also marks operator positions: anyone moving through Hull Moss disturbs the growth pattern, creating a visible trail that persists for D6 hours. The Canis Orbitalis and other outer hull populations navigate by Hull Moss disturbance patterns.

**Substrate Interface.** Gene-forged operators who remain in Hull Moss-covered sections for 2+ Threat Phases roll on the Stock Instinct table. The correlation with substrate resonance is BAFO-documented and not publicly known.

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## TRAVELER ROOT

FLORA/ORGANISM

*The Traveler has been growing things without anyone planting them. Biologist Reeve's report says the structures may serve navigational functions. The functions referenced are not navigational in any conventional sense.*

Organic matter produced by the Traveler's evolved ecosystem, growing from Hull Moss through the maintenance corridor structural material and, in three documented locations, through the inner hull into GCOA-adjacent sections. The Traveler Root has structural properties: it supports weight, it carries electrical signals, and in the three inner-hull breach points, it connects the outer hull ecosystem to the inhabited section's electrical infrastructure. The Traveler Council does not know about the breach points. Biologist Reeve does.

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**Effect.** Traveler Root sections in maintenance corridors function as structural elements: climbing, swinging, or traversing them is possible (FIGHT 4+ check per 3" to avoid dislodging the root: failure triggers a disturbance response from Hull Moss, Trail +1). Root sections that carry electrical current (identifiable with OPINT 4+) are also conduits: cutting them shorts power in D6" radius for D3 rounds. The three inner-hull breach points where Root reaches faction-section infrastructure are structural vulnerabilities: breaching here destabilizes 3" of hull.

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## KESSLER DEBRIS FIELD

HAZARD - ENVIRONMENTAL

*Forty years of orbital activity has seeded the low Earth orbit lanes with fragments from twenty-three documented collision events. They move at 7-8 km/s. So does everything else up here.*

Legacy orbital debris in the LEO lanes surrounding the GCOA station. Kessler Syndrome – the theoretical cascade first described by NASA scientist Donald Kessler in 1978, in which orbital debris generates more debris through collisions, eventually rendering low Earth orbit unusable – has been partially confirmed by the events of the last decade. The Kessler Debris Field is the post-Twilight designation for the band of fragments around the LIC approach corridor: Sons of the Serpent operation debris, faction satellite decommission events, and the cumulative untracked small debris from forty years of contested orbital activity. Individual fragments range from 1 cm to 3 meters. The tracked population: approximately 30%.

**Effect.** During transit operations (EVA between the GCOA and approaching vessels, LIC approach), roll 1D6 per Threat Phase. On a 1: a debris impact. The GM rolls for location and severity: on a 1-2, EVA suit breach (the operator has 3 Threat Phases to reach pressurization); on a 3-4, equipment damage (specify by mission context); on a 5-6, near miss (Dread +1, all operators). Tracked debris can be avoided: TACT 4+ check per Threat Phase reduces the impact roll frequency to once per 3 Threat Phases.

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## CME STRIKE

HAZARD - ENVIRONMENTAL

*The GCOA's radiation shielding is adequate for standard solar activity. The current solar cycle is not producing standard solar activity.*

A Coronal Mass Ejection – CME – is a high-energy solar event, particle radiation and electromagnetic burst, affecting the orbital environment for D6 hours. The scientific term has been in use since the 1970s. What has changed is frequency: the current solar cycle exceeds historical projections, and the GCOA's shielding specifications were written in 2048. Unshielded personnel in EVA experience elevated radiation exposure during a CME Strike. Unshielded electronics in EVA or on the LIC's exposed surface fail. The GCOA's shielded interior is survivable. The LIC's blown-open sections are not shielded.

**Effect.** All personnel outside shielded hull sections during a CME Strike take 1 FW per hour of exposure (radiation accumulation). All unshielded electronics fail for D3 Threat Phases at event onset. The GCOA's station sensors provide 4-6 hours of advance warning. EVA operations planned before the warning window must be completed before the event begins or operators accept the risk. LIC exterior operations during a CME Strike: no EVA, no unshielded electronics, no exceptions.

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## HULL BREACH PROPAGATION

HAZARD - ENVIRONMENTAL

*The LIC's breach events during Twilight damaged sections that nobody has assessed since. The compromised seals are not marked.*

Damaged atmospheric seals in the LIC ruins, creating sections where pressurization is unstable: they hold under normal conditions and fail under stress, explosive overpressure from weapons fire, thermal cycling from EVA gear, or mechanical impact. Hull breach propagation – the engineering term for secondary seal failures triggered by an initial hull breach, documented extensively in pre-Twilight LIC safety protocols – describes what happens when an unstable section is disturbed. The LIC's engineering documentation covered the planned emergency pressure systems. The actual post-Twilight damage exceeds the documentation.

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**Effect.** When weapons are fired in a partially pressurized LIC section, or when large objects impact the hull, roll 1D6: on a 1-2, a compromised seal fails. The section begins venting to vacuum. Operators have D3 Threat Phases to exit or seal the breach (TACT 4+ check, one action, appropriate equipment required). After D3 Threat Phases: the section is vacuum. Any operator remaining takes 1 MW per round.

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## SIGNAL DENIAL EVENT

HAZARD - ENVIRONMENTAL

*Navigation depends on GCOA relay. Comms depend on GCOA relay. When the relay is contested, EVA operators are operating on instruments that may not be receiving current data.*

An EVA communications and navigation failure event produced by contested relay use during multi-faction GCOA access. Signal denial – the operational term for deliberate or incidental electromagnetic interference that prevents reliable comms – describes this precisely, even when the cause is not deliberate: when all five faction communication channels are running simultaneously and the GCOA's relay is managing competing signal loads, EVA operators in the lane between the GCOA and the LIC experience signal dropout at irregular intervals. Duration: variable. The operators' instruments are receiving and displaying data from the last clean relay signal, which may be 4-8 minutes old.

**Effect.** During GCOA access periods with multi-faction relay load, EVA operators roll TACT 4+ per Threat Phase to maintain current navigation data. On a fail, their navigation displays the last clean data (4-8 minutes old). The LIC approach corridor includes a 90-degree attitude shift that is fatal to EVA operators following 4-minute-old navigation data.

### TERRA CONFLICTUS: FIELD ECOLOGY

GM Supplement. Companion to the Aberrant Catalog.  
Operator Tactics Core Book required.

Typography: Archivo Narrow / IBM Plex Sans / IBM Plex Mono / Newsreader.  
Color system: Splice Punk x TDR. Paper: #F0EEE9. Ink: #1A1A1A. Accent: #C45D2E.

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// EARTH 2066 / EIGHT TERRITORIES + ORBITAL / 95 ENTRIES //

// GM SUPPLEMENT |

DEBRIEF / WHAT THIS BOOK IS

| CLR: GM-LEVEL  

**01** BRIEF PG 1

## THE PROGRAMS BUILT SOLDIERS. THE CLIMATE BUILT EVERYTHING ELSE.

Terra Conflictus: Field Ecology is the GM's companion to the Aberrant Catalog. Where the Aberrant Catalog covers what the gene-forging programs produced and lost control of, Field Ecology covers everything else: the organisms that adapted without a program, the biotech that escaped its design parameters, and the environmental hazards that make each territory hostile on its own terms.

95 entries across eight ground territories and the High Ground. Creatures, flora, and environmental hazards. Each one keyed to the specific ecology and faction history of its region.

Operator Tactics Core Book required. Compatible with all OT game modes.

**02** SPECS GM SUPPLEMENT

<p>ENTRIES</p> <h1>95</h1> <p>TOTAL CATALOG</p>	<p>CHAPTERS</p> <h1>9</h1> <p>INTRO + 8 ZONES</p>	<p>TERRITORIES</p> <h1>8+1</h1> <p>GROUND + ORBITAL</p>
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02	EURASIAN STEPPES	07	PATAGONIAN BASIN
03	ANTARCTIC OASIS	08	LAKEFIRE CORRIDOR
04	JAVA SCATTER	09	THE HIGH GROUND
05	IPFZ		

**ABERRANT PRESENT**  
 BEHAVIOR UNKNOWN

- FACTIONS**
- NAF
  - SCA
  - EO
  - PCU
  - ACU
  - PFZ
  - HERALDS

● **TERRACONFLICTUS.COM**