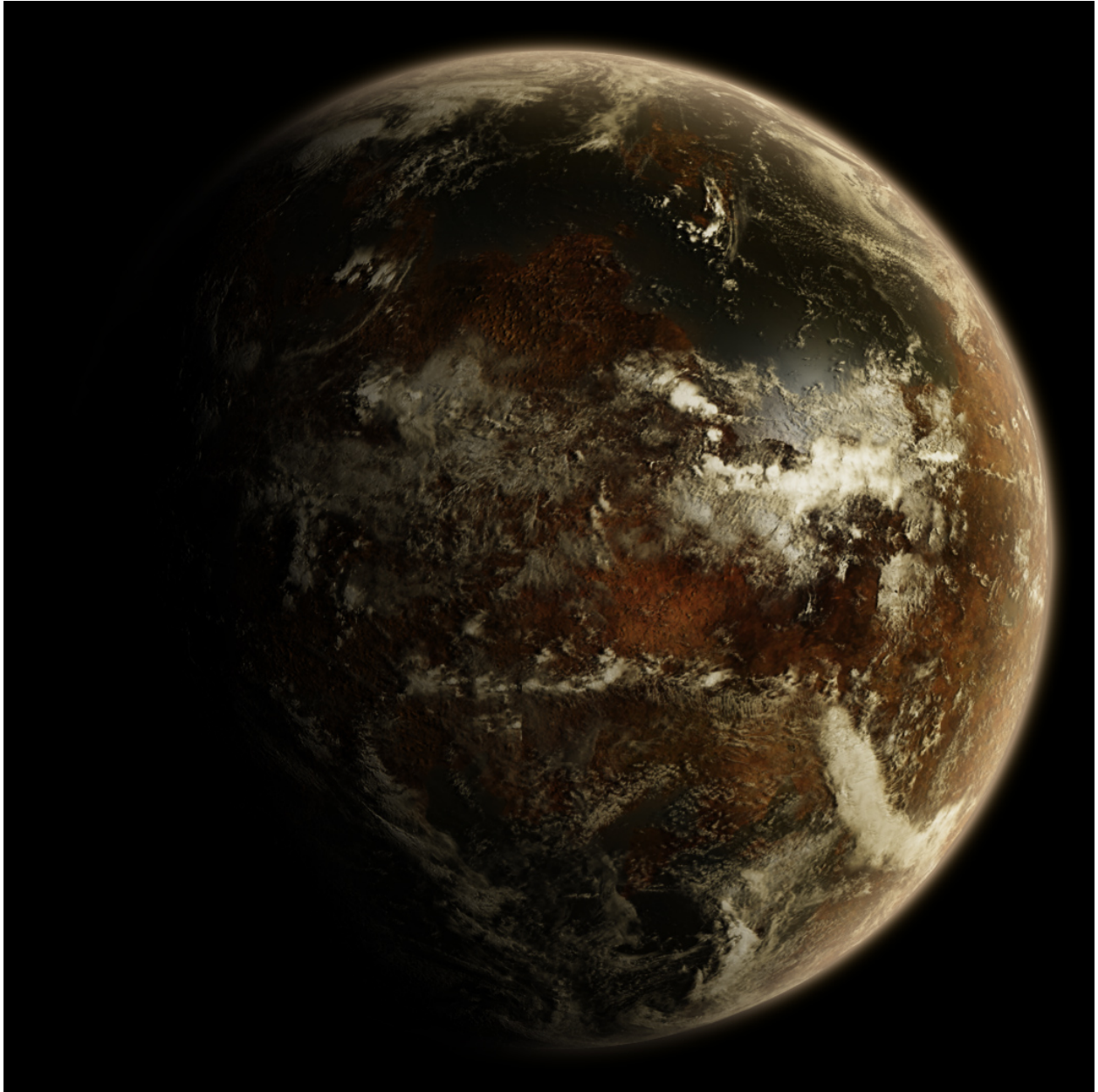


# KR 16



Background setting for  
KR 16

# THE WORLD OF KOMETENMELODIE

Before we learn a bit about the planet of Kometenmelodie we should first understand why people are settling there...

It is the future, and now, more than ever money talks.  
The earth is overcrowded, polluted and dying.

Corporations have taken to deep space to increase profits for their ever greedy shareholders and governments struggle to keep order due to the size of the expansion into space and a distinct lack of money, as such many key players and territorial leaders are influenced by donations from corporate sponsors.

Corporate off world colonies are the new “brave frontier”.

The majority of off worlders are in the employ of companies that have a vested interest in space ~~exploitation~~ exploration.

Typical off worlders live in small colonies where they mine for raw materials and conduct scientific research in places where the laws of earth are difficult to enforce and ignored whenever possible.

Some off worlders however are private individuals who managed to save enough money to escape the certainty of a short and brutal life on earth to book a one way flight. They travel with the highly popular Virgin Galactic company, who are by far the largest private commercial space flight company.

Jenson, their CEO, promises a “bright new future” off world, a future that most can only dream of. Branching out into the unknown, these individuals look to set up small farmsteads and small holdings on the many earth like planets that the corporations currently have no interest in.

Throughout the space now occupied by humans, Earth Corps Marines aided by their corporate sponsors can be found patrolling and policing the corporate and private colonies.

The laws of earth originally extended to all human colonies and on the majority, earth law still applies.

However, the taxes imposed by Earth on the off world colonies are increasing year by year and as a result more colonies choose to liberate themselves.

Liberation in the eyes of the colonists is seen as rebellion by Earth. These rebellions need to be stopped!

In many cases the struggle for liberty is encouraged by the corporations. Some corporations openly resist Earth’s attempts to quell the rebellions.

After all an independent colony will not be required to pay any Earth taxes and as usual Corporation Tax is something to avoid.... however possible.

These rebellions have led to many corporations forming their own private ‘liberation’ armies.

British Petroleum Industries has the largest such private force with its own small fleet of frigates that protect its colonies independence with vigour.

It is a trend that is beginning to worry both EarthGov and rival corporations.

# KOMETENMELODIE

It was first discovered by Admiral Zheng He of the Peoples New Republic of Chin.

Kometenmelodie is a first generation colony world; that is the original settlers are still here, alive and well.

It lies 2.5 years from Earth and has both a very similar atmosphere and gravity to Earth; no significant terraforming was needed, just minor introductions of certain Terran biological cultures.

It has frozen poles and the continents contain a myriad of geological features, from deserts to rain forests, mountain ranges to lush grasslands.

If it were not for the colours of the flora it could at first glance be mistaken for Earth.

It of course has its own eco-system and the flora and fauna are linked together as on Earth.

The indigenous wildlife seems very hardy compared to Earth animals, many have armoured skin and exoskeletons.

It has no moons and the days are 30 hours long.

The nights on Kometenmelodie are dark.

The action takes place in an area that has a climate similar to the UK; that is, warm and wet in the summer and cold and wet in the winter.

Note the wetness, it rains a lot.

This area is known as Liaoning.

Most of the settlements in Liaoning are not far from the Liao river.

BPI are the main players here as the world is rich in fuel.

They have one main refining plant and several drilling stations dotted across Liaoning.

The Earth Corps Marines were stationed here for a while but frequent encounters with BPI troops and various local wildlife, combined with the massive costs of keeping them on the planet meant that EarthGov pulled them out.

This annoyed the few settlers that are here as they are paying tax to EarthGov and as such demand that EarthGov ensure their safety.

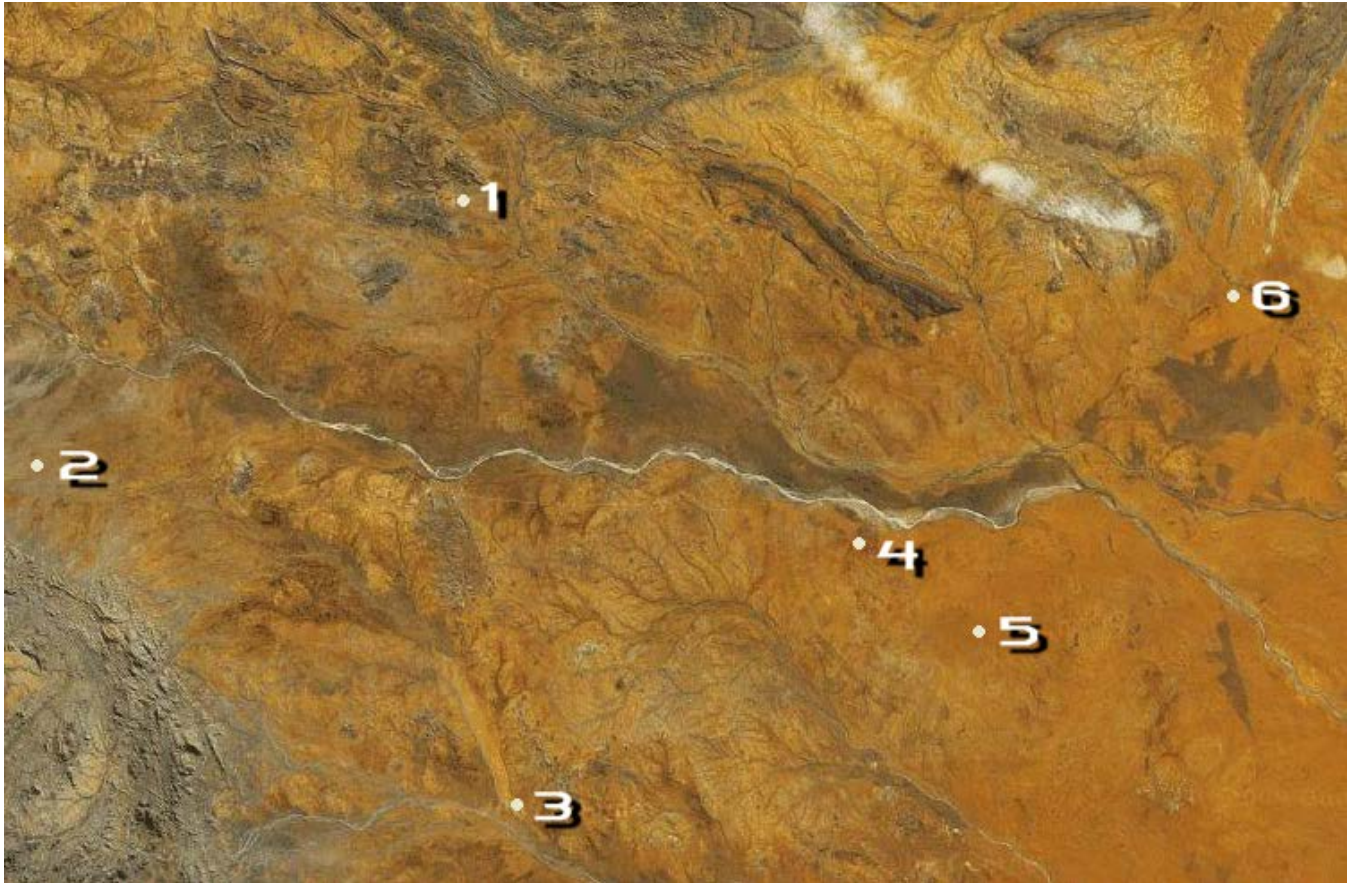
EarthGov came up with a compromise.

They would fund a new force for a year to protect the settlers.

Once this year has elapsed EarthGov will cease financial aid to the new armed force and they will be on their own.

Thus the Regional Defence Force came to be born.

They protect a small area as shown on the map below:



1: Anshan

2: Anvil Gate

3: Dreamholme

4: Mariposa

5: RDF base

6: BPI Facility



# ANSHAN

## The Junkers

These are colonists that after starting a new life have lost faith in why they started anew. They started a new world to get away from the over populated, over taxed and under loved dump called Earth as they disliked the way it is run, they dislike the harsh laws and the huge taxes. They started a new world and loved it, but then as their colony developed, the need for laws and structure became clear, some folk started to take a dislike to it becoming yet another version of Earth. Then as local law enforcers got hired and laws enforced, local taxes collected to pay for the community at large these people got angry/bored/sad and hated that they had become what they tried to get away from.

Seeing that their brave new world was just a baby Earth, they left the settled established areas and became like hermits, living on the fringes, hunting and scavenging to survive. Soon other like-minded souls joined them and the Junker community evolved.

The Junker shacks are made from salvaged materials, from crashed space craft to disused BPI fuel containers, pieces of old vehicles and anything they can get their hands on. The Junker dwellings seem to attract a very bright orange plant known as rust weed. It has bright yellow spores the size of plums, and unbeknownst to the Junkers, ingesting the rust weed will ward off Drill Worm infestation. When they figure that out it could prove very useful indeed.

Within the Junker community there are those that consider the other settlers the enemy. They are armed and will raid neighbouring settlements with the intent on taking what they need. These insurgent attacks are a new development and the RDF yet to get any significant intelligence reports on them.









## ANVIL GATE

Anvil Gate did not start out as was intended.

It is all that survived from the Commercial Fleet Vessel the Marco Polo when it crashed onto the planet's surface.

The Marco Polo was actually carrying colonists bound for Kometenmelodie along with all the supplies needed to start a small settlement, however it did not enter the atmosphere correctly and burnt up, most of the passengers and supplies were lost.

The only ones to survive were those that managed to escape in the emergency life rafts. The number of survivors was small, around 40 in total.

The survivors made it to their chosen planet, but in much worse shape than intended. However they are a stoic bunch and made the best of it.

The habitation units are actually their life rafts and the settlement walls are made from the reinforced hull plating they managed to recover.

The inhabitants harvest the valuable seeds of the Deema plants.

They trade this with an off world merchant ship that arrives every 4 months for day to day supplies.

It is so named as it sits in at the gateway into the Anvil Mountains.







## DREAMHOLME

Dreamholme started out as a very promising mining town.

A few independent miners set up some basic shelter and started mining for precious metals. They were doing fine, for a while.

The ECM (Earth Corps Marines) whilst on patrol there were attacked by what seemed to be the miners.

The attackers however were savage wild eyed maniacs, almost feral to the point of being totally animal.

The ECM were caught off guard and Major Stockton was ripped apart by these things. Only Private Sam Ramirez was lucky enough to escape.

This was the final nail in the coffin as regards the ECMs posting to Kometenmelodie. After EarthGov learnt of this attack they pulled the ECM out.

Sam Ramirez in her new role as part of the RDF is keen to get back there and see what is going on. She is convinced these miners that attacked were affected by something, stricken with some sort of illness.

She is also keen to locate the mysterious man that helped them escape by taking on these stricken miners...









# MARIPOSA

Mariposa is unlike the other settlements so far in that it is meant to be there and is very much thriving.

It is a privately funded venture and is in the first stage of its development.

The colony is first settled by people that can build and survive in harsh conditions.

These first colonists will lay the foundation for the settlement and after 12 months the rest of the colony will move in.

The first wave of colonists numbers just over 50.

They have a few security personnel, but for the most part the people are there for their skills in creating a town from scratch.

By the time the first stage is complete there should be over 200 people living there.

The 3 billionaires that are behind the project have also sent their representative who is a figure head, almost like a mayor in waiting.

He is Simon Burke.

Being privately funded they have invested in pre-fabricated structures from the OKI Corporation, such as the MHUs (Modular Habitation Units) and perimeter walls.

They have wind turbines and nuclear power generators as back up, again bought from the OKI Corporation.

Currently the people there rely on supply ships to bring much needed goods, but they will trade with locals as needed.

Mariposa is set to be the dominant population centre in the area if all goes to plan.

Given its potential the RDF base is not far from Mariposa.

















## RDF BASE – CAMP JULIET

The RDF being only recently founded and relying on EarthGov funds have what is best described as an ad-hoc temporary base.

It is situated in the centre of a crater that is roughly 10 miles in diameter. This keeps the base from sight of most folks.

It is made for now at least from modified OKI structures, Hex2Go cargo containers and reinforced tents, that and sandbags, barbed wire and whatever the RDF can throw together.

As the area develops and the RDF receive more funds in the form of taxes from the locals they will be able to build a more suitable place for an armed force to be based, for now however it is adequate.







The RDF:

Charlie Company, which is comprised of 4 squads of 5 troopers.

Alpha - Major Michael Kemp (red designation)

Bravo – Sergeant Sam Ramirez (white designation)

Charlie – Tyrone Jenkins (blue designation)

Delta – Sergeant Rhys Jones (green designation)

Support staff, comprising 15 personnel.



Currently they have Pathfinder APCs, the Ranger and Archer variants as well as the MS1 Command Module.

The RDF is small and should be considered a police force in terms of its main activities. They Patrol Liaoning and ensure that everyone is safe and well.

They are of course very ready for any significant threat and that of course includes the BPI and Junker Insurgents.

#### ALPHA SQUAD



#### BRAVO SQUAD



#### CHARLIE SQUAD





## DELTA SQUAD



Pathfinder Ranger



Pathfinder Archer



Pathmaster with MS1 Command Module



## BPI FACILITY

The BPI facility is a self-contained facility.

It is where the fuel from the 4 drilling stations is refined and stored ready for pick up from the BPIs fleet.

There are a total of 70 plus workers, 10 support staff and 25 security personnel.

Each drilling station has around 10 workers there on shift from the main facility.

The BPI security force will patrol these drilling stations to ensure they are not being visited by any external groups, especially the Junkers and the RDF.

The BPI had a few hot encounters with the ECM and fully expect the same with the RDF.

However, BPIs preferred method of ensuring peace and 'understanding' is a financial one.

The BPIs attitude to Kometenmelodie is uncertain at this point.

The planet seems to be rich in resources but its viability is not known, there are no current BPI plans to expand their mining programme further.

## FLORA AND FAUNA

Trees on Kometenmelodie are devoid of leaves and branches, they are tough and short compared to Earth trees, looking more like trunks than anything else.

Quite often where the trees are can be found the Deema plant.

The Deema plant is a large pod that if carefully opened will allow harvesting of the much sought after Deema seed.

The Deema seed is a powerful narcotic.

Breathing in just a small amount can cause the 'victim' to be severely incapacitated.





**Flak Worms** are large slow creatures that have a very thick series of carapaced sections over them. This is akin to armour and will in fact stop almost any small arms fire.

They like to eat the Deema seed and also seem to be the only creatures that are immune to Drill Worm attacks.



**Jurapeds** whilst not horses are possibly Kometenmelodies nearest equivalent. These large two legged wobbling beasts of burden have a similar temperament to earth horses whilst being much hardier. However due to their gait they are difficult to master.





**Razor Hounds** are vicious deadly hunting pack animals.

They have razor sharp teeth and wail as they close on their prey, for the most part this seems to panic the target making the final blow that bit easier.

Packs comprise of normally around 5 to 10 animals led by a single male.

The male is larger than the female, neither sex has any discernible eyes.



**Bugs** are common throughout the universe and Kometenmelodie is no exception.

They vary as much as on any planet.

For the most part they attack only when their hive is threatened.





**Drill Worms** live in mounds made from a claylike substance. These mounds are home to a queen and its drones.

The queen will lay egg sacks in external chambers that are exposed to the elements. These egg sacks will house the infant drill worms which upon being ready to be born will burst out of the sack and fly toward the nearest living creature. Ordinarily this will not be another drill worm but if that is all that is within reach then it will attack one of its own.

Once the drill worm reaches its target it will seek to drill into it and there it will make a nest. In the case of humans they will drill into the chest cavity and nest inside.

Once inside the target, it will take over the host and shut down everything but its basic survival instincts.

In the case of humans this will result in an almost zombie like manner as the host seeks to find food for its parasitical controller.

Humans infested with drill worm parasites are known as 'the stricken'.



The only safe drill worm nest is one with burst egg sacks, all others must be avoided. Each sack contains hundreds of drill worms.