

Hull Is Burning

At the southern end of the **Ottawa Valley**, where the Outaouais meets the Rideau, lays the last memory of a former national border of seven decades past. On one side lays the Megacity **Ottawa**, once a powerful national capital during the Common Era and now one of the most successful Megacities in the region, rebuilt from the devastation of **the Revolution**. On the other...lay the **ruins of Old Gatineau**, where several million still cling to life in refusal to leave their homes and their historical nation of Quebec, as part of the general **nationalist movement** of the **lower Outaouais and the Saint Lawrence Valley**.

The residents of Ottawa, and its government, consider Old Gatineau's population *persona non grata*, and **the Union** refuses to get involved in what it sees as a minor jurisdictional dispute. Thus, the ruins outside the area's Megacities are assaulted by gangs and warlords who extort the populations for money and resources. To defend Old Gatineau and the other nationalists along the Saint Lawrence, a group called **the *Nouveau front de liberation du Québec*** – better known as the **Nouveau FLQ** or **New FLQ** – has been formed, and has joined the nationalist support organization, **the Global Revolutionary System**. For a time, the NFLQ was able to keep the region safe, and promote nationalist interests in the face of the Union and the powerful police forces of Ottawa and Montreal.

Now, however, the Gatineau cell no longer defends its home, but extorts it as much as the gangs that came before. The portions of Gatineau closest to Ottawa, known locally as '**Hull**', have been hit the hardest, suffering frequent fires and electrical shortages as its citizens barely hold off the NFLQ forces. The Ottawa police refuse to intervene, and the NFLQ faces increasing tension from within, numerous firefights breaking out all over the Saint Lawrence Valley. The GRS' assistance is matched by the NFLQ splinter's support from the warlords they once fought themselves. Their evenly matched forces are at a stalemate, and without a significantly powerful outside force to end the fighting, the entire region faces an uncertain future.

It is the soldiers who fight, but it is the people who suffer. Even now, as the battles rage on, **Hull is burning**.

Your Role

After a devastating battle in Ibiza, the **airborne carrier *Pierre Elliot Trudeau***, a vessel from the PMC **Horizon**, managed to retreat across the Atlantic and landed in a repair facility some distance away from Ottawa and Old Gatineau. The *Trudeau* is battered and bruised – its hull is heavily damaged, its weapons are scuttled, and much of its crew is out of commission.

The *Trudeau* carries five **Mages**, each of them putting aside their many differences to fight a common foe. The **customized APUs** these **ace pilots** use are all as damaged as the ship that carries them, but it seems there will be no time to rest – Horizon has an important mission from the NFLQ loyalists!

What remains of the NFLQ has assembled its funds and hired Horizon to take care of the forces which are assaulting Hull, in hopes of breaking the splinter group's back and allowing the loyalists to regain control. While ordinarily the fee would never be enough, the GRS is offering its own payment...and Horizon's benefactors believe that the NFLQ situation is connected to the *Trudeau*'s ultimate target...the organization known only as '**Feather**'.

The Mages of the *Trudeau* must quickly help get their suits back into fighting fitness, gather intelligence on the enemy forces, and perform several other tasks to prepare for the battle ahead. But every moment wasted gives the NFLQ radicals time to prepare...and who knows what other troubles may show themselves along the way?

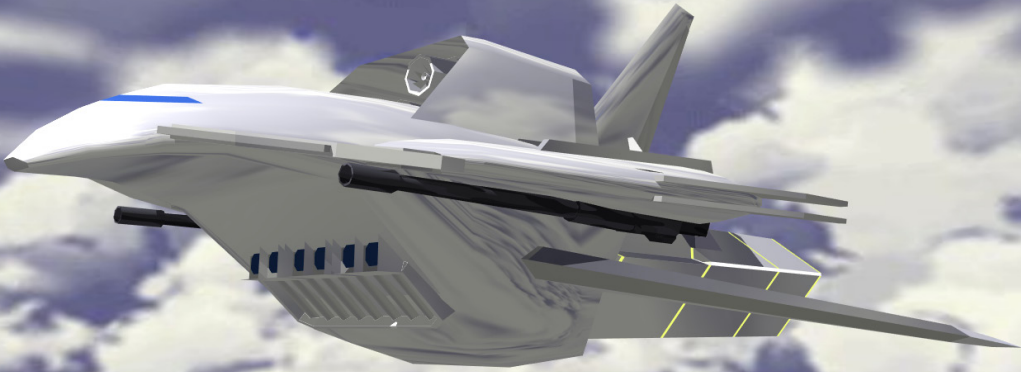
Airborne Carrier Pierre Elliot Trudeau

"Just watch me."

— Dedication plaque of the *Trudeau*

The *Pierre Elliot Trudeau*, more commonly referred to as the *Trudeau*, is a **Reciprocity-class airborne carrier** from the national era. Horizon purchases these outdated but still serviceable vessels and retrofits them to be able to carry APUs as well as aircraft, and they often serve as ferries for Horizon's Mages and other APU squadrons. The *Trudeau* may be outdated, but it's dependable, it's comfortable, it's tough...and, more importantly, it's home.

Airborne Carrier Trudeau



The irony of the current location the Trudeau finds itself in is not lost on the more historically-aware members of the crew. Now, the ship is in the middle of the very kind of conflict the ship's namesake fought to prevent, with Quebec nationalists facing extremism from within and prejudice from across the river. And of course, how could one ignore that the *Trudeau's* Mages now fight to defend a group that took the name of the very terrorist organization the national leader fought against so long ago?

Horizon Earth Division

Horizon



‘Feather’

"Do as thou wilt shall be the whole of the law."

—Aleister Crowley, *The Book of the Law*

Found on the only known emblem of ‘Feather’

The *Trudeau's* five Mages are very different people, and some of them are even mortal enemies. Under ordinary circumstances, they would not even think of working together, let alone travelling as a group. But one thing ties all five of them together – their conflict with a mysterious transhuman fringe group which uses the insignia of a blood-red feather. For this reason, **‘Feather’** is their code name in Horizon intel reports.

‘Feather’ has been connected in one way or another with the interests of most of the *Trudeau's* Mages, and has of late specifically targeted the ship. Very little information is available about ‘Feather’, not even its name, though they are known to have several Mages of their own under their employ, as well as political connections, financial capital, experimental technology, and a fair amount of military might. The extent of their connection with this NFLQ splinter group is unknown, but at the very least, they are responsible for the destabilization of the GRS and much of the troubles faced by the *Trudeau's* Mages. While the primary objective is to face down the NFLQ splinter forces, information about ‘Feather’ should be gathered if possible.

Meet the Crew

No ship can run on its Mages alone. A team of mechanics, several chopper and fighter pilots, two full trooper squads, and a complement of support staff keep the *Trudeau* in tip-top shape...or at least, they would if many of them weren't in need of medical attention.

Nevertheless, the command staff is alive and well, and these four together are in charge on the *Trudeau*, and some of your closest allies. Love them or hate them, the *Trudeau's* Mages must rely on them in this critical moment, and will be reporting to them regularly for orders and advice.

- » **Andrew S. Law, Captain:** A stuffy, bearded type from the Orbital Colonies who runs the ship and oversees its missions and duties. Answers directly to Horizon's benefactors, and as such has an interest in making sure things go smoothly. A veteran of the Colonial Wars, Law controls your contracts and, as such, is not someone to piss off. He's got some military connections which might prove useful. Has very strong respect for Darker Star as a fellow veteran – albeit on the opposite side – but thinks that Moonlight Butterfly is too young and inexperienced for the battlefield.
- » **Ruby Sullivan, Medical Officer and XO:** Or 'Dr. Ruby Sullivan, MD', as she insists on being called. (Because she has two doctorates, see.) This redheaded doctor from Phoenix has a heavy Southern accent and a nasty bedside manner, but she has a lot of connections and a surprising amount of miscellaneous knowledge. She utterly hates Sledgehammer and doesn't get along well with Tears In Rain ('she's a terrorist!'), but has no real troubles with everyone else...though she tries to look particularly good in front of Murakumo, due to her romantic involvement with another Neucom Magus.
- » **Alistair Granger, Chief Engineer:** An extremely flighty and giggly young mechanic from Ganymede, Alistair is quite a strange person by Earth's standards. A short blonde man who almost looks like he skipped puberty, he nevertheless is very good at what he does, and more importantly, gets along with all his subordinates amazingly well. He's known Sledgehammer since childhood, and is a big fan of Murakumo's public promotional work and dedication to his duties.
- » **Himeko Okuda, IWACS Operator:** A young woman from Silica City, the Megacity on the San Francisco Bay, Himeko is the party's operator on sorties, answering to the callsign 'Thunderbolt'. She's relatively unassuming for someone in such a high position at such a young age, somewhat shy and reserved, and short and mousy. She gets along well with pretty much everyone, though particularly Tears in Rain, due to their mutual expertise.

A Brief Glossary

A larger glossary of terms will be available with the full Quick Start version. For now, here's a few key terms. There's no need to read them now; just check here if you're confused about something!

Armored Personnel Unit: A four-metre bipedal armored fighting vehicle. First created during the Lunar Revolution, the APU uses powerful fusion rockets to glide along the ground and maneuver at very high speeds. Known to its pilots as a 'suit', and controlled via a neural interface, APUs are the core of armored warfare in the Lunar Reckoning.

Global Revolutionary System: A non-governmental organization and paramilitary group which supports nationalist and anti-establishment organizations across the globe, and itself specifically opposes Neucor and its Global Communication System. It operates on a strict code of honor and was, for a time, given legitimacy as a political group within the Union and some allowance for its anti-warlord operations. The GRS has, as of late, been faced with both increased assaults against its forces and a fair amount of internal tension, which is believed to have been caused by 'Feather'.

Horizon: An independent private military company established in LR 59. Horizon is one of the two top PMCs in the system, just ahead of its rival Aurora. Horizon is funded by a board of anonymous benefactors, and is noted for its dedication to integrity and heroism, as well as the eccentricity of many of its major employees.

Lunar Reckoning: The era that follows the Lunar Revolution. The current year is LR 69, equivalent to CE 2223.

Lunar Revolution: A war fought in CE 2154 between the Moon and the Earth. Most commonly known as 'the Revolution'. The Revolution caused the death of one billion people, mostly civilians, as well as vast environmental damage to the Earth's surface and the collapse of most national governments.

Magus: Plural 'Mages'. A Magus is a highly skilled APU pilot who uses a tuned and customized suit, usually in a distinctive color scheme. Mages, often mercenaries or otherwise independent from military command, have changed the way battles are fought considerably over the past ten years. Most of them use a callsign in battle, leaving their true identity a secret to most.

Megacity: A self-sustaining city of arcologies, capable of housing tens to hundreds of millions. The Megacity Project employs the majority of Earth's population, and most of the Earth's cities have been reconstructed in whole or part to Megacity specifications.

National Era: A catch-all term for the years before the Lunar Reckoning, before the vast majority of the Earth's nation-states collapsed. While the Union has full control over the Earth now, nationalist movements have opposed it to lesser or greater degrees throughout its history.

Neucom: The largest private corporation, only slightly smaller than Oncari, Neucom wields vast economic power and maintains a fairly large 'security' force. It controls the Earth's communications and two artificial cities, the Megafloat and Geofront. Neucom is currently heavily invested in researching new military technologies.

Oncari: A crown corporation under the Union, Oncari is the largest corporation in the system and the heart of the Megacity Project. Though Oncari is funded by the Union, it is relatively independent, operating without direct supervision by the government.

Suit: The most common colloquial term for APU. See also 'Armored Personnel Unit'.

Union, The: The sole governing body of the solar system, the Union was formed after the Revolution and has managed to maintain sovereignty and legitimacy ever since. Due to its immense size, the Union is fraught with internal conflict and corruption, but it has generally been able to keep the peace, managing to prevent the system's various low-level conflicts from erupting into all-out war.