

# The Knightly Order Sourcebook

By Adam 'Antilife' Catterall  
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## Background Of The Knightly Order

Before the war had even started plans were being layed so that if the world did 'die' in nuclear fire then at least some of the most gifted people would survive the holocaust and gradually spread and restore order from the lawless lands that would survive.

The construction of Alimos Base started in 2047 almost 50 years before the War. It was intended first as a testing ground, or rather the desert, it is situated 20 miles from the desert proper, would be the testing ground and the base be the command post. With the success of the first very primitive power armours tested there money was poured to extend the base, which was only three 2 story buildings surrounded by a barbed wire fence, to include a large underground bunker and research facility. When this was authorised by the American government the base simply ceased to exist. All information on the base was deemed classified, so much so that only the president, his highest level staff and the personnel that worked there even known of its existence. It was not able to be seen by satellite because the three buildings were conveniently 'destroyed' in a freak sandstorm (that included explosives).

When the upgrades were complete the staff were moved there to live on a permanent basis, mostly to keep the place secret. Research commenced 2 months later, this time on new weapons technology, mainly energy weapons. This research went on for a full 5 years until a working prototype laser rifle was developed and was man portable. The main snag was the power packs needed to power the beam and create it. The plans were sold to a private, government owned and controlled (indirectly of course) weapons company. With that successful project complete more ambitious projects were started.

They included:

- Efficient Power Armour
- Plasma Weapons
- Advanced Robot Development
- Primitive AI Research
  - (Abandoned due to cost)

- Sealed Environment Studies
- Bio-Weapons/Chemical Weapons Research.  
(Shutdown)

All of these projects plus more were conducted in a period of 26 years, some were abandoned or moved to more suitable locals (like the AI research and the Bio-Weapons/Chemical Weapons research). The robot research led to automated factories years after it was developed and released into mainstream society making the military very rich.

The base was extended again in 2078. This time no holds were bared. There was a massive use of robotic labour that was developed from the base its self many years previous. They dug out a sprawling underground colony, big enough for over 1,000 people to live in easily and continue research in complete safety, but there was another reason for the 'extension'. It was secretly for if a global nuclear war happened, which was looking likely at this time due to massive resource shortages. The tunnelling went unknown to all the world save the ones selected especially for this project, those willing to give their lives for their country.

The tunnels extend up to .5 miles below the surface, those below the surface. It also extends in an almost circular fashion from where the original base is.

There was also another much smaller bunker, constructed in the period of 2068 to 2074, this one was mainly 'above' ground but camouflaged 40 miles to the west. This was to support a small security force, loyal to the States, to keep an eye on the scientists. It also was to house 'secondary personnel', they were the other researchers that didn't make the final cut but were kept just in case of an emergency. It was also a storage post for equipment to go into Alimos, a drop off point to keep the main base secret. There were 135 military personnel and 256 science personnel in this base, it was called Far Reach Bunker.

The east side of the main complex was dedicated to 'industry', it is where the automated assembly bay is located that is. The west side is for research and development, this is where the original underground labs were located. The rest of the base is for accommodation and recreational activities which included movies, a small park and other necessities.

As the years passed the upgrade was finally finished, 5 years before the War erupted. The base was populated with 1,000 of the brightest personnel the military could muster up, all experts in their field. From bio-geneticists to molecular engineers to nuclear engineers and others. The base personnel started on their assigned projects and were visited regularly. Communications were only allowed out of the base for only an absolute emergency.

Research in the bio-chemical labs was progressing at an alarming rate, which pleased the military immensely, they had already developed anti-viruses to many new weapons that were being used already in some countries, rendering most of the US military effectively immune to almost 50% of them. The research into power armour, by now in its final testing stages, was proving to be very successful, this line of research was not halted during the upgrade. Eight months later it was complete and suits were being manufactured by dozens of factories all over the country to be issued out to the elite fighting units.

Three years later the War broke out and most of the world died, simple as that. The base was forewarned and closed all airlocks and abandoned the top levels, just in case they were a target. As it happens they were but it wasn't the base that was aimed at, the nuclear ICBM (inter continental ballistic missile) was to strike an abandoned weapons base, but due to malfunction it deviated over 300 miles from its target. The impact did massive damage to the facility its self. The top 10 levels were completely destroyed, initially killing over 300 personnel to the nuclear fires. The tremors that followed the immense impact shattered many of the Bio-Labs

containment chambers that contained some fast acting, short living, viruses.

The rush to the surface was immediate. But when they reached the airlocks the emergency protocol was running and the airlocks refused to budge. In a matter of hours all living things inside Alimos Base had perished. Another 5 hours and most of the viruses had run their courses and too died out, in 5 days there was only bones left of the poor victims as the final viruses died, leaving no living thing left in the base. Several days later the reactor core went unstable and started to go critical, it had only 3 weeks until it destroyed the base completely.

The men and women at Far Reach were spared from the ICBM strike, and were upwind from the fallout, and put lack of ground line communication down to a severed line or other mishap due to the blasts. After 2 weeks of waiting, due to procedures set before the War, a squad of 5 men and women, clad in new Power Armour, went to investigate. They had lots of trouble with getting into the base and had to use ropes to get to the upper levels, they were in ruins.

What they found in the base was horrendous. The loss of life, so direct and confronting, was too much to bare for them, but they followed orders and swept the entire complex but found no survivors. One the second sweep they did discover 20 men and women holed up, hidden down in the lower levels in Rad suits. They were taken to the bunkers medical wing for observation.

At this time they also found out that the reactor was going to go critical and there was nothing that they could do about it. What they did was 'rip' all weapons, armour and other texts from the central computer core and transferred them to the Bunkers core. Then the stripped the lower levels of useful equipment that would help the occupants in the Bunker survive along with all the working vehicles and power packs and finally reactor fuel.

A week and a half after the first exploration to Alimos Base the reactor blew. It gutted the base from the inside out. Everything in

the base was vaporised along with a lot of the surrounding area, Far Reach Bunker was radiation proofed during construction so the occupants were unharmed from the detonation.

Now all alone in a harsh new world the survivors layed their plans. They had 30 robots with them, due to got to Alimos that week. The robots were used to extend the base, to make it more livable. The survivors and the robots dug deep into the limestone making almost 7 levels ready for habitation in less than 8 months. In this time military ranks had disappeared and an election was held. A man called Julias Kilman, the base commander, was elected. He was one of the marines that first explored the irradiated hole that was Alimos Base. He had a history of very good relations with everyone on both bases and was loved for his easy going nature and strict code of honour. He was often referred to as the Knight in shining armour once he got issued one of the first suits of Power Armour, a title that he took to his grave. His first order was abolish all ranks, 'everyone was created equal and that's the way it should stay' he was recorded saying many times at the start.

With Julias at the lead the base almost flourished, given the circumstances. The semi-sentient AI was consulted on a course of action but non-was forthcoming, it wanted to see how they went by themselves first. Julias pronounced that everyone should, after almost 2 years of shear hell, call each other Brother and Sister out of respect and to form a tightly knit group that would be able to stand together against what was to come. This layed down the groundwork for 'The Knightly Order', what the survivors finally become, 11 years after the War.

Tau let the scientists and chemical engineers access to the blue prints of many new and experimental devises that were invented but 20 miles away. It also had the specs on how to construct many useful vehicles for scouting purposes among other uses. Once this was discovered for some unknown reason Tau deleted it's self completely from the computer system.

After a few more months the scouting vehicles were finished and sent out on sorties into the wasteland of California. They found, to everyone's surprise, survivors everywhere. They were trying to eke out a living off the blasted land. They found a few rag tag US military units, friends they know and thought dead before the War. They were welcomed into the fold and quickly adapted to the new way of life. The rest were left to make their own way in the wasteland.

Nothing major happened then for almost 8 years. The recovery of lost tech had just started, though was only happening once every 3 or so months. The survivors had started to look to technology as the only way to survive out in this harsh new world. Many ideas were thrown around as to where they were heading in the future but no headway was made until an idea struck Julias. Technology was not the only thing that would let the survivors live in the wasteland something else was needed. That something else was kinship, mutual respect and trust. During the following years he pressed these ideas into being. Along with everyone already calling each other Brother and Sister the transition from a rag tag group of scientists, engineers and military elite into a strong driven unit. They became, over the course of another 5-7 years, the Knightly Order, a para-military group that almost worships technology and would do anything to secure new specimens.

The Order started to develop its own traditions and ranking system. At first there were flaws in it but as the years passed they were gradually ironed out and perfected. They started to stop the tech searches and started to become isolated from the rest of the wasteland. As more years passed the Order started to look at technology even more as their only way of returning the world to what it once was.

On records stored on the Bunkers super-computers there was another bases location. Now that the Order had grown almost too much for Far Reach to handle an expedition was sent by Steel Birds, a hybrid of combat jet and helicopter, a post-War creation. The base was some 400

miles distant; it was the original target of the stray ICBM by coincidence. When the three units arrived they found it abandoned, the doors were locked shut and the automated defences were operational, they found this out at the expense of one of their number. After they had neutralised the defences they proceeded to the main entrance. They managed to get it open without destroying it and started exploring. They found it was very much like Far Reach was like before the War, before the upgrade of the base for that matter.

The main power was off but emergency power was still on. They found living space for almost 500 people, a fully stocked armoury and even, to their surprise, a machine shop. It seemed that there were secrets around every corner. The base was originally thought to be a simple listening post. When they got there the auto-defence startled them, then the amount of living space, again underground, and to top it off the machine shop. It didn't seem to add up.

Knight Planda, the leader of the expedition, radioed home base with the news and then sealed up the place. They left to Far Reach with some of the strangest news to have hit the Order since the War. With the information gathered it was decided to send 4 units of Knights to hold the base and do a thorough search to find out if it was possible to live there permanently.

It took a total of 4 months to move the people who wanted a change to the new base, now named Fort Dakeen. It is named this in respect to the Knight that lost his life in the exploration of the base so the rest of his Brothers and Sisters could continue living in comfort.

The machine shop, along with the shops at Far Reach made the Order a force to be reckoned with but no-one known where they lived or even if they still existed. Research now was progressing steadily, the new lines included:

- Vehicle design
- Power plant optimisation
- Computer technologies
- Medical research (all forms)
- Power pack miniaturisation

These fields were starting to bare fruit about 5 years later. The vehicle designs that were invented proved to be rugged and able to withstand the new environment that any others developed so far and now with the smaller, more light weight power packs they could travel much further. The medical research yielded many minor breakthroughs. Surgeries were updated with computer controlled operating tables, laser scalpels were refined and cancer treatments were developed.

Now the Order was making contact with some of the nearer settlements, mainly Higara. They started trading with them for information, food (much easier to get to Fort Dakeen than from Far Reach). In return Higara got power packs and medical information and supplies.

## Base Specs :

Far Reach Bunker was, before the War, a reasonably large bunker. It did have some large underground compartments that were converted into living spaces, manufacturing bays, hydroponics bays and research and development labs. At the deepest part of the base there was the first Semi-AI super-computer, which was affectionately named Tau for no real reason, it was not totally self aware.

Here are the present stats for the base and personnel (including Tau)  
(this is inspired by the Vault City sourcebook so thank you to its author for the ideas)

### Trivia:

Construction Started	2068
Construction Finished	2074
Computer Network on-line since	1 <sup>st</sup> August 2075

### Other Information

Maximum Personnel Pre-War (Permanent)	500
Pre-War (Part-Time)	200
Post-War	3,000
Lowest Depth	550 yards
Entrance Thickness (to underground)	3.75 yards
Distance from surface to level 1	70 yards
No. of sub levels(underground levels)	8

### Computer Information

Computer System	Omega XVI Think Tank Running Post AI Subliming Tempus XXXI (experimental) (resident AI deleted its self)
	12 GB internal network bandwidth. 5 GB external bus (disabled)
	25,000 TB Holodisk Platters and Crystal Matrices
Power Source (Primary)	Military Grade Heavy Duty Mark VI Fusion Plant. (12Mw/Day)
Power Source (Secondary)	General Purpose Atomic Reactor Core Mark II (2Mk/Day) (uses plutonium/uranium fuel)

### Medical Bay

Number of Available Beds	27
Number of Surgeries	3 (1 computer controlled others human)
Clone Tanks	4 (non-functional, never worked)

### Research Bay

Number of Current Projects	5
Labs	6 (7 <sup>th</sup> under construction, due to be finished in 2 months)

## Social Structure

In the Knightly Order there is a very ridged social structure that everyone abides by. Everyone knows their place and they know that they can change anytime they wish, within reason.

There are two 'casts' in the Order they are the Knights and the Scholars. The Knights are the fighting forces of the Order, but a distinct minority, and the Scholars are the tech hands that do all the work around the place, this is not to say the Knights get off Scot free. They have to do their share of house duties when they are not out on patrol and some even are part of the Scholar cast as well, though this is very rare.

### Ranks:

<b>Knights</b>	<b>Scholars</b>
Initiate	Initiate
-	Senior Initiate
Junior Knight	-
Knight	Scholar
Senior Knight	Senior Scholar
Knight General	High Scholar
Master Knight	Master Scholar

#### **Initiate**

An Initiate is a young man or woman of the Order that is starting to take the true responsibilities of the Order. They are aged from 17-21 on average, there has been younger and also older Initiates. They do the odd jobs around the base that they live in and attend classes taught by either a Senior Knight or Scholar. At this point in time they do not have to pick what branch they want to pursue, but when they hit about 20 they generally have a very good idea where they want to go. If they show promise in one area they will be encouraged to go in that direction but they don't want to they don't have too.

#### **Junior Knight**

If the Initiate wants to join the Knights then they have to first pass an aptitude test and a physical to show that they would not be a liability in a fight. Once they pass this, as most do, they too are assigned or choose a mentor to help them through the rough training process that usually takes about 8 months. The mentor helps the Junior Knight to hone their skills and help them if the falter. A kinship is formed between the two and they usually accompany each other on missions. At the end of the training the Junior Knight can choose what part of the Knighthood they wish to join. There are the following positions available to Junior Knights:

Scouts	4 months training
Light Skirmishers	6 months training
Gunner (tank only)	10 months training

Each of these three speciality areas involves additional training as detailed above and they are all needed for more advanced courses offered at higher ranks.

## **Knight**

At his rank the Knight is completely trusted to operate alone and in a squad or fellow Knights. They are also trusted not to reveal the locations of either base to anyone at all, no matter the circumstances. They are mainly seen as members of patrols and on recon duty. They continue training in their field and can even branch out into the Scholar areas if he or she so desires. The Knight is able to also take these specialised courses to become even more specialised in defending the Order. They include:

Driver (tank)	5 months training
Driver (other)	2 months training
Pilot (Steel Bird varieties)	10 months training
Pilot/Gunner (Steel Bird varieties) (Tank Gunner training required)	12 Months training
Heavy Weapons (requires Scout training)	4 months training
Sniper (Requires Light Skirmishers training)	10 months training
Field Engineer/Demolitions (both complement each other)	15 months training
Officer Training (needed to get further ranks)	10 months training

Knights are also selected to be mentors or mainly volunteer to be them and most of them love the challenge of helping an Initiate stumble through the challenges that lay ahead of him or her.

## **Senior Knight**

The Senior Knight is a Knight that has taken the Officer Training course and passed along with having 20 successful missions under their belt. They are charged with responsibility of squad leaders and take their units out on patrols, recon duties and other exercises. They are given the most advanced equipment from the stores and are often given 'loose' orders, they have to use their initiative to get the job done. They can do any of the previous training courses but it is not recommended because they are needed to be with their units. They cannot get any higher in ranks unless they want to do administration in which case they branch out into the Scholar cast. Senior Knights that are either pilots or tank drivers are referred to as Senior Mobile Knights, because they are in charge of either a single tank or Steel Bird or several at once.

## **Knight General**

The Knight General has control of all Knights at his or her base of operations. At present there are only two Knight Generals, both are female. They have every Knights details on call and can approve anything related to the defence of the base they live in. They only have to report to the Master Knight, which is too female, and have almost complete freedom. They can get anything that they want from the stores and can issue anything to any squad should the need arise. They almost never leave their base because their loss

would cripple the Orders military. That is not to say that they cannot fight, it's just their loss is unacceptable to the Order.

### **Master Knight**

The Master Knight is in total control of the Orders military force, along with its stores and vehicles. Isabel Stiner, the current Master Knight, currently lives in Far Reach Bunker but moves every two years to live in the other base. The Master Knight is elected by the people for their knowledge and skill and also for their charms in this case. The position is a very stressful one and can burn out the person holding the reins. The Master Knight and the Master Scholar both work together and help each other if help is required, or if the Master Scholar need something that is out in the wastes then the Master Knight will send out a party to get and find it.

### **Senior Initiate**

If the Initiate wants to become a Scholar then they have to spend a further 4 years training in the specific field they want to enter. At this point they will usually be given a Scholar from that area to guide them in that area, they effectively become a mentor to the, now, Senior Initiate. The mentor of the Senior Initiate will be there for them whenever they are needed, even if it is a personal issue and a kinship closer than family is usually formed for life between the two.

### **Scholar**

When a Senior Initiate is able to become a Scholar they already know where they want to go and also already have the correct training to do their job properly. They usually accompany their mentor for the first couple of years before going at it alone. The Scholars are the backbone of the Order. They make the weapons and armour the Knights use, they develop and manufacture many items used day to day and they keep the bases running by keeping the infrastructure running. They also do the research that keeps the Order alive and optimistic that their goals can be eventually reached.

If anyone kills one of the Scholars, inside or outside the Order, they are hunted down and killed. There is no worse crime in the wastes as far as they are concerned.

### **Senior Scholar**

The Senior Scholars are in charge of their work team of up to 10 individual Scholars. They are very skilled at what they do and they take directions directly from the Master Scholar or Master Knight. The different branches in the Scholar cast are watched over by up to 4 Senior Scholars that agree on the approach to the current project, be it manufacture, research or infrastructure. They are very respected members of Order society and looked up to because of their skills, along with the Senior Knights.

### **High Scholar**

The High Scholars is in control of the departments in the Scholar cast. They get orders from the Master Scholar and they pass them on to the Senior Scholars with their recommendations, they may even take part in the project its self, giving command of the project to the Senior Scholar though, out of respect due to it being their territory. They can leave the bases but they are strongly cautioned not to without an escort, just in case, they too are very valuable to the Order. There are at present 4 High Scholars and a vote to elect a fifth is due in a few weeks from now.

## **Master Scholar**

The Master Scholar is in complete control of the Scholar cast just like the Master Knight is with the Knight cast. The Master Scholar is a very intelligent man or woman that is respected by all for their knowledge and insight to issues, it seems that is a necessary ability for the job. They can check out anything from the stores and can conduce projects with the other Scholars if they feel like it, but he or she will never take over a project and only help if they know that they can add something insightful or otherwise useful.

## **Order Elder**

The Order Elder is in absolute control of everything that goes on in the Order, from trading relations to sewage control. The current Order Elder is Dominic Rein, aged 67. He has held the position for over 30 years and is a very good and respected leader. His duties are mainly administrative and strings of meetings with the two Masters and other Senior Knights and Scholars. His loves the Order and will do anything in his power to protect it, no matter the costs.

## **Technicians**

Technicians are a very special group. They are neither Knights nor Scholars but a separate sub cast that is essential to the running of the Order. Technicians are the people that work on the vehicles of the Order. They keep them running after they have been constructed. Many Knights are also Technicians so that they can keep the vehicles funning in the field should they break down.

The Techies, as they are called, are looked up to with respect by the Scholars that make the vehicles and are loved by pilots as they keep their rides in the sky. Techies don't have a social system, they just do the job and look up to each other in mutual respect.

## **Military Power**

### **Unit Size**

The unit size of a Knight squad is usually between 4 and 8 men or women depending on the mission they are on. If it is a recon mission then only 4 will be sent but if it is an assault or base patrol then 6-8 men or women are present. These numbers don't include the Senior Knight in charge of the unit.

### **Ranks that make up the unit**

As was said above there is always a single Senior Knight that goes out with the unit, they are his or her people after all. Then the rest are made up as follows, this is only a very rough guideline and many exceptions are often made. They are (remember the senior Knight is not counted to unit size):

<b>Number of Personnel</b>	<b>Rank distribution (Approximation)</b>
4	1 Senior Knight, 2-3 Knights, 1-2 Initiate(s)
5	1 Senior Knight, 2-3 Knights, 1-2 initiates
6	1 Senior Knight, 2-4 Knights, 2-3 Initiates
7	1 Senior Knight, 4-5 Knights, 1-2 Initiates
8	1 Senior Knight, 5-8 Knights, 0-3 Initiates*

\* An 8 strong unit is almost always only the Senior Knight and 8 Knights and no Initiates due to the missions that they are sent on, but if it's only a patrol then up to 3 Initiates may be present.

### Unit Equipment

This mainly depends on the mission that they are on but the main patrol outfitting of each Knight is as follows:

Knight Title	Equipment Issued
Initiate	<ul style="list-style-type: none"> <li>- Metal or Combat Armour</li> <li>- Survival Rations</li> <li>- Fragmentation Grenades (1-4)</li> <li>- Combat Shotgun (40-60 shells)</li> <li style="text-align: center;">OR</li> <li>- Assault Rifle (100 rounds)</li> <li>- Colt .45 side arm (20 rounds)</li> <li>- Combat Knife</li> <li>- Flash Light (sometimes attached to main weapon)</li> <li>- 1-3 Stimpacks</li> </ul>
Knight	<ul style="list-style-type: none"> <li>- Combat Armour or Power Armour Mk 1 or 2</li> <li>- Survival Rations</li> <li>- Fragmentation Grenades (1-4)</li> <li>- Plasma Grenades (0-2)</li> <li>- Laser/plasma weapon (30-50 cells)</li> <li style="text-align: center;">OR</li> <li>- Heavy Weapon (not energy) MUST have heavy weapons training</li> <li>- Colt .45 side arm (20 rounds)</li> <li>- Combat Knife</li> <li>- Flash Light (sometimes attached to main weapon)</li> <li>- 3-6 Stimpacks</li> </ul>
Senior Knight	<ul style="list-style-type: none"> <li>- Power Armour Mk 2 or 3</li> <li>- Survival Rations</li> <li>- Fragmentation Grenades (0-6)</li> <li>- Plasma Grenades (1-4)</li> <li>- Laser/plasma weapon (30-50 cells)</li> <li>- Chosen side arm (pistol of some sort, 30 rounds/cells)</li> <li>- Combat Knife</li> <li>- Flash Light (sometimes attached to main weapon)</li> <li>- 3-6 Stimpacks</li> <li>- 1-2 Super Stimpacks)</li> </ul>

As well as all the equipment above one member of the unit will be carrying a high power radio transmitter to communicate with the bases from any location, as the power armour radios are limited to 25 or so miles.

## The Scholar Cast

### Organisation

The organisation of the Scholar cast is very much like the Knights. They have a very strong kinship with each other and help each other with their different projects, if they can. There are several different groups in the Scholar Cast that do different operations. They include, with a brief description:

Operation	Description
General Research	This is a very generalised research group. They develop essential items for direct use in the bases upkeep.
Medical Unit	This 'unit' is very much like a hospital, the Scholars that are in this group NEVER do Maintenance Duties as they are too important. The members of this group conduct all the medical needs that the Order needs, they even train Initiates to Senior Knights Field Medical Training. They are one of the most important parts of the Scholar cast.
Vehicle Studies	This is a group that develops the Orders new vehicles for the new environment that is out there. They developed the original Steel Birds and the Molecular Engineers constructed it from their plans supplied. They are one of the most valuable groups to the Orders continued existence.
Maintenance Duties	This is not a single group par say. Every group has to do this for a week every 4-6 weeks. It includes cleaning the bases as a whole, maintaining the vehicles and weapons and fixing the odd broken item. It is not seen as a chore as most Scholars love playing with the vehicles.
High Energies Research	This group studied old records of energy weapons and other high energy equipment, like the Plasma Grenade. They have recently, again, miniaturised and increased in efficiency the power cells that the Order uses for vehicles.
Energy Studies	This group is in charge of the power plants of the bases and plant optimisation research. They are a very small group, consisting of only 30 members spread over both bases.
Molecular Engineering	This branch conducts R&D for different items that require tough working parts of tough armour. They are currently developing next generation Steel Birds. They also manufacture the different advanced armours and radiation shielding for various vehicles
Manufacturing	This is one of the largest groups as it includes most members of all the other groups. The construction of every single vehicle, weapon, piece of armour and flash light is done here, and to the best possible quality. As every Scholar wants to be the best at making a certain thing there is a degree of permanent competition between members, in so doing increasing productivity and product quality.

## Order's Vehicles (Military)

This section details some or most of the Knightly Orders military, and further below, 'civilian' vehicles. At the end of the vehicles description there is a collection of statistics. To know what these mean please consult the Fallout Pen'n'Paper Rulebook.

### OFV-04 Steel Birds

Steel Birds are a post-War development. It has two crewmen, one pilot and one co-pilot/gunner. They are a cross between a fighter jet and a helicopter, it has wings at the sides and a rather stumpy body. They are powered by 4 turbo fan engines, one in each wing and two on the tail. The turbo jets on the wings control hovering, take off and altitude control (this is also helped by flaps on the wings and tail). The 'fans on the tail are for general thrusting power.

The OFV-04s are the main flying unit in the Order as they are the most effective and require less materials, both rare and common materials that is, to build. The Steel Birds look very much like a fat streamlined helicopter of the 20<sup>th</sup> century. They are fat because they are mainly used as a troop transport or in supply transport, though very rarely.

The body of the Steel Bird is covered in 3 layers of armour. The outer layer is an energy absorptive ceramic material, which is 10-15mm thick, which is organised in layers of tiles each about 5mm thick. The tiles can dissipate most energy-based weapons over a large area, reducing the local damage somewhat, it also helps deflect small arms fire. The second layer is a super light metal alloy, which is usually about 20-30mm thick, which can withstand tremendous kinetic impacts, this material usually survives where the rest of the craft is destroyed. The final inner layer is a plastic like polymer, about 5-10mm thick, which can stretch, to a limited degree, to absorb the massive energies that reach it. This armour style is incorporated in power armour made

by the Order and reflects why it is so tough and rugged. This armour may seem very powerful and strong but in reality it doesn't help one bit if the craft is hit in the 'fans. The armour is only designed to deflect round up to about 25-30mm in diameter, any more and they can punch through all layers, whilst energy weapons can be very easily deflected, though energy weapons are much rarer than other weapons.

With the OFV-04 being the main flying vehicle of the Order there have been modifications over its many decades of use. These modifications, in some cases, have resulted in flying death traps, whilst in others they have proven to be even better than the general purpose OFV-04. The variations below are what the OFV-04 has become. There is also a brief description on each of the roles that they perform.

### OFV-04A Assault Steel Bird

This Steel Bird is kitted out with the most up-to-date equipment, weapons and thicker armour (up to 40 extra millimetres in places). Due to the heavier payload the turbo-fans have been made much more powerful and in effect made it a bit more manoeuvrable once some of the weapons have been fired. The fixed weapons on an Assault Steel Bird are two KO-3 Thunder Chain Cannons mounted under where the wings join the body of the craft. The cannons are used to strafe a position or cover advancing Knights, should they need it. The rest of the payload is mission specific that is to say if you are expecting tanks you wouldn't arm it with weapons that wouldn't damage a tank. There are only 4 of these currently in service but two more are currently under construction at Far Reach.

The cargo bay in the back of the OFV-04A can only carry, at maximum capacity, 5 Knights in power armour, 8 if not in power armour or if it's stored in lockers.

#### **OFV-04B Transport Steel Bird**

This Steel Bird is mainly used to transport and has the most powerful turbo-fans designed for heavy lifting. The OFV-04B can carry the most cargo and heaviest, of any sort, out of all other Order Flying Vehicles. It can also transport Order personnel to far locations. They are also used to transport valuable and/or heavy cargoes that must get to their destination ASAP. Because of this they tend to be used as 'taxis' for the Scholars project equipment. The OFV-04B is armed with two MG3s, only if entering an area where hostility is expected, one on each side of the cockpit, for defence against minor targets, anything that they cannot handle they usually have the speed to out run it. The OFV-04B is the most common Steel Bird with over a dozen in current service with 1 under construction.

The OFV-04B can also carry a light land vehicle or small APC in its cargo hold or a larger one slung underneath, with a notable reduction of speed (usually about 30-50%)

#### **OFV-04C Recon Steel Bird**

The OFV-04C is the smallest and fastest Steel Birds currently in service, and the most lightly armoured. Its turbo-fans have been supercharged and made much more energy efficient, this upgrade cannot be used on any other Steel Bird are the turbo-fans are different in design. With the more efficient turbo-fans the OFV-04C can travel the fastest and furthest in the Steel Bird 'fleet'.

The OFV-04C is used in scouting out new locals and gathering information on troublesome neighbours. It can be used to transport a group of 2 Knights in combat armour or 1 Knight in power armour, they would be rather cramped, to carry out quick surgical strikes or spying missions.

There are only 6 in service at the moment and plans to make a further 2 are being considered by the two Masters and Elder. The recon Steel Bird is unarmed.

#### **OFV-04D Heavy Assault Steel Bird**

This is the largest Steel Bird in service, ever. It has an additional turbo-fan on its tail to keep it steady whilst firing its weapons. Its armour is also the thickest. At places measuring a total of almost 120 in most areas, the rest is about 90-100mm thick. So far only one has been destroyed, and that was during a training exercise. They have been in service for almost 15 years now and have proved to be an excellent success.

The fitted weapon payload is three KO-3 Thunder Chain Cannons, one in the nose and the other two mounted at the base of the wings. The rest of the payload is decided on the mission it is to fly, just like the OFV-04A.

Unlike the OFV-04A the OFV-04D can carry an 8 strong Knight unit in full battle dress. There is also on each side of the transport bay a MG3 that the passengers can use if the need arises.

The OFV-04D is very rarely used because they are too destructive and require lots of materials and time to construct. They are also very power hungry and are the shortest range Steel Bird due to its immense weight. Only 3 are in service and 1 is under construction.

The OFV-04C can carry a light tank slung underneath or other light vehicle, with a notable reduction of speed (usually about 30-50%), if it doesn't have any more weapons attached. In effect it becomes a heavily armed and armoured OFV-04B, very useful if heavy resistance is expected at the destination.

#### **OFV-03 Thunder Hawk**

The Thunder Hawk is one of the first attempts the Scholars made to develop a flying vehicle. They are the oldest vehicle in service of the Order and one of the most successful also.

They are based on an experimental US army craft (it is thought that the original craft should be capable of space flight) with a few major differences. The thunder hawk has a pilot and a co-pilot/gunner, if necessary. The craft looks a lot

like the A-wing from Star Wars with articulating thrusters at the tail and two additional turbo-fans positioned one under the cockpit and the other in the middle of the craft, this arraignment allows the Thunder Hawk to have VTOL capabilities. The 'thrusters' the OFV-03's use are augmented turbo-jets that use the power sources' excess heat to assist the turbo-fans and expel the air out much faster giving a much higher acceleration and top speed, this cannot be used in Steel Birds as the augmented turbo-fans would rip the craft in half. The much higher speed has its drawbacks, the OFV-03s' cannot have heavy armour and cannot carry as much as the OFV-04s'

The Thunder Hawks are lightly armoured in comparison to the Steel Birds but this is due to the Steel armour that the Birds utilize and weight restrictions. The OFV-03 uses more primitive Steel armour that is only two layers thick. The first layer is a heavy ceramic ablative shield that deflects projectiles and absorbs energies well; it is usually about 20mm thick on most OFV-03's. The second layer is the same super light metal used in the Steel armour and is usually about 25mm thick. The newer OFV-03's have advanced Steel armour like the Steel Birds and Kodiaks and have even more efficient engines.

The OFV-03s are not meant for combat because of their lighter frame but some have been made as quick surgical strikers. The main purpose of the OFV-03s is recon, recovery, exploration and supply runs to the outer bases. They all run on heavy-duty fusion cells but take more than the OFV-04s due to their engines. There are 3 different types of Thunder Hawks and they are detailed below.

#### **OFV-03A Long Range Thunder Hawk**

The Long Range Thunder Hawks are the vehicles that discovered The Vault (details below). They are used for exploring the surrounding wastes and for long-range aerial patrols.

The OFV-03A is lightly armoured but it's speed usually gets them away from any major damage. They are

usually unarmed but have been equipped with a MG3 on each wing if they are expected to enter hostile territory.

The OFV-03A has space for a 4 man Knight Squad in combat armour or 2-man squad in power armour, if the power armour is put into the storage then 4 men can also be taken and still have their power armour. The craft has a large supply locker with a tent, supplies and munitions for a 2-week journey, for 6 men and women.

There are currently about 8 OFV-03As in service in the Order with 1 under construction in The Vault.

#### **OFV-03B Transport Thunder Hawk**

The Transport Thunder Hawk is the slowest of the Thunder Hawks but it can also carry the most, almost 75% of the Transport Steel Birds total carry weight. This is achieved by adding an additional thruster in the middle of the craft, giving it more lifting power.

The OFV-03B can transport a full unit of 9 Knights in power armour and buggies to transport them around after they are dropped off. It is also used to transport raw materials of great importance or in need to the bases around California. The OFV-03B can also travel at the highest altitudes out of any OFV.

The OFV-03B is the biggest Thunder Hawk; double that of the OFV-03A, almost 35 meters (sorry don't know that in yards), only the OFV-04B is bigger.

The OFV-03Bs are unarmed except if they are entering hostile territory or are expecting trouble. In this case they are armed with 2 clusters of 3 HELL-67 Air to Ground Missiles, each cluster mounted under each wing. They can also be equipped with an MG3 in the nose. It also has the second heaviest armour of the Thunder Hawks, up to 60mm all over of Advanced Steel armour, this is because they are so valuable they cannot be risked and so get the most advanced armour. They can take this because of their more powerful thrusters.

There are 15 OFV-03Bs in service and 2 more under construction at The Vault; they are the most

popular transport craft in the Order.

The OFV-03B can transport a very light APC along with crew but no more or its engines will burn out and the craft will crash.

#### **OFV-03C Surgical Strike Thunder Hawk**

The Surgical Strike Thunder Hawk is a recent addition to the Thunder Hawk family and has proven to be very effective. It is a mix between the OFV-04A and the OFV-03A. that is it combines hitting power with the ability of long range striking power, something that the OFV-04 craft never could execute.

The OFV-03C can travel as far as the OFV-03A and carry the destructive power of the OFV-04A. it has Advanced Steel armour and the same engine configuration as the OFV-03B to give it extra lifting power.

The OFV-03C can transport in a squad of 9 fully combat equipped power armoured Knights and still carry a very large payload for its size, which is about 25 meters long.

The standard weapon payload of the OFV-03C is as follows: 4 clusters of HELL-67 Air to Ground Missiles, 2 clusters on each wing, one KO-3 Thunder Chain Cannon mounted under the nose and two MG3s mounted in the passenger compartment for them to fire. The OFV-03C also has the thickest armour of the Thunder Hawks, measuring 80mm or Advanced Steel armour on all locations.

Because of the heavy armour and ordinance the OFV-03C is the slowest Thunder Hawk but is still faster than the OFV-04A by about 10-20%.

There are currently only 3 of these new craft in service, they are located at The Vault for now, and another 3 are under construction at the Outposts.

#### **OLV-06 Steel Kodiak**

The Steel Kodiak is the largest tank of the wastes. It has the same Steel armour as the Steel Birds, hence the name. The Kodiak, as it

is mainly called, weighs almost 40 metric tons, with all armour and weapons included.

The OLV-06 is a very tough customer and can take massive amounts of damage before being completely silenced; this is thanks to the Steel armour and double/triple redundancy.

There are two different types of Kodiak in the Orders military, but only two of each has ever been built because of the immense cost of required materials. Super-heavy duty micro-fusion cells power the Kodiaks, each weighing about 50 pounds. There were experiments on mini nuclear reactors to power the OLV-06's but an accident saw an end to that branch of research and the end to almost 40 lives.

The statistics of the different Kodiaks are at the bottom of the description.

#### **OLV-06A Assault Steel Kodiak**

The assault Kodiak is the smaller of the two, weighing in at about 37.5 tons. It uses heavy tracks to move it around and can travel on almost any surface.

It's body looks very much like a sleeker version of a M1A1 Abrams but with smoothed over edges to deflect incoming fire more efficiently. It has a large turret with a heavy 55mm Rail Cannon and an MG3. At the front it has a duel firing NH3 Heavy Plasma Rifle with coolant feeds this is to stop overheating. The very front of the tank has a large bulldozer like blade to get rid of obstacles like people and light vehicles.

The OLV-06A is not a fast vehicle and can easily be outrun but with its long-range weapons it doesn't really matter.

#### **OLV-06B Experimental Steel Kodiak**

The OLV-06B is a very recent addition to the Orders military and has proven to be very effective.

It is called the 'Experimental' because it uses experimental weapons and a new addition to the Steel armour, a gel like film between the 1<sup>st</sup> and 2<sup>nd</sup> layers.

It can travel over almost anything due to its large tracks and large dozer like blade at the front. The OLV-06B is the heaviest vehicle that has been constructed after the War, weighing in at about 42.5 tons.

The experimental weapons that the OLV-06B uses are all relatively short ranged and all energy based. The primary weapon is mounted in the turret and is called the NH7 Heavy Plasma Cannon. It is accompanied by an MG3. At the front it had 2 Pandora Laser Cannons each with a 90 degree firing arc to the front.

The OLV-06B is also one of the most heavily armoured vehicles in the Order military. It has on average 110mm of Advanced Steel armour all over it, with the turret having about 140mm, this greatly adds to the weight of the tank.

Both types of Kodiaks are only used if the Order is in risk of losing one of their bases or to destroy a possible future threat that would threaten the peace of the region. Never has one of the Kodiaks been destroyed in combat, the only loss was due to a computer glitch that destabilized the nuclear reactions in the experiment to equip the Kodiaks with a nuclear fuel source.

## Other Bases of the Knightly Order

The Knightly Order, shortly after its creation, has been on the lookout for old military bases. This is because they usually contained the supplies that they needed during those trying times, the equipment needed included power cells, vehicles, food and clean water or water purifiers (they were very prone to breakdown).

In these little explorations for supplies 3 bases were located. They were stripped for what useful items they contained and then just left. As time went on and the Order's population started to increase the searches grew to be more like a house hunting operation. The hunting was very poor as most of the bases discovered were either occupied by creatures, highly radioactive or both at once. Here are the major bases founded in the search for new homes:

### The Vault

Almost 30 years after the founding of the Order a great discovery was made, a massive underground Vault like structure was found, locked up but empty. This Vault is located very deep in the Nevada Desert, where temperatures outside now reach almost 65°C. This Vault was like one never seen before. It had massive living quarters, massive research labs and to top it all off a very large amount of supplies that could support about 10,000 people for about 15 years.

The best Scholars of the time were sent to the Vault to find out what was going on in the base and why there was nobody there, why was all the equipment abandoned in such a hurry. The second set of questions was never answered and most probably never will. The first question, what was going on in the base was a much easier question to answer. There were detailed records of all the lines of study that were being carried out.

On every level of the Vault there was a thick security-door, about 1 yard thick, solid steel, with a card swipe at the left hand side. There was, on the first floor, a room with all the key cards that

were needed to get to any of the 47 underground floors. There is one elevator shaft that runs the whole depth of the installation, with 10 elevators, the security doors are located just where the elevator doors open.

The Vault, as it was now called, could be used for the Scholars and other, non-specialised people to live in whilst the Knights stay at Far Reach Bunker and Fort Dakeen and the other bases situated around California. With the amount of living space provided almost 12,000 people could live in there in relative comfort, with a little extra tunnelling of course.

The base was not completely underground, it did have a 2 story 'watching post' where sentries now stay and watch, not like they are never needed. The Order's Scholars also constructed a landing pad for the Steel Birds and old choppers along with a large underground hanger for the vehicles that are stationed there.

The Scholars also made, with the help of their very sophisticated robots, a manufacturing plant to make vehicles, weapons, supplies and any other needed piece of equipment. There was also, before the Order arrived, a titanium refinery that processed the sand in the surrounding area and extracted titanium and other necessary minerals for manufacture, all other materials are transported in by land from other bases, located near deposits.

The Vault is the most heavily defended location in the entire known wastes but no-one except the Order knows of its existence. This is due to the location it is in and the conditions. Any trespassers that don't respond with the correct codes over a secret radio channel are shot on sight by the marksmen on the 'watch tower'.

At present there are over 30,000 people living in The Vault and close surrounding outposts. The Vault houses over 12,000 people in its immense caverns spanning 7 miles across 47 levels underground. The outposts are detailed below.

They are no more than 40 miles from outer perimeter of The Vault and most are connected by a network of underground passageways containing a mag-lev rail line, so that if one is threatened reinforcements can arrive in a very short space of time.

The Vault has got an above ground 'settlement' of inter-connected buildings that were there before they arrived and have since been inhabited by the Order. They have very good air-conditioning to offset the stifling heat of the desert. These buildings are a sandy colour and are very hard to make out unless you know where to look and are invisible at over 10 miles.

Of the above ground buildings most of them are vehicle garages or warehouses for supplies. The rest are living quarters or house 'listening' equipment.

The Vault is truly a great show of post-War skills and determination, with 17 of the 47 levels dug out after settlement by robots and human workers over a space of 50 years.

### **The Outposts**

The Outposts are a collection of 4 listening/living posts. Each is positioned at either directly north of The Vault, called Alpha, positioned directly east, called Bata, one positioned directly south and west, called Gamma and Echo respectively.

Each outpost houses about 5,000 Scholars and Knights. They also have full stores and are totally self-sufficient. They grow their own food under lights in the hydroponics chambers.

All of the stations have radar tracking stations and radio monitors to monitor if anyone is coming and act as flight control to any incoming Steel Birds or other OFV's. They also act as refuelling stations for all vehicles that venture out into the wastes from The Vault.

The Outposts report to each other every hour on the hour. If anything is detected on the radars, which have a range of almost 150 miles, everyone is notified at every base

instantly. Then a group of two-three Steel Birds or other OFV is sent as a welcoming committee. If they don't turn around the pilots are authorised to use force to protect The Vault and the Outposts.

The outposts are all designed differently and have been constructed by the Order after The Vault was settled to act as a first line of defence. They are on average 8 levels, about 300 yards underground (there is 60 yard of dirt and sand on top of the first level). The construction of the Outposts was done by robots in the first stages because of the intense heat. After the first level was dug out men and women helped by installing the terminals and fitting the ferrocrete or titanium walls. Though most of this too was done by robots as the wall plates are just too heavy for any person to fit, they weight almost 600 pounds per section!

The construction of the Outposts took almost 9 years but they were deemed habitable after 3 years, after the third floors were finished. The radars were put on-line at the 6-year mark and the connecting tunnel network was finished at the 8<sup>th</sup> year of construction. The Outposts up until the completion of the network had been using their own low power portable nuclear reactors from the stores at the Vault. Once the network was completed power lines were laid down from The Vault's super-heavy duty fusion reactor and used the portable nuclear reactors as back ups if the lines ever fail or the network caves in.

These installations also, like the Vault, have above ground facilities that are used to store vehicles and protect delicate 'listening' equipment from the strong winds that now plague the deserts of the world.

### **Missile Base #21**

Missile Base #21, or just MB, was only recently discovered by accessing old military records.

MB was a nuclear missile launching station that was used against the invading Chinese and Canadian Rebels. Almost all of its 20-100 kiloton yield warheads were

launched in the brief conflict but due to a computer failure 4 missiles were left unfired. After the War the marines that manned the installation quickly left when the computer fault was discovered because they thought that the 4 unexploded nuclear warheads would detonate at any moment. What happened to the marines is unknown but chances are they died due to radiation poisoning in the wastes. The nuclear warheads didn't explode and the base was left, forgotten, until a Long Range Thunder Hawk found it hidden near a large rock outcrop over 400 feet high. The installation above ground was a collection of five 4 story launch platforms with what looked like an adjoining squat entrance way that disappeared underground. The launch pads were still black from the missile launches and very mildly radioactive.

When the Thunder Hawk set down the Knight unit present found that the entrance was damaged and they couldn't open it. After they returned to the Thunder Hawk to get some explosives they blew the door in and entered. They found that the walls were over 6 yards thick and made of ferrocrete. The outer door, which they destroyed, was pretty thin by comparison but the second door was almost 4 yards thick and made of solid steel. This door opened easily and the unit found the stores and other areas in short order.

In the missile chamber there was four 30 kiloton nuclear warheads and 15 cruise missiles in cradles, ready to be launched. The cruise missiles have a range of over 500 miles and the nukes could hit anywhere in America, but they have malfunctioned and would need to be taken to their target and detonated by hand. The Order will never use the nukes unless it was facing complete destruction, so far no cruise missiles have been used either. They also found a large amount of power packs and the most powerful radar that has been discovered by the Order. Even though it is damaged the radar can detect any vehicle movement up to 700 miles.

In the base of the rock outcrop there was a camouflaged vehicle hanger, empty as the marines took all the vehicles to escape the

blast that didn't happen. It now holds 2 tanks, 2 Recon Steel Birds, some scout buggies and some cargo trucks.

There installation has the 4 above ground levels of the launch platform but there is also 7 underground levels with a small living quarters, space for about 100 people, a gym, small workshop, the radar room and stores and finally a fusion reactor located on level 7. There are no robots present at this installation.

With the location of the installation, the nearest to other civilised settlements, there has to be a large amount of defence but due to the size of the base its self the personnel cannot be present so automated defences have been put in place. They include:

- Anti-Missile System*	Off-line
- Anti-Personnel System	On-line
- Mine Field	Present

\* the AMS was the original defence system of the base before the War.

The amount of hardware present at MB #21 makes it a valuable place that cannot be risked, especially because of the excellent radar coverage. On average a Transport Steel Bird or Thunder Hawk will drop off supplies every week along with new personnel and take old personnel to other bases.

So far MB #21 has not been discovered by any other organisation and the Order intends to keep it that way.

## Base Specifications

Each of the three bases detailed about has different uses and thus different lay outs. These differences are detailed below. Each bases has its own panel of information and followed by a very brief population run down, that details their work and current projects, if any. There is also patrol details, how many Knights in the units on average, how many on patrol at any given time etc. Also detailed is the bases internal security, the number of personnel present as internal security and automated defence systems, if present.

### The Vault

#### Trivia:

Approximate Date Construction Started	1998
Approximate Date Construction Finished	2015
Estimated Computer Network on-line since	October 2014

#### Population

Maximum Population at Base	14,571
Total Personnel Present	13,112 (581 non permanent residents)

#### General Base Information

Lowest Depth	2,894 Yards
Distance from Surface to Underground Level 1	232 Yards
Entrance Thickness	4 doors spaced 5 yards apart, each 4.15 yards thick, solid steel with Radiation Shielding
Number of Below Ground Levels	47
Number of Above Ground Levels	2
-Wall thickness	4 Yards Ferrocete
Level of Transport Network Entrance	7
Level of Power Plants	12-15 fuel tanks on levels 16-18

#### Computer System Information

Computer System Software	Omega XXVI Think Tank Running Sublime Tempus XXX
Bandwidth	15 GB Internal Network Bandwidth 12.5 GB External Network Bandwidth
Data Storage Capacity	21,500 TB Crystal Matrix 15,000 TB Experimental Bio-Memory Matrix 5,150 TB Holodisk Platter
AI Status	Never Activated, Programs Deleted

#### Power Systems

Primary Power Source (Internal Use)	Solaris 79 Extra Heavy Duty Fusion Plant Uses Deutritium/Tritium for Fuel. 21 Mw/Day
Secondary Power Source (Internal Use)	Solaris 24 Fusion Plant Uses Uranium/Plutonium and Deutritium/Tritium for Fuel. 5.6 Mw/Day Using Uranium/Plutonium Fuel 9.4 Mw/Day Using Deutritium/Tritium for Fuel
Primary Power Source (External Use)	Solaris 51 Heavy Duty Fusion Plant Uses Deutritium/Tritium for Fuel. 13 Mw/Day
Secondary Power Source (External Use)	Solaris 12 Light Fusion Plant Uses Uranium/Plutonium for Fuel 4.6 Mw/Day

Base Defence

Security Personnel	200
Automated Defence Systems	Automated Chain Guns On-Line Mine Field Present Electrified Fence On-Line
Knight Patrols At any Given Time	4
Number of Knights in Patrols (Average)	7

Personnel Break-Down

Number of Knights Present	794
Number of Scholars Present	4,897
Number of Technicians Present	2,784
Number of Civilians Present	4,637

Scholar Projects

Physics-Labs	Improved reactor efficiency
Chem-Labs	Stronger Materials for Steel Armour
Bio-Labs	Increased Organ Efficiency and better healing agents
Weapons and Armour Labs	Smaller Energy weapons and Tougher and Lighter Personal Armour Components

Number of Vehicles Present (Vehicle Types not Specified)

Steel Birds	5
Thunder Hawks	3
Steel Kodiaks	2
Other (Trucks, Buggies etc.)	9

## Missile Base #21

### Trivia

Construction Started	Unknown
Construction Finished	Unknown
Computer On-Line Since: Original	Unknown, Deleted once Order arrived
Current	20 November 2214

### Population

Maximum Total Population	105
Total Population Present	82

### General Base Information

Lowest Depth	197 Yards
Distance from Surface to Underground Level 1	50 Yards
Entrance Thickness	4 Yards Thick Solid Steel with Radiation Shielding
Number of Below Ground Levels	7
Number of Above Ground Levels	4
-Wall Thickness	6 Yards Thick Ferrocete Structure
Level of Power Plants	7

### Computer System Information

Computer System Software	Omega XXII Think Tank Running Sublime Tempus XII
Bandwidth	12 GB Internal Network Bandwidth 8 GB External Network Bandwidth (directly to The Vault, no where else)
Data Storage Capacity	3,000 TB Crystal Matrix with Bio-Memory Components
AI Status	Never Existed

### Power Systems

Primary Power Source	Solaris 27 Fusion Plant Uses Deutritium/Tritium for Fuel 12Mw/Day (Currently running at 45% as demand is low and fuel expensive)
Secondary Power Source	Solaris 12 Light Fusion Plant Uses Uranium/Plutonium for Fuel 4.6 Mw/Day

### Base Defence

Security Personnel Present	15
Anti-Missile System (AMS)	Off-Line (no ammunition available)
Ant-Personnel System (APS) (Automated Chain Guns (DU Rounds))	On-Line
Mine Field (Fragmentation, Plasma and EMP Mines)	Present
Knight Patrols At any Given Time	2-3
Number of Knights in Patrols (Average)	6

### Personnel Break-Down

Number of Knights Present	34
Number of Scholars Present	23
Number of Technicians Present	25
Number of Civilians Present	0

### Scholar Projects

Radar	Increased Radar Coverage
Social	Studying Other Settlements in Wastes

Number of Vehicles Present (Vehicle Types not Specified)

Steel Birds	2
Thunder Hawks	0
Steel Kodiaks	0
Other (Trucks, Buggies etc.)	4 + 2 Tanks