

UNIVERSAL TALES

CAMPAIGNS ENVIRONMENT

EARTH FALL

~ CASCADIA ~

2067

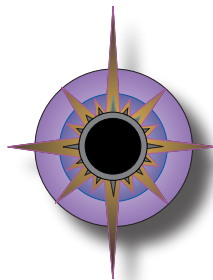
A VISION OF THE NORTHWEST

PART ~ III

~ SECTIONS L-Z ~

Second Rough Redition (B2)

Created By
Byron Weigmann



Universal Tales

has been rated

MA2-CVS (*M and PG*)

Contains controversial elements some may find
conflicting with personal views, as well as
implied violence and sexual references.

~ See galaxyfrontier.com for details ~

General Warning

*It has been determined that everything is
dangerous for your health and wellbeing.
Play this and other RPGs at your own risk.*



Galaxy Frontiers™

Universal Tales™

Campaigns Environment: Earth Fall ~ Cascadia ~ Part-III ~ 2nd Rendition

by

Byron Weigmann

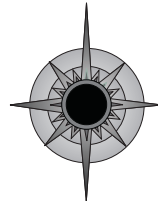
Manufactured in the USA

ISBN

1-XXXXXX-XX-X

Library of Congress Catalog Number

XXXX-XXXXXX



Second Rendition Copyrighted © 2016

First Rendition Copyrighted © 2011

~ All rights reserved ~

The contents of this book are protected by U.S. and international law, and no part may be reproduced or stored in any form or by any means (graphical, mechanical, electronic, psychic, magical, mimeograph, photocopied, recorded, taped, information storage-retrieval system, cyberspace, hyperspace, interdimensional, interplanetary, etc., etc., etc.) for any reason without written permission of the copyright owner.

~ Resemblance Disclaimer ~

Characters, dialogue, places, names, businesses, agencies or events within this work are fictional and the creation of the author's imagination, unless they are public, historical, political, governmental, celebrity figures and such; actual places (past, present or future); a parody of real figures, places, events and such (and no malice is intended); or of interdimensional beings, aliens, fairy folk or mythical entities (should any to found as real after all), and so on and so forth. Any resemblance of the fictional elements within this work to persons (living, passed on or undead), dialogue, places, businesses, agencies, events and so on—whether factual or fictional—is purely coincidental and are not to be mistaken or construed as real – unless they are.

Universal Tales and Galaxy Frontiers are Trademarks of Brian Wiegman.

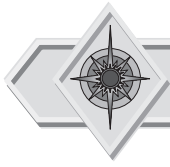


Galaxy Frontiers

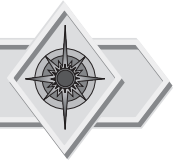
PO box-xxx x xxx

Woodinville Washington 98072

galaxyfrontiers.com



Earth Fall ~ Cascadia



In response to the unique nature of Cascadia for the use of Earth Fall as a campaign environment within in Universal Tales, it became obvious a single booklet was not enough. Part-III (as well as Part-II) contains fuller sections, providing more in-depth detail of a variety of subjects.

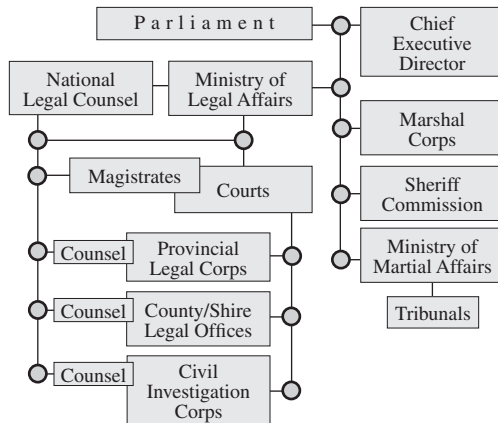
Legal Affairs

Cascadia many shifts in the view of legal matters, seeing the growing complexity of law with the *Former United States*. In doing so, they simplified the structure and Edicts. The Original Constitution had shown how edicts are presents in simple terms. Legislature has shown how they complicate matter to consolidate influence to a few, manipulating the masses.

See *Parliament in the section*.

* * *

Cascadia Justice Structure



Hierarchy of the Ministry of Legal Affairs

Star Chamber Court ~ First Tier Justices (also Provincial High Justices)

> *Intelligence Justice Court* ~ Second Tier Justices

Minister of Legal Affairs

Deputy Minister of Legal Affairs

Staff for the Ministry

Nation Justice Council

Provincial Justice Councils

County/Shire Justice Councils

> *Nation High Court* ~ Second Tier Justices

> *Nation Circuit (Lower) Justices* ~ Third Tier Justices

> *Provincial Circuit Justices* ~ Fourth Tier Justices

> *Provincial High Court* ~ Fourth Tier Justices

> *Provincial Circuit Justices* ~ Fifth Tier Justices

> *County/Shire High Court* ~ Sixth Tier Justices

> *County/Shire Lower Courts* ~ Seventh Tier Justices

* * *

Accidental Injuries: See medical & health in the details & options section.

Acquittals: See courts in this area.

Accusations: Any person leveling accusations of wrongdoing to another person, witnessing such wrongdoings, creates a public record. Anonymity of accusations is fraught with corruption and vindictive behavior, and people may be ruined by such accusations, and each person has the right to face their true accuser. Protection of victims is

essential, though not to the expense of true justice, and any accusation must have solid ill refutable evidence. No anonymous statement is to be used for any part of a conviction, nor shall persons “sling mud” repeatedly and until something sticks be tolerated, and those persons shall face prosecution for slander.

Arraignment: The setting of accusations of criminal acts.

- Grand Juries may be called for and assemble by the Justice Councils to evaluate evidence.

Arrests: By *Parliamentary Edicts*, any discovery of criminal activity will lead to an immediate arrest, that there will not be any long term monitoring of criminal activities under the assumption they may lead to higher level culprits. See *Criminal Holding for processing of suspects*.

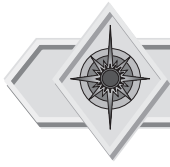
The view of letting lesser crimes go to catch higher level criminals, led to many people being harmed. This also enables rationalization of monitoring citizens, breaking trust of authority and population confidence, even breaking constitutional rights of the *Former U.S.*

The new view of breaking support structure of lesser criminals to expose high level lead to many disputes in the public, but *Parliament* was determined to rout out the syndicates and saw the removal of lesser criminals (not pety) from the public a means to the end. With the arrests and detainment of lesser criminals, the support structure (their minions) of upper the echelon were removed and higher criminal loss their isolation. Most of the higher criminal escaped to other nations and lost strength in Cascadia.

The *Covert Operations Command* of the *Ministry of Martial Affairs* were enacted to deal with known higher criminals, either smuggling them back in for prosecution, or more often, execution. A few Senators were assassinated for the policy as a hope that they could be pressured in lessening the policy. It lead to harsher response, since Parliament saw themselves as a family and they were at war to protect the family. Arrest procedure and evidence collection is handled by the Sheriff Commission with Judicial Magistrates oversight.

See *Courts of Justice in this section for process after arrest*. Also see *False Arrest & Prosecutions in this section*.

- Evidence is collected by the Sheriff (or Marshals connected with the Sheriffs) and turned over to the court staff. Magistrates assigned to the case has access to the evidence. Evidence generally fall into 2 categories; *Physical* or *Witness*.
- When arrested, the person is read their **Legal Rights to Silence & Counsel**. See separate entry in this area.
- **Imminent threat**, where and active crime is then progress or had taken place, the officer has the obligation to detain and process suspects without Magistrates oversight and warrants. Such arrests will be scrutinized thoroughly by the Magistrates for proper handling.
- **Questioning** people (suspect or **Contingent Relations**) shall not be handled as **Interrogation** (see separate entries in this section).
- **Potential threat**, where the suspect is thought to have committed an offense and evidence is available, magistrates and Wardens oversee processings. If search and seizure of private property is to be done, a justice must give sanction (warrants).
- With Parliament decreeing that arrests for minor infractions were not to be delays, so to break up criminal syndicates, the old usage of “**Turning State Evidence**” evolved and is treated as any *Witness Evidence*. Specific protocols and protections to the witness, and could be used as *Plea-Bargaining*.



Arrests:

- **Plea-bargaining** is a limited tool a suspect may use. To do so, they must willingly admit under oath in a court hearing of all crimes committed (becoming the convicted criminal). They then must provide full witness evidence of criminal activities of a greater step than ones they've done. If the other is convicted of the greater crime, the one providing witness evidence will have their criminal level lowered one step (i.e.; second degree will be lower to third degree), as well as lowered the penal class one step (say Level-III to Level-II). No other provisions are available, seeing plea-bargaining of the past as a way for dangerous culprits to squirm out of conviction, being fully released to the general public in any case.
- **Corruption** in politics was a great concern in the formation of Cascadia, and many legal policies were enacted to squelch it. With Senators having longer terms, as well as being protected and monitored by the Marshals, attempts to corrupt Senators were harder. The 2/3rd voting in of Senators made syndicate influence more difficult, since it was harder to convince that much of Parliament and population to vote certain ways. Internal disputes and territory control of the syndicates prevent unification, so the arrests continued until they were no more than petty gangs.
- **Acquittals** hold an automatic compensation for the accused and their imposition. See courts in this section for acquittals.

Attorneys: See Councillors in this area.

Bails: *Magistrates* shall sets bail amount on non-violent crimes within 13 hours of detention in the Sheriff precinct at the time they determine cause and validity of the arrest.

The defendant would front 10% of the bail amount, either in cash from themselves or others, or as a government loan against their **Civil Retirement-Insurance Fund** at the highest possible interest.

Violent crime—those who cause harm to others—will have get a bail until their hearing, and that amount is set by the Justice..

Bond Servants: None violent criminals of Penal Levels-III or less, may subjugate themselves to a tender, living away from the penitentiary in service to the tender. See *Bond Servant in the Details & Options section*.

Capital Crimes: Criminal acts where gravest harm was done are considered *Capital Crimes* and may be called for by the *Justice Magistrate* as high as *Penal Class-VII*.

Cascadia Peacekeepers: This is a general term for *Sheriffs*, *Marshals*, *Constables* and other entities that ensures the equitable application of Edicts. The term law enforcement is not used throughout Cascadia, having the implication of applying authority of higher offices over the population, diminishing the importance of protection and service to the public. No *Peacekeepers* should ever be seen as favoring any person or groups of people over another.

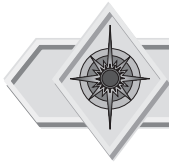
Oath and Creed of Peacekeepers is taken by any and all Sheriffs, Marshals, Constables, Magistrate, Justice and any other person having the legal authority of applying Edicts. All Peacekeepers are to understand lawful orders from officers over them are to be in balance with the principles of equitable application of Edicts.

"I solemnly swear to serve the public, ensuring their trust; protecting all persons from ill-will and tyranny regardless of the level of authority it arises from. I further swear to apply balanced, equitable treatment of my duties and the Edicts from Parliament to all people; to uphold the dignity of my position, never using it to progress any person, groups of people or myself over others. I shall obey all lawful orders of officers appointed over me. I give this oath freely with my entire heart, body, mind and being."

Chancery Halls: In any society, there are social legal relations and disagreement. Cascadia advanced prior legal avenues into social-justice routes when it comes to civil relations and disputes, differing from Civil Complaints and criminal justice.

Each *County/Shire* maintains at least one *Chancery Hall*, and functions with each *Town Hall* within the county and the *Cascadian Hall of Records*.

- **Chancery Hall of Social Relation** maintain records of births, deaths, marriage, divorce, age of commitment, dependency, children custody, etc.
- Civil disputes beyond *Civil Complaints* (see separate entry) is conducted within the *Chancery Hall* within appropriate departments. Accrued expenses and processing fees are covered by the party bringing the dispute, and if found valid may be returned in part or full, the debt transferred to the other party. Before disputes may go to the *Chancery*, they would be reviewed by the *Civil Investigation Corps* for viability, or be part of the appeal process.
- **County/Shire Civil Settlement Court** is within the *Chancery Halls* and gives judgment on *Civil Complaints* that have been deemed valid by the *Civil Investigation Corps*.
- **Chancery Hall of Property** handles all aspects of property within Cascadia, including ownership. Hearing chambers conducts reviews with 3 chancellors holding judgment on disputes.
- **Civility Court of Equity** makes judgment of equity cases (what used to be called *civil lawsuits*), often reviewed as a *Civil Complaint*. See *Civil Complaints & Injustice* below.



Universal Tales: Campaign Environment



Civil Complaints & Injustice: Lawsuits ran rampant in the past within the *Former U.S.* and no matter how the legislatures tweaked the laws, it became worse, contributing to the economical collapse that broke the states into factions. No one agreed on solutions, and all the groups blamed the other groups.

The founders of Cascadia rejected the term *Lawsuit*, seeing it as just *Civil Complaints* and a means for people to profit at the expense of others, even becoming a path for vindictive pursuit. They did see a need for a venue to litigate valid civil disputes.

- Any citizen or companies may file a *Civil Complaint* with the *Civil Investigation Corps* for evaluation. A nonrefundable fee of 2% of the seasonal income is given on filing. Besides a means for supporting the Ministry of Legal Affairs, this is to reduce nuisance complaints.
- All complaints against any entity (companies, government or individuals) are accumulated for the full season (quarter year). The *Corps* has until the following season to investigate the matter. If unable to complete the investigation within the season, the investigator may request the *Civil Settlement Court* for an extension of a season with current evidence. The court may grant the extension or dismiss the complaint on current evidence (2 of the 3 votes).
- If *Civil Complaints* are deemed valid, it becomes a *Matter of Justice* and advances to the *County/Shire Civility Court of Equity* (part of the *Chancery Halls*), where 3 *Civil Judges* (randomly assembled) make judgment on the matter against the entity. Majority (2 of 3) of the judges have to agree, for the matter to be leveled. If leveled, the Court sends the decision to the *Court Council* for *Sentencing*.
- Civil Complaints* against government agencies is investigated as *misconduct*, and no settlement will be granted to the filer. The results of the investigation will be public notice. If there is in fact misconduct, the *Sheriffs* will be informed for criminal charges against the pensionary. Complaints against the *Ministry of Legal Affairs* may be filed with the *Sheriffs* or *Marshals*.
- There are no appeals in *Civil Complaints*, per se. If the plaintiff is not satisfied, they may file a separate *Complaint*, referencing prior *Complaints*, and other judges will evaluate the matter. The filing may be to the *Sheriffs* or *Marshals*, if the filer feels the *Legal Affairs* personnel are tainted, and that would be part of the filing, as well as the investigation.
- Civil Complaints* against local courts may be filed to the Provincial courts.
- The total amount of *sentencing* against an entity will never exceed 15% of the gross income of the entity for the season in question. Distributed is on a percentage ratio to other complaints deemed valid against the entity after 20% is portion to the Ministry of Legal Affairs. *Civil Complaints* shall never be the reason an entity fails. *Sentencing* is public knowledge, and consistent sentencing will inform the public of the matter and they may decide whether to continue association with the entity.
- For *Complaints found invalid*, the *Civil Investigation Corps* will consider the filing as *Civil Harassment* or *Nuisance Complaint*, if deemed malicious or vengeful. Finding any accusation to be so would be treated as *Fraud* and related criminal charges shall be pursued.
- Unwarranted Complaints* would be investigated for harassment or fraud and the accuser may face criminal charges as such. This was seen as necessary due to the proliferation of accusations leveled in the past of spite, vengeance or personal gain. There has been a marked reduction of such pursuits by 2067.
- A lesser pursuit for *Unwarranted Complaints* deemed not criminal, allowed for the traversing the potential sentencing, where the one filing the complaint pays the other for inconveniences. Because harassment is handled the same, people tend to consider the potential lost of up to 15% of their incomes, and the validity of their complaint before filing.
- Victim of negligent injury* (see *Medical & Health* entry in

the *Details & Options* section) may file *Civil Complaints* for compensation of copay, loss of wages, private healthcare, etc.

- Class action suits* would be **Group Complaints** to the same entity, and any valid distribution will not exceed the 15% limit.
- If **complaints are severe**, the investigators may bring the *Sheriffs* for possible criminal charges.

Civil Ordinance: *Edicts* set down the main decrees of Cascadia, affecting all peoples and visitors of the nation, including territories. *Civil Ordinances* are regional decrees that are set by the *Council* authority or the people at the same voting requirements as edicts, effecting building permits local businesses and this and such.

The ordinance may conflict an edict, and are enforced by constables, not the *Sheriffs* or *Marshals*. Ordinances may have fines associated with them at no more than 1% of the annual income of an individual or business, often as 0.5% or 0.25%. The breach of ordinance must be acknowledged by the offender, not just the ticket posted at some location.

First offense of an ordinance by the person or business will be a warning, to inform them of the breach of the ordinance. A second offense is given as a warning if it was not related to the first. Should the second be related to the first, it would be viewed as ignoring the first morning and a fine may be pressed. A fine may be pressed on the third, whether it related to any other or not. This application of civil ordinance are set by guidelines from *Parliament* by decree needed.

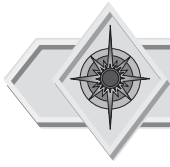
Civil Suits: See *Chancery Hall* and *Civil Complaints* in this section.

Complaints: See *Civil Complaints & Injustice*

Constables: Though some Township still use the term *Police*, more and more are leaning to the traditionable *Constables* term to help lower conitation of public suppression of police (enforcer of policy, political standing, a police state). Since in Cascadia, police have lost the arresting authority, now restricted to *Sheriffs*, using the term *Constables* made their new role more acceptable.

See *Cascadia peacekeepers* in this section for both.

- As stated, *Constables* do not have arresting authority, but they are able to detain suspects for questioning and for *Sheriffs* to arrest, should they be found guilty of an *Edict*. This is support by *Edicts* from *Parliament*.
- Constables (police) may enforce **Civil Ordinances**. See separate in this section.
- Constables may issue fines and community service citations for low level violations (Fifth/Fourth-Degree), and be witness of higher levels
- One of the principal duties of the constables to ensure merchants are not harassed or extorted, including having to pay protection money to organize crime syndicates. Any suspicion of such activities will be reported to the *Sheriffs* or *Marshals*, generally to a precinct beyond the *Township* the local townships to avoid possible influences within the region within the area. Undercover and surveillance act procedures willing begin to build a prosecution against those that may be doing such things. The arrests were made will be made after arrests are made, the investigation and surveillance would continue with the sheriffs constables marshals whoever was involved to ensure that there would not be any repercussions afterwards and a flush out any associates that may be involved, or. More look for any that may be trying to take their place, since crime dollars a vacuum.
- Many retired *Sheriffs*, *Marshals* and *Martial Secutiry Patrol* who wish to settle down early, opted to be **Township Constables**.
- Smaller townships often pool resources to maintain a constable or tow together. No county, provincial or natinal funding is passed to townships for maintaining constibles. *Sheriffs* gain those fundings.



Contempt of Court: Considered an Edict Violation as a crime, with penalties as set by the Justices.

Contingent Relation: A person possibly having knowledge of a situation. See *Interrogation* in this section.

Counselors: These are the lawyer and attorneys of Cascadia legal system. For the purpose of this article, Counselors refers to the government prosecuting and defence lawyers assigned to cases.

The government maintains both prosecuting and defending counselors. Though the suspect may hire private attorneys for counsel, the assigned counselors will remain to ensure procedures are followed properly.

As in the past, attorneys are the advisers and representative in legal matters. *Parliament* set *Edicts* to restrict the influence on the government and national policies. Something that was called "*Dethroning Lawyers and Judges*."

Most people felt attorneys were too involved with shaping laws within the *Former U.S.* and saw them as the problem and self-serving, forming an environment of superiority and excessive incomes (putting the fox in charge of the henhouse). A growing number of people began seeing attorneys, even judges (most being prior attorneys) as purely motivated by personal wealth, prestige, and manipulating law for their own gains, at the expense of everyone else.

Changes to the legal system during the Cascadia Reformation (often called the Cascadia Renaissance) limited the authority and influence of attorneys as well as judges.

See *Courts of Justice* in this area for court procedures.

- Highest rated of the attorneys would be selected for the defendant, managed by the *Magistrates*. These criminal defence attorneys are the counter to the Prosecuting attorneys.
- **Criminal Defence Attorneys** are *Government Pensionaries* and assigned to advise and defend suspects upon arrests. This was seen as need with the complete imbalance of the legal system of the *Former U.S.*, where wealthy suspects had a clear advantage to afford a superior legal team. This was seen unfair for the general balance of equitable representation of people. Such teams may still be formed, though limited as advisors.
- Private Counsel (attorneys) may be added by the defendant for advise on legal proceeding and matters, though have avenues in the criminal procedures. Private counsel may challenge the *Magistrate's* decisions to another *Magistrate*, who may discuss the matter with other judges, even the *Star Chamber*.
- Parliament set the limit on how much an *Civil Attorney* could make on a settlements (where monetary compensation is expected) to 15% of settlement (see *separate entry*), reducing the extraordinary fees seen in the past, bringing the art of representation to the clients and not of wealth. Hourly rates or other fees for non-settlement cases are up to the legal firm, though may not be applied to any settlement case.
- Private Counselors are only advisors in the trial and court, and may not directly interact with the justices or juries.
- Counselors are registered as Penal Class Level (Class-I Class-IV) for the court type, as well as their rating based on successful and unsuccessful trials. New Counselors begin as Class-I (paired as second seat with experienced counselors), advancing as they become proficient.
- Court Counselors may not have private practices, so not to interfere with their perspective and duty.
- **Attorney-Client Privilege** became limited. The discussions of prisoners with all people including their attorneys were monitored by one or more random *Justice Magistrates* and *Wardens*. No recording or transcript of the conversation are to be made, only notes and a general report. These persons have the authority to terminate the discussion should any legal anomalies become apparent and investigation of those anomalies by the *Sheriffs* or *Marshals* would take place. Also see *Disclosure Privileges* in the section.

- *National Counselors* are advanced by the *National Justice Council* from *Provincial Counselors*. The *Provincial Counselors* are brought up from *County/Shire* level by the *Provincial Justice Council*.

- Counselors may become *Magistrate* if selected by the Justice Council of that level. Counselor of higher levels may be selected to be *Magistrate* of a lower court as well, which is very common. *Justices* are selected from the *Magistrate* by the court councils.

County/Shire Legal Offices: Each *County/Shire* has these offices for conducting administrative functions, and is part of the *Provincial Legal Corps*.

- *County/Shire* legal *Magistrates/Warrens* function within these offices.
- Higher regional cases are deferred to the Provincial Legal Corps.

County/Shire Justice Councils: See *Justice Councils* in this section.

Competency: The ability for each citizen to function well within the society is a concern for the nation, and tools are available. Some citizens will be unable to fully care for themselves, and be in the care of others. See *disability* in the *Details & Options* section.

Presented here are a variety of the tools and aspects of competency for the citizen.

- To find the person in capable of functioning, the citizen must be found unsound in body or mind. Either or both may be severe enough to degrade civil function.
- For persons to be found incompetent, there would be a Hearing Review with the Chancery Hall of social relations. If found incompetent, a Caretaker would be declared their Legal Guardian.
- If found to have long-term mentally incompetency, the citizen would lose voting privileges until they can prove competency, including re-taking the exams. Physical incompetence or disability, or temporary mental segregation (such as coma, or mental breakdown, etc.) Is not grounds for mental incompetency.

~ Great Civil Proclamation – III ~

Clause-I: People have the natural right to life, liberty and pursuit of happiness, and the enumeration of the rights within the Edicts shall not be construed as denial or disparage other natural rights of the people.

Clause-II: No *Edict* or person shall in any way limit or deny other nationalized people or persons of these natural rights, including the right to vote, on account of differences; including gender, heritage, race, color, religion, legal status, condition of servitude, employment, carnal inclination, family relation or other distinctions of people.

Clause-III: No citizen of the nation shall be denied public services afforded to other citizens.

Clause-IV: The natural rights of people are for the people, and shall not be construed to apply to business, institutions or any congregation of individuals in any means or manner.

Courts of Justice: The courts are elements of the *Bureau of Justice* and has *Counsels* at *County/Shire*, *Provincial* and *National* levels, having 7 tiers, as shown below. Those accused of a criminal act as stated by the Sheriffs will face there accusers in court.

Also see Councillors, Crimes, Justices and Trials in this section for details of their positions, as well as Chancery Halls.

- » Court case classifications fall in the same categories as the Former U.S.; Infractions, misdemeanors and felonies. Infractions would be handled by Magistrates, appealing to a Justice if challenged. Misdemeanors would be heard in Hearing proceedings. All felonies (any case that would entail incarceration at the Monroe penitentiary) being presented to court would be in Hearing proceedings by a tribunal of 3 Justices. If a jury trial is to proceed, another single justice would to judge over the trial and jury. Otherwise, felony decisions could be decided by the tribunal.
- » Three (3) Justices are randomly selected for courts at County/ Shire level to hear cases. Cases are brought to the justices by the Magistrates with defense and prosecution attorneys. The accused and accusers (citizens, arresting Sheriff, etc.) would be present in the courtroom for the Hearing.
- » The desision to have a **Jury Trial** is done as Hearing proceedings.
- » **Violent criminal** case are reviewed by 3 Justices within the next tier higher for possible injustices, and done by the end of the next season.
- » For nonviolent crimes (fines or community serve), if 2 of the 3 prisons justices see the defendant guilty, the defendant may accept or challenge the decision. If challenged and still found guilty and each appeal levels, defendants would be responsible for 115% original penalties amounts. If found not guilty, normal compansation is applied for the the defendant. These avenues are part of the venue to prevent valuable court time being waisted by spontaneous, auto-reflex to object unfavorable decisions, hoping.
- » Non-violent convictions remain on records for 12 full seasons, then are removed. Violent criminal crimes remain permanant on record.
- » Acquittals of the accused are granted compensation for false accusation at 3 times their average *Declared Income* as filed with the *Civil Retirement-Insurance Fund*, as well as any expences accrude for the proceedings. This is paid out from the *Sheriff Commission or Marshal Corps* and *Bureau of Justice* in equal parts. This is to ensure people do not lose position or personal life work from false accusations, and to place insentives on the justice system not to pursue people on weak evidence. Justices found to be siding against just process to prevent this payout, will be removed from their position and face *Fraud* charges themselves. The **Debt to Society payments** by convicted prisoners other fines are used to pay this.
- » Any **abuses of the sentencing** may be reported to the *Star Chamber*, *Marshals*, *Standards and Safety Commission* or to *Parliament*. Wrongful accusations of abuse will be prosecuted as fraud.

* * *

- **County Court Houses** has the **Sespect Holding Center** connected, where suspects (not called criminals or prisoners yets) reside during there trial, preventing a lot of transporting of suspect to and from court on the roads.
- Each High Court of national, province and county/shire has 9 Justices. Low Courts have any number of Justices as deemed needed by the Justice Council at that level.

Court Types

Star Chamber Court: ~First Tier Justices~ See separate entry in the section for details.

Intelligence Justice Courts: ~Second Tier Justices~ any international or national defense criminal acts would be handled within this court system, and all *Justices*, *Magistrates* and staff associated with this tier would hold special security clearances.

National High Court: ~Second Tier Justices~ Located in Olympia, Washington Province, functioning as appeals court of the **National Circuit** and **Provincial High Courts**.

National Circuit (Low) Courts: ~Third Tier Justices~ Homed at the National High Court, the judges go to the Province or County Court to hear cases.

Provincial Civility Circuit Justices: Homed within the provincial high courthouse, these justices go to *Townships* where magistrates **received complains of discriminations of Unicity** (see *Communities in the Detail & Options* section). They would meet with the Community Manager and town councils to ensure equitable treatment of all people. These justices are selected and accountable directly to the Star chamber, allowing them to evaluate even the national courts.

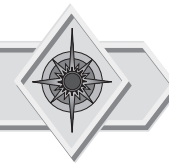
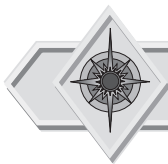
These justices have compliance jurisdiction on all entities within Cascadia for assurance of the protection of civil rights and liberties of every citizen, including Charitable/Collective Companies gaining public-environmental advocacy status, business companies, employment Guilds, etc. Violations shall be pursued through magistrates and the courts. These justices are to ensure equitable treatment of all people, though not judges of cases. The number of these justices will reflect the need to ensure reasonable review of the complaint so not to exceed 2 months.

Provincial High Courts: ~Fourth Tier Justices~ Located at the Provincial Capital.

Provincial Circuit (Low) Courts: ~Fifth Tier Justices~ Handling provincial cases and as a appeals court from lower courts.

County/Shire High Courts: ~Sixth Tier Justices~ Functions as an appeals court and well as overseeing the conduct of the *Low Court* in the *County/Shire*. This court opperates within the *County/Shire Courthouse*.

County/Shire Low Courts: ~Seventh Tier Justices~ These are the local courts handling criminal cases within the county or shire.



Criminal Acts: Crimes are decreed by Edicts and enforced by the Sheriffs, with oversight by the Marshals, Justice Magistrates/Wardens and Justices. Parliament reduced the complexity of law the Former U.S. was plagued with by confining the meaning of crimes to the roots and Degree as they are shown here. Criminal acts may fall into more than one and are applied for the case.

Prostitution and some mild drugs are not illegal in Cascadia when done in accordance of related Edicts.

Also see Penal Classes in the area.

- » **Degrees-Steps** of crimes were adopted from the past with the three degree (**First, Second, Third, Fourth and Fifth**), based on intensity, with **First-Degree** being the most intense. These **Degrees** are applied to all types of criminal acts. The **Degree** of the crime is set by a **Justice Magistrate**, not the Sheriffs, during the **Arraignment Hearing**. Crimes against **younger victims** (children or infants) will usually rate a step higher **Degree**. Crimes involving **lethal weapons** are usually **Second** or **Third Degree**. See **Degree-Step Criminal Classification**.
- » **Justification of Acts** allow the Sheriffs and Justices to determine the validity in accordance of self preservation or the preservation of others who were in harms way.
- » **Misdemeanor (Petty Crimes)** are rated **Fourth** or **Fifth Degree** and would have fines involved, without incarceration. Crimes causing little discomfort to others would be **Fifth Degree**, and moderate discomfort **Fourth**. Severe discomfort is not petty. No specific monetary value is set for individual crime classification since the economy is fluid and the amount level varies over time. The general reference of amount **Fourth Degree Petty Crimes**. See **Sentencing in this area**.
- » **Conspiracy [to Commit a Crime]** is planning of, and intent, to commit a crime beyond speculation or contemplation, where tangible collaboration, collection of materials and other evidence is available and is regarded as a Degree step lower (e.g.; **Second Degree** become **Third Degree**) and is prosecuted as such. Art and writing on subject is not considered conspiracy, and is protected by **Grand Edicts**.
- » Criminal acts are known progression of the crime and is not accidental, though **Accidental Crimes** may occur, should the person not realize they have done so and would normally be treated a degree step lower and often sentenced as a warning.
- » **Monetary penalty** amount in sentencing goes in equal parts to the **Parliamentary Discretionary Fund** and **Bureau of Legal Affairs** (to help in legal processing costs).
- » **Penal class level (PCL, see separate entry in this area)** is a classification for incarceration applied for third-degree offenses or more severe. Some listed criminal acts have the level notation.
- » **Repeat offenders** shall be evaluated for mental condition. See **High Risk Offenders** in this section.

* * *

- **Abduction** (kidnapping) [**PCL-III-IV**] is the taking and holding of persons against their will.
- **Assault** [**PCL-II-IV**] is any act of physical or mental harm to an individual or animal, including **battery** (physical striking) and **molestation**. Individuals in confrontation who are wishing to be so is not considered assault, until one yields and the other continues. **Aggravated Assault** would have higher degree; **Second** or **First Degree Assault**, depending on intensity.
- **Breach of Contract** [**PCL-I-III**] is a time a contract is not filled by any of the involved parties, including non-payment, lack of service and employment. Payments of such breached would be 2 or 3 times the claimed value of the breach.
- **Burglary** is the illegal entry of premises with the intent of criminal act.
- **Edict Violation** [**PCL-I-V**] is the blatant disregard to Edicts from

Parliament. This became the general enforcement tool for the Sheriffs.

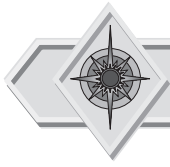
- **Extortion** [**PCL-II-V**] is the forcing of others to do what they do not wish to do, and covers **Blackmail** and **Bait & Switch**.
 - Deceptive or unclear application, forcing payments for response for items, data or programs of added physical or programmable to equipment/property not explicitly requested without clear disclosure is treated as Extortion, and if added under false pretense would also be Fraud. This is in response to activities during the early 21st Century, when online companies began hijacking or adding manipulative programming to computers through other programs with vague or know expression of what was being added, or the intent of the programs. No disclosure with in agreement text to alter or programs were allowed. Users were to have firsthand decision-making as to what was to be put on their equipment.
- **Fraud** [**PCL-II-IV**] involves any activity to deceive another in any manner. This include **Counterfeiting**. If the counterfeiting is of Cascadia or Foreign Currencies, it is deemed as harmful to the nation and the act of **Treason** is added. **Perjury** is a form of **Fraud**, and is handled severely. Anyone falsely and knowingly gives witness evidence of a crime faces the same criminal conviction they are accusing the other of at a **Penal Class Level** higher (i.e.; **PCL-III** to **PCL-IV**), and **Degree** levels higher (i.e.; **Third Class** to **Second-Class**).
- **Harassment** [**PCL-I-V**] is any torment or heightened irritation of a person or animal. **Disturbing the Peace** is **Harassment** to the general public.
- **Hateful Violence** is a criminal motivation for the criminal misdeed directed specifically to a person or groups of people, and are prosecuted for the act themselves at 1+ degree higher.

Criminal Acts (cont.):

- **Homocide** (murder, manslaughter, etc.) [PCL-V-VII] is the act of ending the life of another person. **Aggravated Murder** would have **Assault** charges added and hold a higher degree in both.
 - **Voluntary Manslaughter** (where there was malice with the death but notable provocation) would normally be considered **Third Degree Homicide**. Vehicular manslaughter would be treated as Second Degree homicide where involuntary vehicular manslaughter would normally rate 3rd degree.
 - **Involuntary Manslaughter** may be lower to **Fourth Degree homicide**, if not *negligent* which would hold at **Third degree**, or if *gross negligence* the race to second-degree homicide.
 - **Criminal Negligence** may adjust any criminal act a step higher depending on the circumstance.
 - **Associated Manslaughter** (constructive manslaughter) is the unforeseen death of a person while committing another crime. Cascadia would consider this is treated as involuntary manslaughter in most cases.
 - Cascadia takes **Intoxicated Manslaughter** very seriously and will be treated as third-degree homicide, should there not be other factors that deem it as a true accident.
 - **Vehicular Manslaughter** may be considered fully accidental if not grossly negligent.
 - As stated earlier, the Degree is a step higher for the *ending of a child's or infant's life*.
- **Illicit Materials Position/Trafficking** [PCL-II-IV] covers the possession and/or use of materials deemed illegal by Parliament, including chemical, unlicensed explosives, etc.
- **Littering** is a ticketing offense with the penalty being community cleaning detail. See Violation Fines in this entry.
- **Mistreatments of Animals** [PCL-II-IV] deals with any act of unkindness to an animal, including neglect, beating and killing of the animal, whether wild or domesticated, with a **Second-Degree** intensity. Endangered species hold a first-degree offense.
- **Rape** [PCL-III-VI] would be any sexual act of penetration with bodily or non-bodily parts or objects. **Molestation** is handled as Assault. **Aggravated Rape** would have **Assault** charges added and holds a higher degree in both. **Statutory Rape** applies only when one party is incapable of clear cognitive thought, though seeming a willing partner, such as mental disability or social immaturity – otherwise any unwanted sexual act is full **Rape**.
- **Endangerment** [PCL-I-V] is the action or inaction where others may come in harm's way, whether physically or mentally. **Reckless Endangerment** is a degree of this, and **Gross Negligent** is a higher intensity degree. **Neglect** is covered here in that to neglect one's responsibility, endangers others, including children they are responsible for.
- **Theft** [PCL-I-IV] is the taking of any object (including money) that does not belong to them. This includes **Embezzlement**. **Robbery** is staffed by force, or threat of force, including implied force, even if not actually capable of it, and would be 1+ degree higher. Also see Burglary in this area.
- **Terrorism** is a motivation for conducting the criminal act and would be elevated to a suitable degree. To be considered "an act of terror," the action of the person or persons have to be motivated by the desire to instill widespread fear throughout the population as a whole, not the hateful feelings directed to a group of people (see *Hateful Violence in this area*).
- **Treason** [PCL-III-VII] would be any act of disloyalty to the Cascadia, harming or allowing harm to come to the nation and its wellbeing.
- **Vagrancy** [PCL-I] is not a condition Cascadia endures. *County/Shire Homes* are available to assist people to gain position in the society, and help them out of poverty. **Nomadic lifestyle** (see separate entry in the *Details & Options section*) is not Vagrancy as long as they are able to support their lifestyle without handouts from others. **Panhandling** is Vagrancy criminal act,

and **Aggressive Panhandling** is Vagrancy with Harassment and even **Assault** applied, depending on severity.

- **Vandalism** [PCL-I-III] includes all property and data damage.
- **Vulgar Behavior** [PCL-I] is obscenities, nudity, sexual expression beyond natural aspects of people. Cascadia sees nudity and sexual expression as natural. Within open air public places (parks, sidewalks, etc.), any such behavior shall be relatively discrete and nudity shall be casual. Excessive vulgar presentation to gain attention and elicit hostile response is not acceptable, and is a Class-I offense (see Ticketing Fines in this section). To be considered vulgar, the offender must be blatantly exposing or behaving in a manner to elicit a response from another. Simply walking, sitting, laying, cuddling to the side of an area, nursing, casual affectionate play, etc. is not considered vulgar.



Crime Syndicates: From the beginning of Cascadia, an asserted effort to eradicate criminal syndicates took place. The Sheriffs and Marshal, as well as the military were give edicts and resources to break up the hold of these syndicates and protect the population from them. Many of the legal edicts from parliament were drafted for this purpose.

- Centralizing the penal system, rotation commanders and shake-up of prisoners were some elements designed to prevent infiltration of corruption by syndicates. With the centralization and expansion of the facility, the tracking of prisoners
- Harsh penalties, even execution, of *Sheriffs* and *Marshals* found guilty of such corruption.

Criminal Holding: During the initial arresting process, the suspect is held in the Sheriff's precinct for the **Magistrate Hearing**.

- When arrested, the suspect (not referred to as criminal until after sentencing) has their **Legal Right to Silence & Council** explained to them.
- The suspect will be assigned to a Magistrate, who will arrange an attorney for them.
- There is the Magistrate Hearing where the justification of the arrest in set. If found to be a just arrest, the *Suspect* is referred to a *Prisoner* and remanded to the **County Trial Holding Jails**, where they.
- Prisoners have the right to request to have their trial in another *Province* of their choosing, though the *County/Shire* it will by assign is chosen by the receiving *Provincial Legal Corps*, based on case load.

Death Sentencing: *Parliament* has set several Edicts for the sentencing of death during the arraignment, trial and Sentencing of prisoners. All elements of normal trials apply with these additions.

- For a death sentence to be applied, the prisoner has to admit to the act. This became controversial, with many who claimed convicts would not admit to the crime. *Parliament* saw that holding prisoners to old age was preferable to killing an innocent prisoner, where they could not compensate wrongful prosecution.
- Death sentence trials have to show that the suspect was not coerced to confess, that the accused was guilty with malice and without remorse. During the trial, the accused may declare coercion at any time prior to the verdict being declared.
- For a death sentencing to be carried out, the accused must face a 7 Justice panel and 15 member jury, with 5 of the justices and 12 of the jurors agreeing with the verdict and each verbally declaring "Guilty" to the accused in court for the witnesses who certify hearing the verdict clearly. The witnesses shall be 3 persons chosen by the accused and at least 3 of the accusers and at least 3 of relations of the victims, making at least 9, who all sign the witness declaration.
- Verdicts of death sentence trials are set at Penal Class-VII level. Once the verdict is set, the prisoner is transferred to the Monroe Penitentiary where they will be held for 1 full season to reflect on their act, to compose a written statement for the victim's relations and public. See *Death Sentencing in the Monroe Penitentiary for there role*.

Degree-Step Criminal Classifications: Criminal acts, as a whole in Cascadia, has a *Degree* level assigned to it, as adapted from the *Former U.S.* In addition to the degrees, there is a *Step* element to the criminality of the activity used for Sentencing.

The *Step* addition to the degree presents a scaling that would be used with the **Penal Class Level** relation, and would take in account prior offenses, etc.

- The **Degree-Step** is set during **Sentencing Hearings**.
- Each prior offence of any kind will increase the **Degree-Step** by +1 (i.e.; Second Degree with 3 prior offences of various degrees

would start this offence at Second-Degree Step-4 for being the fourth offence the citizen had.

- Step relation may be increase during the trial for grievance misconduct.

Disclosure Privilege: Some relations have confidentiality privileges. This does not prevent monitoring by the *Magistrate* office of prisoners in custody, though the response and evidence collection.

- Due to the intimate relations of *Spouses*, they may not testify against each other in any case where they are not the plaintiff. Not evidence of knowledge may be obtained from them for such cases.
- **Clergy Privileges.** No evidence or testimony may be collected from any clergy who gained the knowledge during confessionals. If the clergy feels the personal is a threat to others, they may discuss matters with a *Magistrate* for investigations, as long as no confessed information is disclosed.
- **Attorney-Client Privilege** was limited. See *Attorneys in the section*.

Domestic Dispute: Being one of the most contested legal disputes of the *Former U.S.*, Parliament took a lot of time discussing the matter. Many Edicts were enacted to solve some the disagreements, though many persons of Cascadia remained dissatisfied. Many left the nation for such disagreements. This includes domestic violence and child abuse.

- Child abuse is a criminal act under assault, rape, endangerment (neglect), etc., as is *Extortion* and *Abduction* for pressuring family member, guest or other relations or preventing them from leaving.
- Since detaining any family member, guest, friend or other relations against their will is considered an abduction and is a criminal act, anyone wishing to leave a household may. Any threat to persons wishing to leave is considered conspiracy to commit assault and is a criminal act of its own.
- Any family member (no matter the age) falsely accusing another of assault, abduction or other crimes is committing perjury and is subject to the sentencing of the crime they are accusing the other of.

Driving Violations: *Driving Violation Stoppage* may be done by *Sheriffs* or *Marshals* for any valid infringements.

Citizens are not required to have their Identity Medallion or Card in their possession, though most do. *Sheriffs* or *Marshals* may confirm identity (such as during a *Driving Violation Stoppage*) by employing an hand scan or iris-retina imager or genetic analyzer.

Also see *Violation Fines & Ticketing* in this section; and *Driving* (see entry in the *Details & Options* section).

Edicts: These are the rights and responsibility of the citizen and legal aspects for all people in relation to Cascadia. Edicts are not just legal matters. *Sheriffs* are tasked for enforcing the Edicts. See *Edict* in the *Details & Option* section and *Sheriffs* in the *Government Agency* section.

Evidence: See *Arrest* in this section.

False Arrest & Prosecution: In Cascadia, any citizen falsely arrested or prosecuted shall be compensated at no less than three times the duration that person was held.

Boisterous opposition to this automatic policy with people seeing blameless persons being caught in false accusations as an unfortunate, though acceptable outcome of “catching bad people.” To the founders, this view is seen as excessive and harsh for an open nation of personal liberties; and that true, quantifiable harm must be proven for a person to lose prosperity, life or limb.

The notion that the blameless could lose quality of life because another person levels accusations that cannot be quantifiably proven as truly harmful enables people to destroy the lives of others without consequences. When false claims are leveled, it always takes longer for the falsely accused to recover after acquittals/dismissals – and that needs compensation. For this reason, notable compensation to the falsely accused, arrested or prosecuted shall be automatically applied, so those leveling such charges are accountable for their actions.

See *Courts of Justice* in this section for acquittals and compensation. Also see *Accusations* in this section for false accusation.

Financing: Cost of maintaining the ministry of legal affairs comes from a variety of sources, including fines & ticketing issued by Sheriff’s, Legal Fees (see *separate entry in this section*), funding stipulated by Parliament, civil complaint filings, etc.

Fines: See *Violation Fines & Ticketing*.

Foreign Nationals: Visiting persons from other nations are to abide by all *Edicts* from Parliament. Minor infractions are usually handled with just a warning. More severe infractions that had not brought harm to others would likely cause the deportation of the person and the visa being revoke, disallowing reentry until a future date relating to the length of penal time. If deported foreign nationals are found in Cascadia without ministration clearance, they shall serve the full legal time for the crime from the time of discovery, negating any prior time served.

Any infractions leading to harm of others shall be arrested and process in the legal system at 1 *Degree Step* higher than for Cascadian citizens. They shall be transferred to the nearest *County/Shire* with a Consulate of their home nation and held in the precinct there and talk to a representative from the conciliate under witness of the Cascadia *Magistrate* or *Warden*.

The *Magistrate/Warden* is to represent Cascadia, answering any pertinent queries and ensure state secrets are kept, and not the motivations of the crime.

Though the suspect/prisoner is allowed to see a *Consulate* representative, they are still answerable to the crime in Cascadia and will face trial in Cascadia. Consulate representation is allowed for the trial as advisors to the defendant, and would function with the Cascadian attorney assigned.

Gangs: See entry in *Details & Options* section.

Grand Jury: See *Inquest Jury*.

Hearings: See *Courts of Justice* in this section.

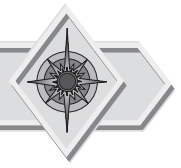
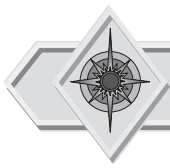
High-Risk Offenders: Should a person be found as high risk, mental evaluations would be conducted, and extra measures to protect the public are instituted.

- Persons found to have mental health conditions related to the act shall be placed into mental health penal wards within the Monroe penitentiary. As part of their incarceration, they will be evaluated by 3 physicians in rotation, as well as 2 interns to study the condition. Any findings and results are shared throughout the *Bureau of Health*. The rotation of physicians/interns are done each 2 seasons, with 1 physician and in turn reassigned, creating overlapping 18/12-month association with specific prisoner-patients. This is to broaden the perspective of the evaluation and studies. Mental health prisoners are subject to the same duration for the act, and shall not be released based on mental progression.
- If it is found that any mental health plea was discovered as false, fraud charges shall be leveled and any progress through the Penal-Class process shall be lost, applying the initial class to the prisoner. Such prisoners would be moved into the conventional wards.

Identity: upon request from the Sheriff, marshals were any bona fide authority, the face and head shall be exposed for identification.

Quotes

“Do you want all the marbles?” is asked to a person who had complained about activities or views of another in a way which undermines the other person so that the complainer appears better than they thruely



Illicit Materials: This includes anything that is deemed dangerous or hazardous and not needed for the wellbeing of the citizens. Possession of illicit material is a criminal offence.

- Citizens may file *Civil Complaints* (see *Details & Options section*) for materials they feel as dangerous or hazardous for investigation.
- Persons consuming illicit drugs may voluntarily report to *County/Shire Homes* for rehabilitation with no fear of arrest. Arrest with such material is a *Second-Degree Offense*. If the are arrested with such materials.

Incarceration: Imprisonment of persons in Cascadia is at the Monroe penitentiary. See separate entry in this section.

Inquest Jury: This body of citizens is the Grand Jury in Cascadia, consisting of 15 County citizens where the jury was formed. An Inquest Jury would be formed for any indictment of persons suspected of violent, first/second degree acts, having penal class level-IV sentencing or greater.

- The **Inquest Jury Hearing** is a closed session with the criminal evidence presented by a *Enforcement Counselor*. An *Enforcement Counselor* would present the evidence to the Inquest Jury seeking an indictment, or arraignment. A *Balance Counselor* is present as a form of defense, as counter review to the evidence, bringing a level balance to the jury, to prevent a one-sided presentation. A *Magistrate* is present for advice on legal proceedings and process. A *Justice* is present for legal relevance of evidence presented to the jury, and to maintain order. A *Clerk* would be present to maintain decision paperwork from the jury. No other persons would be present at this inquest.
- The *Enforcement/Balance Counselors* are selected from the attorney pull in similar manner to a *Prosecutor/Defender Attorneys*.

Injury: See *Medical & Health in the Details & Options section*.

Intellectual Property: Criminal charges of fraud may be leveled for violating copyright patents and trademark would be a charge of fraud.

Interrogation: Cascadia legal system had instituted many policies to prevent peacekeeping officers from gaining confessions through coercion, a prevalent practices in the past. It is well known that coercion and threats are not reliable and has victimized a great many people throughout history.

Critics of these policies are reminded of the many innocent people who had been coerced into confessing to lesser charges when not guilty in order to avoid the threat of greater punishments. Critics may dispute the number, insisting greater good would come from wrangling confessions.

Such coercion made officers appear proficient, while allowing the officers to be belligerent. Gaining such confessions avoids due diligence to locate actual perpetrators, which may take longer, and not appear as proficient.

Ministry of Legal Affairs holds a distinction between **Questioning** and **Interrogation**. Any persons may be casually *Questioned* for knowledge. Only those *Arrested* (see separate entry in this section) may be *Interrogated*. There are specific rules of conduct that must be adhered to, and may not be abridged or avoided.

- General *Questioning* of persons not arrested would be a more casual affairs than *Interrogation*, and the person may discontinue such *Questioning* at any time. Once a person is arrested, any *Questioning* is considered *Interrogation*, and must be witnessed by their Counsel, as well as a *Magistrate* or *Warden*. **Contingent Relation** (Cascadia's reference for "Person of Interest") would not be a suspect, and any questioning would be casual and not considered *interrogation*.
- No threats, including statements of greater sentencing, shall be given to a suspect in order to force a confession. Such practices have scared innocent people into accepting lesser charges in

order to to avoid threats of high conviction, with arresting officers being praised for gaining the confessions.

- Arresting peacekeeping officer shall not be part of the *Interrogation* of the suspect, since they have ventured interest in gaining the confession to boost their reputation. This is to ensure proper, equitable conduct. *Council* and *Magistrate/Warden* shall be present at all times, and the suspect shall not be denied creature comforts and proper rest. Any confessions gained under adverse conditions would be considered suspect and those involved shall be investigated.
- If a confession has to be obtained for conviction, there is obviously not enough physical and corroborating evidence to proceed and any confession shall be questionable, even dismissed with reprimands to the officers.
- A **Contingent Relation** is a person who may have knowledge of a situation/case. Peacekeeping officers may *Question* those persons and suspect for the information, though not treat the interview as a *Interrogation*.

Juries: Cascadia maintains a jury system for trial.

- Jurors are selected from the retired, unemployed and volunteers, finding it a time consuming process to bring in employed who will not be compensated for by the employer, and costly to companies to make that minatory, harming smaller businesses. For those who claim those are not the peers, it is expressed that few on a jury are truly peer of the accused and that the draw sources are people who have diverse experiences.
- Jurors are paid the amount of their *Civil Retirement-Insurance Fund at the average weekly amount* (full 100%) and credited for the time at +3 Z-Weeks for each week on active jury duty, escalating draw amounts. This may even raise income for the retired.
- Grand Juries, 15 members, may be called up and formed by Justice Councils to evaluate the evidence for *Indictment/Arraignment*.

Justice Councils: Formed to oversee the justice proceeding and structure.

- *Provincial Justice Councilmember* are selected from the *County/Shire Councils* by the *National Council*. The *County Justice Councilmen* are selected by the *Provincial Council*. *National Councilmen* are selected by *Parliament*, with 3 seats designated by each of the 3 *Houses*.
- Vacant seats are replaced with the candidate who has the highest approval from the superior *Justice Councils*, the one who gains the highest number of yeas. Each *Justice Councils* may propose a candidate for approval.
- Higher *Justice Councils* may replace councilors on lower *Justice Councils* by selecting a replacement for the set with at least 2/3rd agreement.
- The public is not involved since the past has shown with the *Former U.S.* that the majority of the population had little knowledge of the judges. The *Executive Councils* (national, provincial or *County/Shire*) may dismiss a justice with a 2/3rd vote should they find the justice unsuitable for the good of the land. The citizens have the same right. Removal of the *Justice Councilmen* places them into retirement and not eligible for government positions.

Justices: See *Courts of Justice in this section*.

Justice Magistrate & Wardens: These officials oversee the handling of prisoners and legal matters at *County/Shire* level. Magistrates will oversee the conduct of several Wardens, and like *Sheriff Commanders*, these are rotated to breakup any possible corruption.

See the *Civil Justice Duty* in the *Revenue* entry of the *Details & Options* section 4 partial funding.

- **Justice Wardens**, differing from *Prison Wardens*, monitor prisoners, their counselors (attorneys) and visitors to ensure they are being cared for properly, break up any association with criminal syndicates and help guide their rehabilitation or deportation. They are subject to their current Justice Magistrate.
- **Justice Magistrates** oversee Justice Wardens and procedures, ensuring all legal procedure are being conducted properly. Justice Magistrate appoint Wardens under their supervision to oversee prisoner legal process. Magistrate review all prisoners cases for cause.
- These posts are appointed by the *County Justice Councils*, but may be removed by the *Provincial Justice Council*.
- The **Justice Magistrate/Warden** are directly associated at *County/Shire Legal Offices* or *Provincial Legal Corps* level, or directly with *Ministry of Legal Affairs*.
- *County Magistrates* are selected from the *Justice Wardens* of any county by the local *County Justice Council*. *Councilmen* or *Magistrates* may submit nominations of *Wardens* to be elevated, or *Wardens* may submit their own interest. There personal records are evaluated and the *Councilmen* declares approval or disapproval (yea or nay) for each. The one with the most yeas becomes the *Magistrate*. For ties, the council will debate until they can reach a majority for the selection.
- Magistrates are life time appointments, though the councils may replace them with a 2/3rd majority of the seats.
- Wards are hired by the *Magistrate* to the office. Once there, only the *Justice Council* may fire them at 2/3rd majority of the seats.

Juvenile Legal Status: Persons under the age of 17 or has not reached *Age of Commitment* are considered juvenile and share responsibility of their parents/guardians.

- The nation has a variety of avenues to bring social responsibility to juveniles. See *Childrearing* in the *Details & Options* section.
- Convictions of capital/violent crimes of a juvenile is handled at the **Topeka Juvenile Corrections Home** until reaching the age of 23. Sentencing is as full maturity with the time and behavior at Topeka accounted for. The facility is segmented into contained areas for segregation of juvenile prisoners by general ages, size, maturity and disposition, providing privileges accordingly. Once reaching the age of 23, the prisoner is transferred to the *Quincy Gardens* (part of *Monroe Penitentiary*), beginning their processing for acculturation.
- Juveniles convicted on non-capital/violent crimes associated with **criminal syndicates** (criminal gangs being such) are held in *Juvenile Detention Centers* attached to the *Court Holding Jail*, where they attend seminars and perform community services. Each 15-30 days, the juvenile detainee is transferred to another *County/Shire Center* to disconnect any long term relations. When release, the juvenile is lodge in a *County/Shire* away from the one they were found guilty in or adjacent. First offense is 1 season at the *Juvenile Detention Center*, with 3 seasons at a *County/Shire Home*. Second offense is for 6 seasons respectively, with the third holding 9 seasons respectively. Further violations are at the *Topeka Juvenile Corrections Home* then *Monroe Penitentiary* as an adult criminal acts.

Laws: See *Criminal Acts* in this section.

Lawsuits: See *Civil Complaints* in this section.

Legal Fees: There are assorted revenues for the *Ministry of Legal Affairs* associated with proceedings. Filing civil complaints and injustices help support the *Ministry*, as well as other revenues.

This is rated at 1.0% of the average annual income rate for *Civil Retirement-Insurance Fund*, and is nonrefundable. If the complaint is valid, any penalty payments to the victim would compensate in full or part for the fee.

See *Funding* in this section for other means of support.

Legal Right to Silence & Counsel: Cascadia continued the practice of the informing those being arrested of their *Legal Rights*, know as the *Miranda Rights* in the *Former U.S.* The authorities rarely uses the *Miranda* term. The reading of the rights may not be waived. If other criminal acts are added, the suspect must be read the rights again.

See *Interigation* in this area.

Right to Silence & Counsel.

When placing a suspect under arrest, the Sheriff or Marshal (being the only arresting authorities with Cascadia) must read the following *Rights to Silence & Council* for a card. The suspect, as part of the processing, will have to read another out loud in the presents of at least 2 witness, initial each line and sign the bottom. The witness also sign.

"You are [being/have been] arrested for the crimes of [specify]."

"You have the right to remain silent. Anything you say may be used in the enforcement of Parliamentary Edits."

"You have the right to speak with counsel prior to and have them present during any questioning or statements."

"You will be given counsel by the Magistrate's office without delay, and at no cost. You have the right to retain separate private counsel of your choosing and cost should you wish."

"You may exercise these rights at any time and not answer any questions or make a statement."

"If you are not a citizen of Cascadia, you may contact your country's consulate prior to any questioning."

"Do you understand these rights as I have read them to you?"

Pause for a Yes or No response.

"Having these rights in mind, do you wish to speak with us now?"

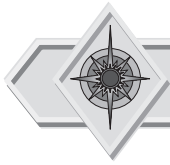
Magistrate: See *Justice Magistrate & Wardens* in this section.

Mature Legal Status: See *Juvenile Legal Status*.

Mental Health: Persons found guilty of criminal act due to mental health reasons are considered high risk offenders since the condition may have unpredictable progression.

Military: See *Ministry of Martial Affairs* section.

Miranda Rights: See *Legal Right to Silence & Council* in this section.



Monroe Penitentiary: Formed under the *Washington Protectorate Union*, the Monroe Penitentiary (located in southwest Monroe, Washington) became the largest penal holding facility in the world. The city became dedicated to the control and support for imprisonment of around 157,300 prisoners in 288 buildings, a collected within a series of walled containment areas having habitation towers.

Within a couple years, those of passed offences no longer considered criminal were released. As the years passed, the holding facilities grew fewer and larger. By 2067, there were only 94 holding building (*See Towers in this entry*) with the capacity of 320,000 prisoners.

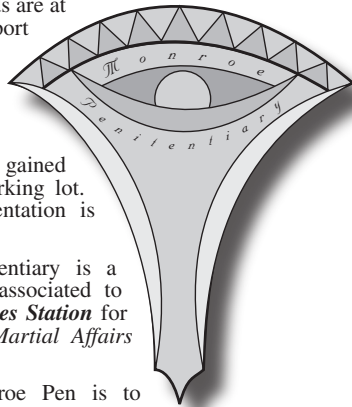
Criticism of concentrating the bulk of criminals within a single general facility stems to the security and safety surrounding it. The cost of maintaining facilities scattered around the nation resulted in a caging effect with little possibility of enculturation in the population. Man hours it took to maintain security and safety in hundreds of facilities was considerable, and with privatization of the prisons in the *Former U.S.*, it incarceration became big business, costing even more with non-.

Monroe Pen is operated as a military style basic training base with structured exercises and duties, as well as classes.

With a college available and career path occupations, the prisoners are productive to the nation. Manufacturing shops provide products sold at the *County/Shire* homes, as well as other outlets. Private companies also purchase products directly from the *Monroe Pen* outlet.

The *Monroe Pen* is a government facility, and not affiliated with any private business, seeing that the *Former U.S.* privatization became a costly venue for the citizens, providing considerable income to private businesses. As private businesses, there was no incentive to educate the prisoner to become a viable citizen, which is the primary goal of the *Monroe Pen* to build the prisoner into a viable citizen.

- **Monroe Penal Counsel** oversee the **Prison Ministers**, who oversees the **Wardens**. Each facility has a separate Warden.
- The **Monroe Court House** is adjacent to the prisons with a series of enclosed sky bridges providing controlled passage with electric carts. The carts has the driver in back and raised with two guards who holds dead man switches that would shock the prisoners if released and discharge a incapacitating gas. Guards wear respirators. Armed guards are at regular intervals where the support columns are.
- Visitation is at a single location in a building near the court house.
- Access to the prison is only gained by a sky bridge from the parking lot. Prisoner processing and orientation is done in a separate structure.
- Positioned around the penitentiary is a detachment of the military, associated to the **Monroe Air-Ground Forces Station** for support and defense. *See Martial Affairs section for details.*
- The main purpose of Monroe Pen is to **recondition** and **reenculturate** prisoners (the term inmate is not used) so as to prevent them from doing harm to others. Sentencing of the prisoner is in relation to their ability to become enculturated for public life.
- Prisoner are classified into several categories. **Deportees** are those who are to be sent out of country and may include those who chose banishment from Cascadia instead of enculturation.
- Classes are conducted for prisoners. Ward-Zone assignments are partially guided by the education level of the prisoners. The prisoners marched to classes on a schedule. All prisoner, except those under disciplinary or scheduled for execution, will take classes. Instructional videos and materials are available. With professors, many being prisoners themselves). Exams are handled the same as Cascadia public primary schools and universities.



- Part of the rehabilitation avenue allows to train as his law enforcement. The time at the Pen could be reduced at each level. Prisoners progressing through this route may never be officers, and would be watched carefully. If found abusing their new position, they would return to the Pen at their original offense, adding any new offenses applicable. This avenue is to bring into the law enforcement forces the knowledge the prisoner once had.
- Guard shifts generally maintains a 72 hour (3 day) shift with 3 days off for each that are worked. Sleep/rest periods are integrated on site, with them on response teams. High threat guards spend first 24 hours their shift within the high threat wards, moving to mid-threat level for the next 24 hours and the last 24 hours in low threat wards for a cool off period before they head home.
- Guard shift rotation of 2-4 hours to various wards and tactical response teams for 6 hour periods, with 6 hour relaxation/sleep periods, interlacing the guards throughout the facility. These rotations break up any familiarity, or potential corruptive interaction between prisoners and guards.
- Exercises are done three times a day in prisoner formation. Those who do not cooperate loses privileges. Those who cooperate gain privileges.
- Privileges includes library books, games, time with other cooperative prisoners, video time with small groups, computer time (isolate within a closed local network), conjugal visits (even prostitutes).
- Well behaved prisoners may request pairing with one or two friends. As long as they cooperate the friends will remain together as a group. If there is any problem, the friends connection is severed and they are reassign immediately.
- Prisoners gain new overalls and booties each 2 days after they shower. Showering is down as a zone, where they strip down in one room, enter the shower room. After the three minute two minute shower, they exit another room, where there are issued fresh overalls and booties and dress. Issuing is by prison orderlies through a sliding drawer not allowing contact or interaction.
- No **tattoos** or **body art** are allowed in **Penal Class III** and higher. All tattoos are stained with a rusty red dermal dye which tends to last 2-3 months. During *shake-up*, the skin is inspected and retained when there is a hint of exposure. There are no other adornments allowed and hair is shaved for higher Penal Classes, including woman.
- There is **no smoking** of any kind.
- Group exercises for cooperative training is conducted in the morning, before breakfast and in the late afternoon, before dinner. Those refusing receive meal time after the others and are docked benefit points. Long walks are involved with the exercises.
- There is a separate compound for handling corrupt sheriffs and marshals and military personnel within the Monroe penitentiary keeping them separate from other inmates don't use inmates other prisoners at the hands.
- There is a standing shoot to kill order for any outbreak, whether in the prison, skyway of courthouse. If there is any violent outbreak, the prisoners know to drop to the ground, face down with arms and legs spread wide. Any inmate not in that prone position shall be shot. Incapacitating gas is automatically dropped in alarmed area.
- At any one time, there are from 10,000 to 25,000 prisoners awaiting deportation. These people are detained until they can be picked up by outside National Authorities. Any prisoner found in the Consortium or Protectorate again will be executed immediately upon arriving at the "Pen".
- Prisoners are accepted from other regions and nation and charges are based on the crimes and security threat of the individual.

Monroe Penitentiary (Cont.):

- This penal system performs regular executions. If a prisoner arrives with a death sentence, a separate investigation takes place by specialists within the Monroe penal system. If this is not able to be carried out for any reason, the prisoner is held for life or it is able to be done.

* * *

Annex: There are 2 annex facilities for threat level-III and IV. Quincy Gardens (formed in 2043, near Quincy, Coulee Province, about 32 miles southeast of Wenatchee) has a number of sloping towers with enclosed garden fields on the south facing and lodging on the north. Produce is grown for the consumption of all penal locations. Tonasket Penal Research & Development (formed in 2047) as a variety of controlled national advancement experiments being conducted that the prisoners may be part of. Conduct at this research and development facility is overseen by several agencies for proper handling of the prisoners. The annexes are often used for transition prisoners from higher threat levels as their progression process through the rehabilitation process.

Cells: See Lodging.

Craft Shops: See Privileges.

Clothing: The prisoners wear brightly colored 2-finger width patterns is based on their Penal Class Level; neon red-orange-gray for Level-VII, neon orange-yellow-gray for Level VI, yellow-violet-gray for Level V, yellow-violet for IV, violet-blue for III, blue-green for II and solid neon green for Level-I.

Prisoner labor **jumpsuits** is used for work details. Sleeves and hems are loose to prevent holding of items. Elastic waist undergarments of pale-gray are available. Footwear are gray slippers, worn with ankle socks. Femella under blouse provides elastic support for fuller bus lines. No actual bras are available.

General use **gowns** are calf length caftans with no pockets are worn by both male and female prisoners to restrict trotting and provide some privacy when on the toilet. Inmate shall not wear them up or cut them in any way.

Debt to Society: In order to pay the *Debt to Society*, as set during Sentencing, 15% of the prisoners wage is automatically pulled from their wages earned and after. With a 35% for upkeep while incarcerated, 50% of their wage is removed before issuing funding to the prisoner.

Domain & Control: Domains are restrictive areas within the *Monroe Penitentiary*, segmented in **Districts** and **Sectors**. *Sectors* have a number of *Birthing Chambers* where the prisoners sleep and reside when not socializing or on function details. *Sectors* are grouped into *Districts*.

Control of Sectors and Districts have 3 layers. The innermost layer is where the prisoners reside and are monitored from the outer 2 layers. The second layer are transition zones between the residing lodging areas of the prisoners and other areas. Limited progression is handled in this area, and is also where visitors may see inmates. Guards functioning in these transition zones do not have direct access to the outermost layer, where prisoners are not allowed and visitors would be processed for access to the prisoners.

Transition control between any of the layers are done from the outer layer, where full reinforced-glass viewing and monitoring takes place. Double door, off fishbowl transfer points interlock the outer layers to the second layers. Second layer do not have door controls to the habitat layer. That is controlled from the outer layer.

Education: A large part of the re-enculturation of prisoners to the society, is there education. There are classes they will attend. As prisoners progress, they may earn diploma and degrees, even become instructors for the classes.

Emergencies: In any community, there will be emergencies. In event of fires, prisoners are shuttled to lower floors holding areas until the situation is dealt with.

Medical emergencies are handled by the Tower clinics and if needed the patient is transferred to the Monroe Penal Hospital.

Employment: prisoners are considered government Pensionaries and are provided a position where the work, earning a wage comparable to non-incarcerated government positions. When released, this may be used as a step into an agency.

Refusing to take a position will add to the *Debt to Society*, at 15% averaging of the prisoners income.

Executions: This act is applied with paralyzing lethal gas and firing squad with all the shooters having rounds. Nine randomly selected military special forces soldiers conduct the firing squad execution, with the prison staff handling other elements, such as the gas. The time of execution is

usually after 1:00 P.M. If there is more than one scheduled for the day, they may conduct the first prior to the hour.

Certain requests may be granted on the day of execution. They are encouraged to write memoirs for others to study their motivations. During the time, psychologists conduct interviews as case studies. Some may volunteer for medical research conducted before execution.

At the time of execution, the prisoner has the option of consuming available mind altering substances to calm them for the act. The sealed vial is on the tray for the last meal, which would be served 3 hours prior to the execution.

The prisoners awaiting execution are held on a special floor of a penal level VII Tower. The **Execution Yard** is a 45° pie wedge area open to the sky, having a rounded wall behind a bar-gate separating the prisoner from the firing squad.

When the prisoner—wearing rusty-red shirt, pants and mesh harness—is brought seat in a semi-seated position. Their arms are pulled to the sides and strapped to braces. The harness is fastened. They are allowed to make a brief statement to the witnesses.

After their statement, a mouth-nose gassing mask is placed on, then the hood (rusty-red) is draped over. The attendant opens the valve to the gassing mask, leaving the area. The gate is open. The gas would knock out the prisoner, paralyzing muscles and is lethal on its own. Once the head slumps, a bell tones 9 times, once per 5 seconds. On the 9th tone, the squad commander (one of the 9) announces, “Set,” with all in the squad bringing low caliber assault rifles to ready, then “Fire.” The squad carries out final sentencing.

The coroner will validate the death, and if needed inject a lethal dose. For their duty, members of the firing squad receive the **Monroe Ribbon of Necessity** (see *Commendations in the Martial Affairs* section).

The act is as though putting down a rabid animal. It is done in this violent non-sanitized manner to bring the reality of the act to the accusers.

Witness at the execution would be the proceeding judge of their trial, all the jurors and all the accusers, including all prosecution trial witnesses. At any time before the gas valve is turned, any of the witnesses may halt the execution, declaring they have reconsidered the verdict. This only delays the execution until a hearing with all attending persons is conducted at the **Monroe Court House** where the execution witness explains why they reconsidered. Depending on the hearing result, a new trial may occur there.

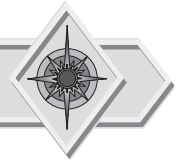
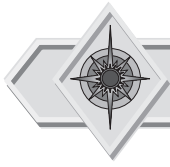
Farming-Ranch Zones: The Pen maintains a series of walled farms and ranch zones where lower Penal Class prisoners grow, tend and harvest produce and tend to animals for food within the Pen.

Food supplies: Besides the farms and ranch zones maintained within the network, foods come in from other counties/shires, where private companies deliver product. See *County/Shire Homes in the Details & Options* section.

Gardens: See Lodging in this area. Also see Greenhouses.

Greenhouses: Many of the Towers and throughout the complex, there are greenhouses for growing produce year-round.

Holding Cell: See Lodging in this area.



Monroe Penitentiary (Cont.):

Identity Tags: Each prisoner has a bright colored oval medallion that has there facial image etched on one side and name and *Prisoner Identity Code* on the other with a locator chip inside trackable with the sensors around the facility. It links to the computer system, allowing wardens to monitor movemet. The tag color matches the jursy clothing, indicating the Penal Class Level they are in.

The tag is part of their wristband watch, which contains a digital time face, two-way comm-radio link to the control center (allowing the staff to hear activities), issue instructions directly, sounding alarms from the staff, and other functions. Turning the face 180° alerts Control of trouble ("panic turn"). The band is set by staff, having breakaway binding that alerts Control and sounds an audible alarm at the device should it be broken. In some cases, the band would be attached to the waist belt, which would also have the breakaway alerting system.

Inspectors: The operation of the penal system is verified by Penal Inspector who evaluates the conduct and handling of the prisoners and some are on site at all times. They rotate on their own schedule and are independent of the regular operations, though they are subject to the direction of the guard when it comes to site security.

Lodging: The old terms of *cells* and *blocks* are not used beyond higher *Penal Classes*. The view is that prisoners are persons adapting to more social interaction away from selfish endeavors. Those of lesser offences live in *Berths*, *Lodges* and *Floors* within *Towers*. *Bays*, *Barracks*, *Halls* or *Ranges* are more open social areas, and prisoners earn the right to stay there.

Penal Class-VII Lodging are subterranean with 8' × 10' single *Births Chambers*, having built in bed, desk, sink and toilet. The chambers are grouped in 12 prisoner *Sectors* in *Districts* of 6-12 Sectors. Arrangements vary, though each *Sector* will be isolated with 3-step control *Domains*. Windows on the backside *Births Chamber* view into a garden, with shutter that may be close from the far side for infractions.

Penal Class-V/VI Lodging semi-subterranean, having 10' × 12' 2-*Births Chambers* with similar amenities of the higher Class, though the window is larger and more amenities are allowed. The chambers are arranged in 16 prisoner *Sectors* in *Districts* of 6-12 Sectors having associated *Social Assembly Chambers* (games, television, etc.).

Lodge Mates are prisoners who have formed friendships. Though *Shake-Ups* rearrange prisoners berthing locations, those who have friendships are transferred together as long as they have retained the privilege.

Penal Class I-IV have double or triple high garden areas are on each 2-3 floors along the southern facing with windows to give light. The floor or two above have barred viewing balconies viewing the garden, but not have direct access. It is a privilege to be allowed in the garden and the prisoners maintain them.

Planters are in the *Halls* of lower Penal Classes, also maintained by the prisoners, giving a more pleasant atmosphere and something for other to work towards.

Art produced by the prisoners are displayed and rotated to help with the atmosphere of the prisoners.

Also see Domain Control, Upkeep and Violent Prisoners in this area.

Manufacturing: The Monroe Pen has several production facilities where items are production for the use of the government. Controls, such as full body suits, strip showers after labor, reduce bringing materials from the Production areas to the Lodges. Any attempts causes loss of privileges and further restrictions.

Meals: Prisoners have there meals within their lodges on the floor. Meals requests for the next day are places during the final meal of the day from a menu checklist.

Medical: The Monroe Penitentiary has a separate building for major medical issues, and each Tower has a clinic.

Military Option: The National Defence Commission (NDC) has a recruiting branch with the Monroe penal system to offer qualified prisoners a military life in leu to the prison sentence. The duration is the same, though the prisoner is given amnesty for the crimes as long as they serve the entire sentence time.

Prisoners scheduled for execution may be offered an option of a special unit of the NDC, knowing that they are in service until death, that they are still under strict control, that their service is to help compensate for the pain they caused other by sacrificing their lives to strengthen Cascadia. Recruits go though a special training, where they are trained with the soul purpose to go into enemy territory and due as directed. The mission are extreme risk and usually are one way. Should they survive, they returned to the unit training for the next mission. Few last more than 5 years. Any betrayal would bring an immediate execution by being shot.

Mustering Out: Once the prisoner has completed the Penal Class Level I, they would be transferred to the Sheriff's station in the County/Shire of their choice for full out processing, being released to private life. This many be done earlier than sentencing times, after showing considerable pleasant social behavior.

The prisoner is released to the *County/Shire Home* of there choice where they are given a severance pay. They may stay at the *Home* until they are able to make their own living arrangements and employment, and are subject to all rules.

Out processing from the penal environment is a multi-phase process, so to help ease the prisoner into private life. The final phases are done at the *County/Shire Sheriff's Station* in the *Township* where they would be released. To begin with, the prisoner goes through a series of seminars, lasting 2 weeks, explaining that there obligation once released. Other seminars are available at the *County/Shire Homes*, organize through the ex-prisoner's **Release Sponsor** assigned to them, who would assist in counseling and reintegration into society. The seminars would have to be completed within the first season after release, or be detained for evaluation.

Monroe Penitentiary (Cont.):

Political Prisoners: Persons convicted of Treason are handled as political prisoners, as are any foreign nationals found guilty of harm to Cascadia, such as spies and saboteurs.

Privileges: Tokens, a term used for the allotment of privileges the prisoners as maintained on their Identity Tag. Some privileges include use of workshops, art supplies, garden time, close circuit radio and television, reading materials, games, in-lodging plants, extra snacks, communal dining, remain with friends, conjugal visits, visitation, etc. There are private company catalogs they may order from, and is concider a privilage.

Studies are available to the prisoners to educate them in all sorts of fields, preparing them for life beyond the penitentiary.

Restaurant Dining Experiences is a privilege available for the most behaved, allowing them to dine in an atmosphere resembling a restaurant with menus, maître d', servers, cloth covered tables, etc. Those functioning at the dining experience restaurants must maintain high-quality of behavior, gaining them further privileges.

Releasing: See *Mustering out*.

Restaints: The re are a variety of personal restraining deviced the staff may imploy on the prisoners.

Mitten-Cuffs are wrist restraints with restrictive mitten like gloves that restricts the use of fingers. The mittens may be removed when the prisoner need to use lavvies.

Body Restraining Hardess is frame that rests on the sholders, running down the back, having strapping for the arms and legs to resticts movement to a walk and slow motions with pneumatic pressure. The harder prisoner push the apperatrice, the greater the resistance.

Helmet restaint is an attachment to the **Body Restraining Harness**, limiting the use of the head.

Riot Control: During any altercation, all prisoners will drop to the ground facedown, even if they do not hear enforcement telling him to do so. Any still standing is subject to be shot with this stunning or lethal force. It is the prisoner's responsibility to clear from fighting and dropping. Any injury for noncompliance is a fault of the prisoner.

The penal system understands the issue of disagreements. If the prisoner has a disagreement and wishes to confront the other in a controlled fight, one can be organized and be of bare hands and feet. Both have to agree with the fight. Some prisoners will be allowed to view the altercation.

Shake-Ups: Periodically, randomly, without warning and at least twice a month, 3+ blocks are selected for *shake-ups*. At that time, all the prisoners in the selected block take the provided bins, place all their items in them and leaving the bins on the bed.

After they pack, the prisoners form up and are marched to the showers where they acquire new overalls and booties. Orderlies enter the block and collect the bins for screening. Other orderlies enter to sanitized the block, and after they are done, another set of orderlies bring in bedding, setting them on the bunks. Guards observe to ensure all materials are authorized.

While the inmate shower, are issued new gowns, assigned new blocks (semi-randomly assigned new troop mates, holding friend-bonds) and marched to their new block (not the same), the bins of belonging are screen by hand and scanners and repacked into other bins to be returned to the prisoners. Screeners are selected randomly and three of them will process the bins; one unpacking onto the scanning conveyor, the scanner operator and the packer. The process will have observers.

Found contraband is disposed of without question or explanation. The item is noted in their records. If there are repeat findings, the prisoner is put on watch. Since the inmate does not own anything of there own, there is no reason to complain of theft or misplacement of items.

The prisoners are assigned new cells and block in random groups of 4. Three random blocks are selected.

Social Assembly Chambers: These more open areas are available for behaved prisoners and have a variety of youth, including games, television viewing, crafts, etc.

Sports & Games: A lots of programs in these areas are set up to have the prisoners interacting in teams for cooperative behavior, with other prisoners as spectators.

Staff: The Monroe Pen has a variety of staff to operate; *cook, maintenance, medics*, etc. There are others, such as *Administrators* who handles the administrative duties.

Orderlies function within the holding buildings, performing general tasks; deliver food racks, issues clothing, lay out bedding, etc. Low level offenders may become orderlies. Orderlies do not have direct contact with

prisoners. When they have to enter a zone, all the prisoners form up and marched out, before the orderlies are allowed entry.

Handlers (Junior, Senior and Chief) are unarmed, wearing protective uniforms and have direct contact with the prisoners. **Enforcers** (Junior, Senior and Chief) ensure the prisoners maintain civil conduct of the prisoners. See *Riot Control in the area for misconduct*.

Sheriffs have a presence for overseeing the overall operation of the facilities, having a **Sheriff General** at the top, with **Majors, Captains, Lieutenants**, all rotating in an out as any command position with the Sheriffs (see *Sheriffs in the Government Agency section*). Sheriff Sergeant and Patrol officers are also present on permanent position bases. The Sheriffs have the authority to press further charges on the prisoner, should there misconduct be of legal matters.

Magistrate, Judges, Attorneys and all legal staffers function from the *Monroe Court House*.

Threat Level Facilities: There are several Threat Levels for the prisoners. Low Threat (Cat-I & II) are housed in apartment like environment with several roommates per suite and are treated as residents so to ease their way into freer lives. The home has common dining rooms and recreation halls where the prisoners eat and socialize. Cat-I may have limited time away from the home. Both will have jobs.

Moderate Threat (Cat-III & IV) are non-violent offenders, though considered a threat to general public. They are housed in more open facilities with larger common areas where they eat and socialize.

High Threat (Cat-V & VI) are highly controlled, restricting the number of prisoner grouping to 16 per troupe in each Domain with cells open to a separate balcony with sturdy built-in tables and seats where they eat, play games, read, socialize and study. Each cell has a built-in, low volume music player with a wide variety of channels. *High Threat Domains* are connected through a series of caged bridges crisscrossing to allow controlled movement of the zone prisoners with no direct proximity to armed officers. The zones traverse the bridges in a zigzag pattern where they jog in formation, go to the showers or other areas.

All, except those set for execution, are subject to the formation and shake-ups. Prisoners awaiting execution are held separately.

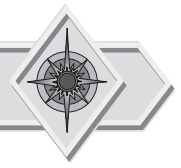
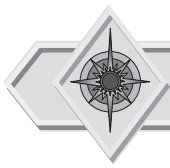
Trusties: There are no trustees, as they are thought of. As the inmate time progress, they gain an loose privileges as a direct result of their behavior, even becoming Orderlies (see *Staff in this section*).

Towers: The original buildings, were replaced by mid-rise buildings, ranging 12 to 22 *Floors* with a variety of arrangements, but most are double 8-Berth Lodges (16 prisoners), where the prisoner function as a unit.

Each Tower resides in a double solid wall network containment area, where the . The inner **Courtyard Zone** are is divided into areas for prisoner uses, while the outer **Restricted Zones** are limited to emergency use.

The walls have walkways, observation posts and retracting stairs. The grounds of the Restricted Zone would normally be void of people, except K-9 patrol units and rovers. Higher Penal Class Towers are surrounded by lower Penal Class Towers. There are gate access through the wall at various points and the Restricted Zones have break-containment walls. Enforcers on the walls are armed with stunning weapons. Lethal weapons are available for the needs at the observation posts and other secure locations.

General access between the Towers, Monroe Court House and other facilities are by a closed loop elevated rails system.



Monroe Penitentiary (Cont.):

Work Teams: Cat-I & II (low threat level) may be assigned to a work detail, doing civil project (road/bridge construction, etc.) or hired by civilian enterprises (farms during planting/harvest, ranches, etc.). **Mobile correctional living trailers** are used to house the prisoners away from the Pen, containing sleeping births, cooking, eating and relaxation areas.

Work details gives prisoners work experience and is part of the education.

Upkeep: Each prisoner, no matter their position or pensionary status, pays 35% of their wage from any monies earned for their upkeep, referred to as their **Incarceration Rental**.

Violent Prisoners: Those deemed violent and unsociable for *lodge life* are held in traditional **Cell-Block Tower Floors**. These are highly controlled areas with single person cells in 12 Cell Blocks (6 per side facing each other) with a *Block Hall*, linked with *Routing Halls* to garden-social areas, where the prisoners are randomly able to be in small groups and observed. Privileges are earned and lost based on the behavior as they interact with each other.

Meals are prepared by other floors and delivered. With a double blind control, the prisoners preparing the meals are not aware as to who they are serving, to reduced foul play. If something is amiss, the Warden are able to determine the preparing prisoner.

Visitation: This is a privilege for well behaved prisoner, and may include conjugal visits.

Muster Out: See *Monroe Penitentiary in this section*.

Negligent injury: See *Medical & Health in the Details & Options section*.

Pardons: Convicted prisoners may only be pardoned by two thirds favorable vote of a House of Parliament. No single official may pardon a prisoner.

Parole: See *Probational Release in this section*.

Penal Classes: These are intensity levels of the crimes as set by the Judge during the initial Sentencing and subsequence process. Court Justices establish the entry **Penal Class Level** into **Monroe Penitentiary** (see separate section).

The classes begin as **Criminal Class Level-I**, often referred to as Class-I (PCL-I) crimes, though individual crimes are rated and specified differently. These classes are for sentencing and establishes the entry level of the criminal into holding at the *Monroe Penitentiary*.

See *Probational Release and Sentencing in this section*.

- Incarceration Class levels are in 2 parts; Facility (I to VII) and Duration (A, B or C). Depending on the sentencing the prisoner would be rated into one of those levels. As they progress from the more severe to less severe facilities, eventually mustering out, the Duration Class remains the same, stipulating the time in each. Say a prisoner is incarcerated as Level-V*B, and have not been extended for misbehavior, they will spend 30 seasons in the Class-II Facility. When completed, they would move to a Level-IV Facility for 24 seasons, then a Class III Facility for 18 seasons, class-XXIV an additional 12 seasons and 6 seasons in a Class-I Facility before mustering out, having a total time of 90 seasons, 22.5 years.
- Seasons may be added for improper behavior. Severe infraction of behavior may set the criminal to a higher penal Level.
- Privileges and holding condition are set by the classes. As the prisoner completes the duration of the level and review and parole to a lower level, they move to a facility of a lower level giving more privileges. This gives times for evaluation of prisoner and their disposition for re-enculturation.
- **Social Integration** (Cascadia's penal term for corrections) is the evaluation and progression through the **Penal Class Level** is the goal of the *Monroe Penitentiary*, and a form of *parole*. During the last month of each season, within the first 3 weeks, review boards (assembled from magistrates) evaluate the behavior of the prisoners, interviewing the top 10%, determining their progression. If deemed worthy, the review board with two thirds

agreement may allow prisoners, having good standing and been in the present level for no less than half the remaining time, to progress to the next Penal Class Level.

- This may bring about an early release of the prisoner, should they be found suitable to do so. Any remaining time on their Sentencing is a conditional release, and any other criminal at shall reinstate the full level of the prior Sentencing.
- Prisoners must retain progressive social integrity to expect release. Misbehavior, including fights, will add time to the sentencing, evaluated by *Magistrate*.
- As prisoners work through the levels, they would normally get to Level-I, and Muster out, rejoining the population.

~~~ Penal Classes ~~~

- **Penal Class Level-I*A/B/C** is applied to the least offensive of Cascadian incarceration crimes, having a 4/6/8 full seasons is common group living facility, much like apartments with 4-6 persons per unit. These units have common kitchens, where the prisoners prepare their own meal. They would also gain employment outside at the towns and work trains periods. There are controls with video-monitoring and curfews. This is also a final transition from higher criminal preparing for final release with the time here matching prior levels as decompression and acclimation progress for final transition to civil life. Mustering out is done the following season.
- **Penal Class Level-II*A/B/C** is a higher criminal offence and 8/12/6 full seasons (2/3/4 years). The facilities are similar to Level-I, though the prisoners are more limited in activities.
- **Penal Class Level-III*A/B/C** (12/18/24 full seasons) are for prisoners convicted of higher non-violent crimes where they have greater social dysfunction that could be shaped with some minor training. The facilities have multiple bed (2-4) units with common toilet for 2-4 units and open social areas, with outside gardens.
- **Penal Class Level-IV*A/B/C** (16/24/32 full seasons) is similar to Level-III with smaller social areas to limit the number of prisoners in any area for those who have been convicted of highest non-violent crimes.
- **Military Options:** Prisoners of non-violent criminal acts (class I-IV) incarceration who has spent no less than 3 full months at Monroe Penitentiary with good conduct may opt to enlist in the ground forces for the time of the incarceration sentence, with a minimum of 2 years. If so, any infractions within the service will return the person to Monroe for the remaining time of their incarceration, with the time in service as part of that time. They would also have a less than honorable discharge notation for such infractions, as well as facing military charges.
- **Penal Class Level-V*A/B/C** (20/30/40 full seasons) are for lowest levels of violent crime where the prisoner is shown not to be of malice and low violent nature.
- **Penal Class Level-VI*A/B/C** (24/36/48 full seasons) is a high restrictive facility for violent prisoners who have high chance of acting out. There are some group interaction.
- **Penal Class Level-VII*A/B/C** (28/42/56 full seasons) are the highest controlled facility with little interaction or contact between prisoners.

Penalty Fines: See *Violations Fines*.

Perjury: This is a serious concern for the justice system. Parliament decreed that any persons caught at perjuring themselves, will face the same criminal act at the one they lied about at a set higher in the *Penal Class Level* and be arrested for conviction.

Plea Bargaining: This practice is still a tool used to gain information about other criminal activity, even though *Parliament* tried to reduce. The practice was seen to released many criminals for information, causing untold future problems.

See *Arrest in this section for evidence collection*.

Power of attorney: As in the past, it becomes necessary for a person to give authority to another to handle their affairs in their absence or incapacitation. This still continues in *Cascadia*. The parties involved would file appropriate paperwork with the *Town Hall*. For advice, the citizens may go to the *Chancery Hall* or private attorney.

Probable Cause Entry: If there are obvious endangerment to persons, does not need warrants, and the officer must have credible rationale for such a decision. Any skirting around warrants is taken serious. Each time an officer enters a property without warrants, the officer shall file a report with the Magistrates without delay. Magistrates shall ensure the rights of the citizens are not abridged. Peacekeeping officers will be reviewed for such actions by magistrates.

Probational Release: There is no full *parole* release, per se. If the Wardens and Magistrates feel the prisoner has shown the ability to be sociably pleasant over a notable period of time, they may move to a lower *Penal Class* facility. This could lower incarceration duration.

Also see *Mustering Out in the Monroe Penitentiary entry of this section*.

- The remaining time of the higher level is placed on the lower level. When at the Level I facilities, the prisoner may be released, if they have shown cause to be no threat in civil life.

Police: *Sheriffs are the law enforcement body with Cascadia. Township constables and police help keep peace in their jurisdiction. These persons do not have arresting authority, though are able to detain persons for Sheriffs. See Constables in this section for details.*

Privileges within Penal System: See *Monroe Penitentiary section*.

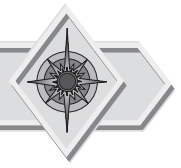
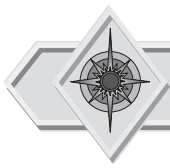
Questioning: See *interrogation in this section*.

Sentencing: The assessment of the criminal's debt to society and their acceptance of the act becomes a strong element in sentencing of crimes.

- If incarcerated (Third-Degree violation or higher) the accused are sentenced to a *Penal Class Level* that sets the duration at that level and are transferred to the *Monroe Penitentiary*.
- If the prisoner shows marked social behavior progression, they may be transferred to a lower *Penal Class Level* facility. This produces a layered parole evaluation system. For the most violent of these, this will still take many years and be of aged years. See *Parole Progression within the Monroe Penitentiary in this section*.
- Monetary **Debt to Society** for criminal offenders are set by the justices or juries, in relation to the Degree-Step level; based on 60% (a value evenly devisable by each Degree) of their *Average Declared Income (ADI)* times. That result is multiplied (x) by the Degree Step (1+), then divided (÷) by the Degree level (*First-Degree* though *Fifth-Degree*). Say the suspect has been convicted on Third-Degree Fraud with 2 prior conviction in other criminal acts. Proceeding added 2 Degree-Steps to the charges, for Third-Degree Step-4. With a *ADI* of C£37,000 time 60%, the base would be C£22,200. That amount multiplied by 4 for the Degree-Step C£88,800, then divided by the Third-Degree (3), making the Debt to C£29,600.
- The Justice or Jury may add discretionary *Degree-Steps* to

increase the *Debt to Society*, if the offence warrants such payment. These increases requires strict justification.

- The **Monetary Debt to Society** (fines) amount owed for the criminal act is paid as a **Government Loan** at the highest possible interest. The amount will be a multiple of the citizen's annual declared income depending on the act. Any settlement to victims are paid by the government and is 50% of the sentencing settlement, distributed to all victims. The remainder is placed into *Parliamental Digressionary Funds*.
- Monetary *Debt to Society* is distributed in 3 equal parts; one part to the *Ministry of Legal Affairs* and *Sheriff Commission* (with Marshall Corps, if they are involved) to help assist offsetting processing costs and compensate for false accusations. The third part goes to the *Parliamentary Discretionary Fund*, as a way for the population to gain compensation through projects that would arise from it.
- Violent criminals are held at the *Monroe Penitentiary* and begin their readjustment for eventual release. Monetary debt amount will also be set. The amount will be a multiple of the citizen's annual declared income depending on the act.
- Sentencing of convicted criminals will have a monetary value set with the intent of paying the debt to society and cover the costs of their arraignment and processing as well as other who were acquitted. Generally, it has been estimated that the return of the convicted penalty payments cover major portions of the legal costs by the government. **Violation Ticketing** tends to help with the rest.
- The sentencing is to the time of the review and parole, and parole is pending good behavior in the period of the time. Passing the review allows the prisoner to be transferred to the next lower level.
- **Incarceration Duration** is based on the multiples of seasons with the *Penal Class Level* value, guided by criminals Degree. Lower Degrees (*Third-Degree*). Say the conviction warranted *Penal Class-III* for second degree assault with blunt weapon, holding 12-24 full seasons, and the jury considered the rage of finding the victim – his brother – bedding his wife, established 14 seasons *Penal Class-III* as the duration of incarceration. The 14 Seasons for the duration with in the *Penal Class* times the level of *Penal Class* gives an entire incarceration duration of 42 Seasons (10.5 years).
- **Any Sentencing for assault**, loss of life or such would include a probational period of half the incarcerated time, where they may not possess a **Weapon** (see *Weapon in the Details & Options section*).



Settlements: Some monetary or other compensation for wrong done may be granted. Parliament has decreed Edicts controlling this practice. Some are shown here.

- No total of civil settlements for the quarter shall exceed 15% of the gross income of the individual or business for the quarter. Civil settlements will not be the destruction of a person or business in the short term. Continued settlements would tell the citizens of problems with the person or business.
- Injury, whether physical or mental is covered by the *Bureau of Health* and may not become a matter of civil complaint. If the *Bureau* finds that the injury was criminal, they will file the information with the Sheriffs, who shall begin and investigate to determine if charges are warranted and make arrests in such cases.
- Plaintiff gains justified settlement directly from the liable parties. Any unpaid amount of the settlement by the liable individual or business would be set as a government loan (attached to the *Civil Retirement-Insurance Fund*) from the *Civil Loans Commission* of the *Bureau of Civil Services* or ----- by the liable accruing the highest possible interest. In the situation of business, the loans are attached to the owners of the business in relation to their percentage (%) of shares within the company.

Sheriffs: This is the arresting authority of Cascadia. Sheriffs are monitored by the *Marshals* and *Justice Magistrates*. See *Sheriff in the Government Affairs section*.

Star Chamber Court: Though the name was taken from the English court of law functioning from 1487 to 1641, Cascadia made it the highest order of courts, having no resemblance, functioning beyond the *Former U.S. Supreme Court*. The *Cascadian Star Chamber Court* evaluates trends in legal matters, and decisions of the lower courts and how *Edicts* relate to decisions, guiding lower courts and suggesting alterations to Parliament.

Where *Justices* from the *U.S. Supreme Court* were nominated by one person with confirmation of the *Senate* – a politically charged endeavor – the selection of *Justices* within the *Star Chamber* arising from 9 separate regions lessons political wrangling from *Parliament* and the *Chief Executive Director*. Having 27 justices instead of 9, further restricts political influences, considering the amount of *Justices* that would have to be influenced in a specific direction.

- *Provincial High Courts* select one of their own to fill 3 seats at the *Star Chamber Court*, opening those positions to be filled in normal manner. This creates 27 *Star Chamber Justice Seats*, and are perpetual appointments.
- Being a safeguard element for the protection of civil liberties and personal rights, the *Justices* of this *Star Chamber* are not to become political pawns of social pressure as was seen in the selection of *Supreme Court* appointees in the *Former U.S.*
- Lessons from the 9 *Justice Supreme Court* of the *Former U.S.* shows how appointees from higher governance becomes pawns for social policies. Also, having only 9 *Justices* makes shaping political landscape a simple process by limited selections of just 1 or 2 of the *Justices*. With each of the 9 *Provinces* assigning 3 *Justices*, and the selection set at the *Province* level, national officials have very limited political influence or direct manipulation.
- The integrity of the *Star Chamber* for the citizen's confidence is important. To ensure the confidence of the people, the 3 *Justices* for each 9 *Province* are listed on each of the main 4-year election ballots, with each elector having the ability to declare their **confidence or lack of confidence for each of the 3 Justices** of their *Province*. If a *Justice* gains 2/3rd "Non-Confident," during any of the elections are suspended immediately and replaced in normal manner.
- *Parliament* – at 2/3rd majority of all 3 *Houses* – may deem a *Star Chamber Justice* as unfit. *Parliament* does not make appointments and the *Senators* may be sanctioned by *Châtelain's* for interfering with due process. If found unfit, the *Justice* is

immediately suspended from decision making and a replacement would be selected in the normal manner.

- This institute is not an appellate court, though if the justices feel lower court decisions sets a precedent that would cause legal problems, damaging civil liberties and equality, they may take action. In doing so, they would be giving strong guidance to lower courts, ensuring future proper handling of decisions, and such corrections would reflect on personal records.
- **Validating Edicts from Parliament or the People** is the prevailing function of the *Star Chamber Court* (acting as the Supreme Court of the *Former U.S.*) bringing continuity to *Edicts*, ensuring new *Edicts* do not undermine or distort prior *Edicts* – or deplete the liberties of citizens and the rights of people, especially those associated with lesser groups. To find an *Edict* inappropriate, the number of seated justices within the *Star Chamber Court* rejecting the *Edict* would need the same percentage as *Parliament* would need to pass the *Edict* in the first place (i.e.; *High Edict* would have needed 80% of *Parliament* to pass, so 80% of the 27 seats have to agree that the *Edict* is inappropriate). If appropriate number of seats within the *Star Chamber Court* finds the *Edicts* inappropriate, the *Edict* would be stricken and found unjust. As with *Parliament*, the *Edict* is removed completely, if found invalid in any part.
- May set **settlement limits** from the government, halting escalations.
- The *Star chamber* shall settle any **Conflict of Interest** related to the conduct of *Senators*, as well as *Ministers* of the agencies. This entity also ensures the conduct of the *Judges* and *Magistrates* within the *Bureau of Legal Affairs*, and has the right to dismiss a *Justice* (even with in the *Star Chamber*) for improper behavior. To dismiss a *Justice*, 18 of the *Star Chamber Justices* have to agree the *Justice* was grievously inappropriate.
- Justices of the *Star Chamber* appoint a **Châtelain** (or *Deputy Châtelain*) to each of the 3 *Parliament Houses* in the same manner that *Parliament* selects the *Chief Executive Director*.
- *Star Chamber Justices* have shared **Impeachment** authority for *Senators* and the *Chief Executive Director*. See *Parliament in this section for details*. *Star Chamber Justices* may find *Senators* or *Chief Executive Director* grievously inappropriate and remove them from *Parliament* with 22 *Justices* (80%) agreement. *Parliament* may also find a *Justice* unfit at an 80% agreement in all 3 houses (22 of the 27 seats in each House), suspending the *Justice* for re-selection in normal means.
- **Citizen Confidence Petition of a Justice** (*Star Chamber* on down) may be initiated by any citizen of the *Province* or *County/ Shire* they live in, requiring 15% voter signatures to go on the ballot of the next normal election. If 2/3rd electoral majorities see the *Justice* unfit, the *Justice* is suspended and a replacement is selected in normal means.
- The *Justices* of the *Star Chamber* **overseas resolution of elections and procedures**, and moderates disputes. See *The Election in the Details & Options section*.
- This court **investigates improper handling of classified materials** of any agency when misconduct, conspiracies and corruptions may have taken place. Any government pensionary may express such behaviors as seen without fear of repercussions.
- The *Chief Executive Director* may appeal to the *Star Chamber Court* to guide discussions of *Edict* to *Parliament*.

States Evidence: See arrest in this section.

Suspect Holding Center: After the magistrate validates the arrest of the suspect, they are transferred to the *Holding Center* next to the count house awaiting hearing, trial and conviction or acquittal.

If the suspect is found guilty of the crime, the suspect becomes a prisoner and transferred to the *Monroe Penitentiary* (see separate section), where they will begin their rehabilitation, or more rarely, execution.

Ticketing: See *Violation Fines & Ticketing* in this section.

Trials: Suspects are held within the *Suspect Holding Center* attached to the *County Courthouse* where all trials within the county are held. All Cascadia's legal matters fall under the Ministry of Legal Affairs, with the Sheriffs as the arresting authority, magistrates as the validating authority of the arrests, the county courts as the hearing and conviction avenues with provincial and national courts handling appeals.

Also see *arrest* in this section for evidence processing.

- Trial for crimes against the nation are handled at the *National Lower Courts*, the *National High Court* as appealing avenue.
- All trial are heard by 3 justices randomly selected for the case. For a conviction in non-death sentence trial, 2 or 3 justices have to agree. If there is a jury involved, 8 of the 12 also have to agree for the conviction. See *Death Sentencing* in this section.

Turning State Evidence: See *arrest* in this section.

Violation Fines & Ticketing: Many offences decreed by Parliament are handled by ticketing, including traffic violations (see *Driving in the Details & Options* section), and vulgar behavior. See *Criminal Act* in this entry for violations. All such ticketing is rated by offender's income. Ticket fees are filed as a *Government Loan* at the highest possible interest.

Tickets are designated into *Ratings*. A Rate-1 ticket is the least offensive and set at 1% the seasonal income of the violating citizen, based on the *Average Declared Income*, Rate-2 is 2%, Rate-3 is 3%, and so on.

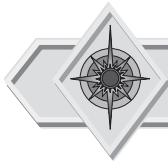
- All ***traffic violations*** is considered reckless driving, and are Rate-2+ violations. The 3rd and 4th traffic violations within 2 years, is a Rate-5 violation. The 5th and 6th violations within 4 years. ***Speeding*** from 5-10 mph over the limit is a Rate-2, up to 15 mph hour over is Rate-3, up to 20 mph hour over is Rate-4, etc. Each traffic violation class is a number of penalty points, and accumulating 12 within 7 years, holds a *Pending Suspension* the drivers licence.
- ***Pending Suspension of driver's license*** holds a 3 week grace where the citizen is required to attend 6 hours of *Driver Awareness Seminars*, 2 hours per week in order to retain the license. In addition, while over 11 point penalties, they must also attend a 2 hour seminar each month. All of these seminars are at C\$15.00, not the normal C\$6.00. While taking these seminars, 2 points would be reduced each season. As long as the driver is attending the seminars, their privilege to drive is not revoked. If they fail to attend the number of appropriate seminars, their license would be revoked for 6 full seasons, at which time, retesting is required to obtain the license back.
- ***Vehicle maintenance*** issues will have a warning with a 15 day to rectify and have inspected at a vehicle inspection station. Failure to comply will result in a fee of a Rate-1 Ticket.
- ***Parking violations*** is a Rate-1 for the first 5 within 3 years, Rate-2 for 6-10 within 3 years, Rate with of 11-15, etc. Tickets are placed on the vehicle and set with the Retirement-Insurance Fund as a loan, with the post notification in the twice a years mailing.
- ***Littering*** is a ticketing offense, and violators gain a class-1 fine and 3 hours cleaning detail in the neighborhood. A second offense within 7 years is treated as class-2 violation, 3 violation would be a class-3, etc.
- ***Pet registration fines*** are applied to urban/suburban pets as Rate-1 for 1-2 pets, Rate-2 for 3+ pets, when found that they are not registered. This applies to dogs, cats, rodents, reptiles and exotic animals. Fish are exempt. Rural pets are not

registered, though the owners are still responsible for the care and discipline. Improper care is considered animal abuse and subject to prosecution.

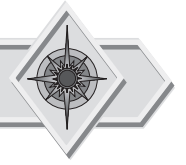
- In lieu of monetary payment for fines & ticketing, the citizen may conduct 3 hours of community cleaning per Rating. For a Rating-3 fine, 9 hours of community cleaning may be done instead. This is not the same as seminars.
- To curtail citizen harassment from legal officers, or unspoken quota rates, magistrates will gain ticketing data from the Sheriffs (which shall include Constable warning figures). That data would be correlated with the data from overturned ticketing to view trends, and Sheriff officers shall be informed of such trends and possible harassment tendencies.
- To provide a positive application to citizen relations with the Sheriffs, each Sheriff is expected to issue ***Positive Citations*** to courteous citizens, whether representing their driving or other behaviors when viewed. Patrol vehicles are outfitted with green lights used with the caution amber lights to present that positive presentation to others (as opposed to the red-blue lights used for negative citations). No citation shall show favoritism, and would be tracked to ensure equitable treatment. These positive citations could be redeemed for entertainment tickets, such as movies, concerts, etc. This will not counter other ticketing violations that may have occurred.

Wardens: See *Justice Magistrates & Wardens* in the section for those monitoring the legal justice process with the Magistrates. See *Monroe penitentiary* for Prison Wardens.

Witnesses: See *arrest* in this section.



Earth Fall ~ Cascadia



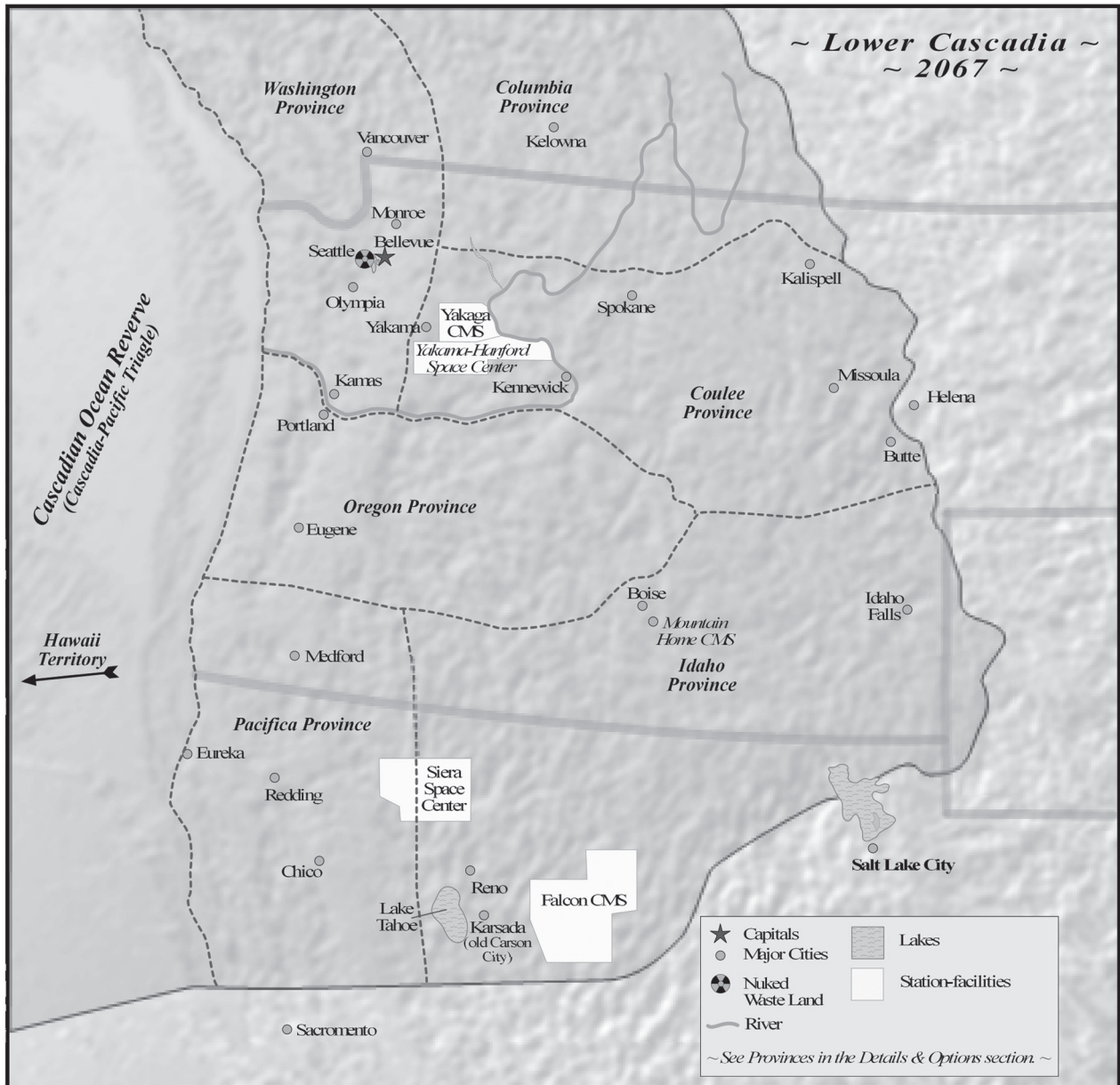
Maps ~ 2067

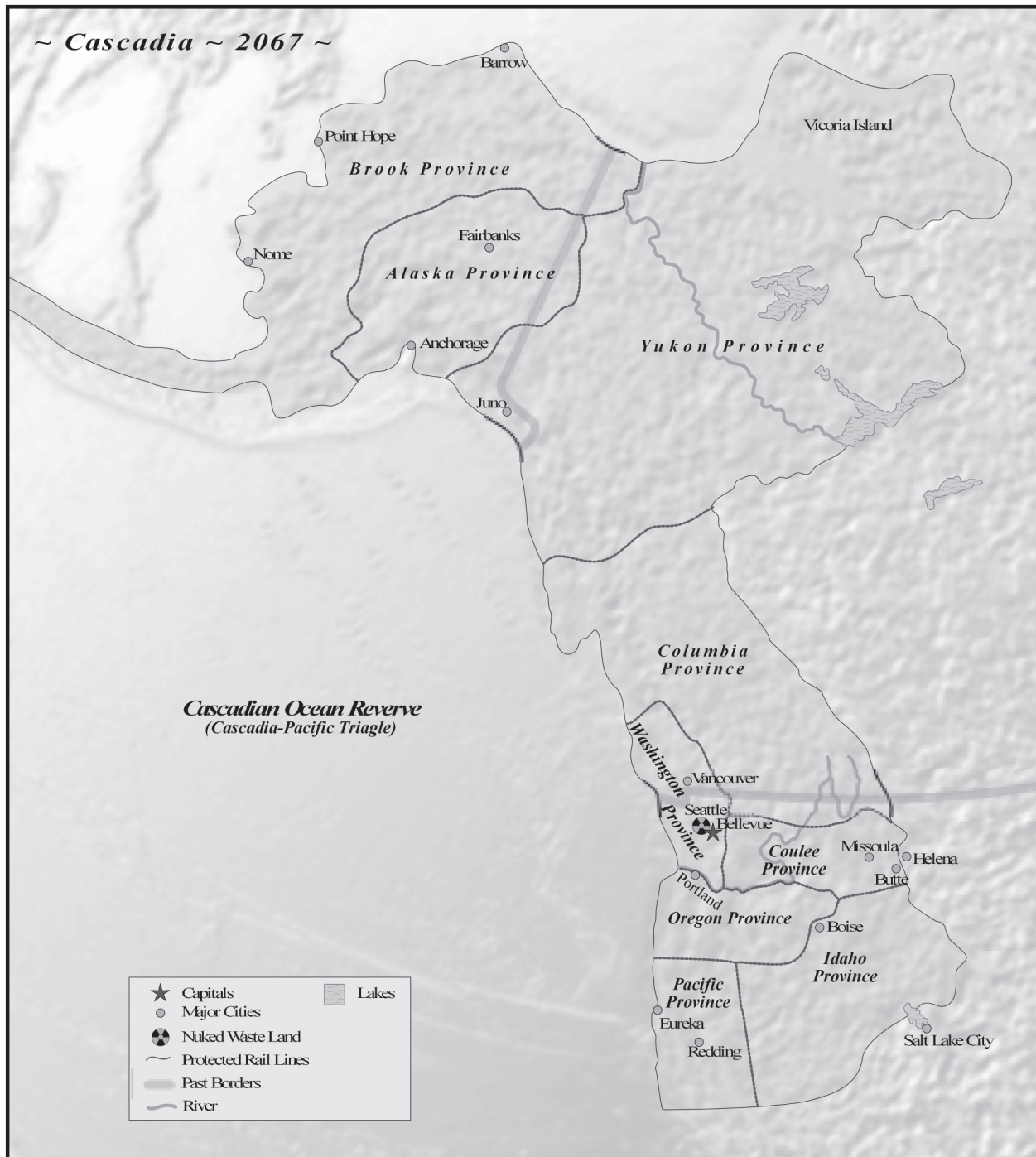
Cascadia grew from a growing confusion. So did the maps.

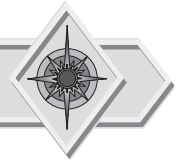
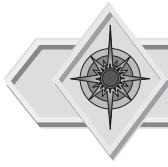
Lower Cascadia Map: Consisting of southern Columbia, Coulee, Washington, Oregon, Pacifica and Idaho provinces.

Full Cascadia Map: Consisting of what has become known as Upper and Lower Cascade and the 9 *Provinces*.

Upper Cascadia: Due to the sparse population, there is no map shown here for upper Cascadia, which does have more physical land, though much lower population density and fewer cities.







Martial Affairs

Cascadian Armed Forces (presented separately in this section) are a series of legions and fleets within the *Ministry of Martial Affairs* serving to the protection of the nation from foreign aggressors and supplementing domestic stability.

See *Hierarchy in the Details & Options* section for the nation executive structure. The *Structure* entry of this section has the overall command chain of the Ministry.

- Militant activities and operations of this ministry is overseen by the **National Defence Commission** (see *Government Agency* section).
- The Ministry gained control of most of the Pacific fleet of the Former U.S. Nuclear arsenal was acquired as well.
- Foreign national may serve within the military as part of the *Cascadian Foreign Marines*.
- Military personel who are combat ready are **Militant Personel** or just **Militant**, wearing the uniform. **Civil Pentionary Staffers** fill positions at martial stations/bases as “*Continuity Personel*” to hold long term information of the location, preventing brain drain (local history and knowledge) effect do to assignment rotations of *Militant Personel*. Civil Staffers would be evacuated during viable threats.
- Militant’s pay is base on rank. They also gain credit to their *Civil Retirement-Insurance Fund*, so to gain more Z-Week credit for their service to the protection of Cascadia.
- *Provincial/Civil Militias* supplement martial affairs for defense of the nation within the Provinces, as well as protecting civil liberties.

Accademy: See *Forces Accademy* in this section.

Air Force: See *Sky Force* in this section.

Alert status: There are several Martial-Civil Alert Status as shown here. Civil and military actions would apply based on situation.

- Ø **Marshall/Civil Alert-Green Alpha-I:** Cascadia is without threat or tensions globally, internally or off world.
- Ø **Marshall/Civil Alert Orange-I:** Possible threat.
- Ø **Marshall/Civil Alert Orange-II:** Probable threat.
- Ø **Marshall/Civil Alert Red I/II/III:** Active conventional threat. The higher the number, the more severe and widespread the threat.
- Ø **Marshall/civilAlert Black I/II/III:** Active nuclear/biological/chemical threat. The higher the number, the more severe and widespread the threat.

Assault Strategies: Cascadia gianed a militant reputation, a nation not to cross. There is a general distrust from other nations, but one thing is certain; Cascadia takes action when threaten and there is no negotiation. Crossing these people bring military action. The *Central States Homestead Republic* found that in February 2043 after the destruction of Seattle.

Depending on the threat, the Cascadians have a wide variety of responses from rapid covert strikes to full intergrated assaults. This people won’t mince the meaning of the attack, hense the Ministry of Martial Affairs and not the Department of Deffence from the *Former U.S.* If threatened, there will be military action after confermation of who was the aggressor.

The *National Intelligence Commission* is aware that many entities would like to see Cascadia stike one of their enemies and have attempted to stir responses to other locations.

The following are general actions that may occur in response to comfermation of agressors. How much is done depends of the threat

and the need to iliminate it.

Also see *Stratigic Release* in this section.

- » **Commando Teams** may be deployed to distroy specific targets.
- » **Tactical bombardment**, sea, air or orbit to soften combat zones, with bombs, bomblets, microwave lazars, etc.
- » The **Cascadian Foreign Rangers** may be sent to removed, illimination or control of hard targets, most often shore assaults where high losses are expected.
- » **Ranger** units may be dropped to locations to seize control of ports (*Naval Rangers*), air fields (*Sky Rangers*), facilities or areas (*Ground Rangers*) to gain **foothold position** for larger forces.
- » Shore landings by **Naval Marines** would take place when a beach foothold is needed. Often this is in coordination with other forces and a stage to full invasion.
- » The main **Ground Force Armies** would advance to control the region and suppress enemies with assualt soldiers, mech-units, armor and artillery. They will gain tactical/stratigical support from the other Forces as needed.

Assets: The Ministry has a multitude of weapons, crafts, vessels, equipment and supplies to achieve their goals. Much of the assets are manufactured within Cascadian civil factories to keep costs down, though some are from private companies.

Assets manufacturing is conducted by the *Martial Production & Acquisition Commission* of the Ministry of Martial Affairs. Production facilities are attached to military bases for the production of assets as well as protection of the facility.

- ▷ **PCM-8171:** Personel drop cruise missile enabling enable the insertion of an agent and gear (235 pounds) to a location, having a range of 530 miles at 480 mph. Semi-autominous flight (dropped from aircraft or airship, or launched from a sea vessel), the agent would fly to the drop zone at around 220 mph. After deploying the agent, the craft may continue to a pickup point (deploying a chute) or be equipped with a small warhead to hit a target after agent-drop. Often, Commandos Teams are deployed in these crafts and a group with separate crafts to carry more gear under slave control of agents in other crafts. These missiles may drop supplies into sensitive zone.
- ▷ **GSMB-304:** Boeing assembled medium scramjet bomber reassembling the XB-70 test craft of the 1960s, going into production in February 2047. By 2067, the E1 version was the latest upgrade. Four internal scram engines under the delta wing gives a high speed and altitude of 106,000 mph at 104,000’ (20 miles) altitude. Retractable delta canards enhance maneuvering at low speeds.
- ▷ **GSHB-701:** Boeing assembled heavy scramjet bomber, a larger version of the GSMB-304, going into production in October 2049. By 2067, the C7 version was the latest upgrade. Four internal scram engines gives a high speed and altitude of 13,500 mph at 92,000’ (17 miles) altitude.
- ▷ The **B-2 Spirit Stealth Bomber** and **F-117 Nighthawk Stealth Fighter** continued production with several upgrades. The B-2 is able to diploy the **Massive Ordnance Penetrator** (conventional 30,000+ pound deep bunker buster strike weapon).
- ▷ Several **B-1 Lancer** bombers are still in service in 2067.
- ▷ Introduced in 2013 and going in production in 2014, the **B-3 Poltergeists** medium-range scram stealth bomber, having a wedge-shaped F-117 appearance, with a high altitude extreme long-range aircraft able to deploy a variety of ordinances, a specifically precision autonomous guided missiles with conventional or nuclear warheads. This aircraft was able to launch most of its ordinance at 60,000 feet and at Mach 1.67.

Assets (cont.):

▷ **AH-A2** is a high altitude medium airship/derigable capable of a variety of uses, including surveillance/tactical control, missile launching, microwave laser gunboat, etc. The craft 638' in length has a max operational altitude of 49,000'

▷ **STA-33:** A Sea Tactical Assault Gun Ship, a fast hydrofoil weapon platform for shore assault support capable of having machinegun, missile launcher, repeater canons, microwave lasers, etc.

▷ **PQR-304:** Dual-munition heavy assault rifle with rapid fire personal rounds and explosive rounds for heavy assault. The weapon is weighty, expecting a soldier to be wearing an *Augmented Assault Suit*.

▷ **Augmented Assault Suits:** A variety of outfits have been produced for soldiers to give them added strength and maneuverability, even short range jet lifting devices. Most have self-contained atmosphere respirators.

▷ **Modular Mobile Strategic Platforms** are "*Strategic Islands*" to allow for marshaling of resources out at sea for strategic application. Such self-propelled platforms (11 knots full speed) are able to function independently or interconnect for larger staging, enabling porting of ships, landing and launching of air vehicles, etc. They range in size from 2200-4600 feet in length and roughly 1/3rd the width, the larger allowing tactical landing of C-120 class aircraft.

The columns are able to hold the deck stable in hurricane-2 category conditions. In higher winds, the flight deck would normally not be used.

Linking 2 platforms or more together allow for longer runways or broader staging areas. During major operations, a chain of "*Strategic Islands*" would be used to maneuver materials and personnel across oceans.

These Platforms evolved from the *USS Lexington-Concord*, the first airfield porting vessel that was patterned after semisubmersible vessels used for drilling rigs and heavy lift cranes. Submerged ballast pontoons with support columns for the deck create a relatively stable platform. The first Cascadian Platform (CSP-A101, CSP-Hercules-I) was built in 2042, with the next in 2048. Several had been created after that, the eleventh setting out to sea in 2066 (2 other Hercules series, then Mermaid-I, CSP-B101, B102, etc.). The next is due in 2069, with another in 2073 (Mermaid-VIII/IX, CSP-B108/B109).

On the top deck, a variety of tilt-jet, tilt-rotor and vertical lift module-crafts would be interconnected for a variety of operations, housing, etc. Below deck vessels may also function with the platform. If under attack, the platform may be evacuated within short order (90-120 seconds), scattering resources to prevent total losses. Air and sea defense systems are available to protect the platforms.

▷ **Thor's Hammer Ballistic Darts** are contained within orbiting satellites contains tempered alloy 15 foot kinetic bombardment darts that are propelled with short duration rocket engine and initial guidance to target. The effects of each dart is equivalent to 40 kiloton explosive device, leaving no radioactive materials.

Awards: See *Commendations* in this section.

Bases/Stations: Scattered around Cascadia are assorted bases, most call *Stations*, for all the services. All stations are joint-force bases since they are integrated more than militaries of the past. A few of the Stations are show here.

- **Cascadia Martial Stations (CMS)** will be will have commanders and staff to maintain the facility. Their rank will depend on the size and function of the station. Ground bases may have up to a kernel (O-9 and parent, where other forces are up to their Commodore rank (O-7). This difference is due to the usual even greater size and number of personnel on

ground forces stationed.

- Each station has a **Station Ministration Center (SMC)**, more often spoken as "Smack"), holding the station commander office and staff, public affairs, **Personnel Administration Office (PAO)**.
- Scattered around Cascadia and overseas are at and assorted Marshall and single response centers, designated by the base name and land-based (including airfields and parent bracket name and bracket ground city gal. Name scratch that bracket name bracket able Citadel for seaports and bracket name and bracket stellar Citadel orbiting at interplanetary, interstellar (future). Cases are used as general reinforcement.

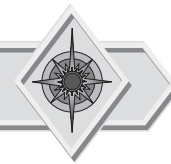
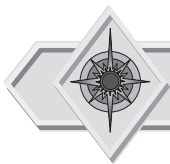
* * *

- ✧ **Colton CMS**, located south of Colton (about 32 miles south of Portland, Oregon Province), is primarily a training base Ground Martial units. It is also the location of the *Colton Mint & Currency Researve Center* (See *Currency in the Details & Option section*), all being built together since 2031.
- ✧ **Fort Simpleton, Fort Norman, Fort Good Hope** and **Fort McPanton** along the MacKenzie River in the *Yukon Province*, all becoming *CMSs*, grew with the population and importance, as the regional weather became less harsh with the warmer global temperatures, notably in the north.
- ✧ **Yakama CMS** is adjacent to the **Yakama Stellar Center** and conduct a variety of functions, including ensuring the protection of the Stellar Center.
- ✧ **Falcon CMS** (east of *Reno* and *Karsada*) maintains the naval test range from before, having absorbed *Walker River Reservation*. *Walker Lake* is used for some of the tests.
- ✧ **Warm Springs CMS**, north-central Oregon, was developed on land fully purchased from the tribe for a multiuse base for the Ministry of Martial Affairs. This very large base, is part of the cascade mountain range with more rugged area for intense training. The **Commandos** and **Rangers** have training units on this base. It's close proximity to *Colton* enables it to respond to threats at the currency reserve. **War prisoners compound** is maintained on the base, though in 2067, there are few present from previous conflicts. See *where prisoners in this section*. The **1391st Military Police Company** function on the base. See *Unit Designation and ground forces in this section*.
- ✧ **McCord-Lewis CMS**, between Olympia and Tacoma, fully combined old McCord AFB and Fort Lewis, to create this multi-purpose station.
- ✧ The **Monroe CMS** is a special forces training facility and is for support of the penitentiary. See *separate entry*.

Basic Training: All militant enlisted attend 3 separate basic training bases (*Stage-I* through *Stage-III Martial Enculturation Center, MEC-I* to *MEC-III*) for 4 weeks each upon their enlistment.

- During their time at the centers, they are simply referred to as Recruits, and does not wear rank nor are considered E-1 yet.
- Exercises of exercises are built in general relations relative; marches class jobs, obstacle courses, swimming, diving in. (with/without fire input and parent.
- 12 week training includes team coordinations, fire fighting, Hancock hand-to-hand combat, weapon training, field operations, physical/operations security, legal affairs, etc.
- All new officers spend 3 weeks at the *Stage-III Martial Enculturation Center*, observing the training.

Benefits: See *pay & Benefits*.



Border-Coastal Protection: Every nation has the need to defend their sovereignty. Cascadia does so with the Marshals, Sheriffs, Naval Forces, Ground Forces and Ministry of Foreign Relations, as well as other agencies. See Border-Coastal Continuity in the Government Affairs section.

- **Marshals** ensure legal compliance, functioning with the *Foreign Trade Commission (Ministry of Foreign Relations)*.
- **Sheriffs** inshore edicts are enforced.
- **Naval Force** has the **Coastal Protection Corps** to ensure compliance of vessels within Cascadia and waters, as well as **Search & Rescue**.
- **Ground Force** maintain the **Border Protection Corps**, ensuring sovereignty of the nation is respected. They may be tasked with **Search & Research** in the areas.

Branches: See *Forces and Struction* in this section.

Career specialties: Enlisted and Warent Militant of the Marshall Forces have **Field Career Specialties (FCS)** they function within the unit.

Also see *Promotions*.

- **Mechanical Fields** are M with 3 numbers; M101-M999.
- **Technical Field** beyond *Mechanic* is that starts with a T and has 3 numbers; T101-T999.
- **Construction** (including engineering) are C101-C999.
- Dedicated **Assault Combat** fields are A101 (general infantry) to A999.
- To each *Specialty Classification* is a knowledge level of 0 to 9, with 0 be in entry level before initial training and testing and the 9 being the most experienced. As a militant advances in knowledge, completely examinations from the first knowledge level (xxxx-1, with xxxx being the Specialty Classification), 0 goes to 1. As the militant advances in the exams, the number goes up. Higher ranks require scific skill knowledge in the specialties.
- Cross training into another field, or holding 2+ fields, the militant's rank is based on the highest field achieved, as long as the other requirements are met.

Cascadian Foreign Rangers: Any foreign national wishing to leave their prior life, leaving no ties, having few questions asked of their prior life, may join the *Cascadian Forneign Rangers*—patterned after the *French Foreign Legion*—a corps with the *Cascadian Navy* and all members are subject to the regulations of the Navy.

- **Officers** are regular naval officers and not *Foreign Rangers*, though they may have been. The *Foreign Rangers* is commanded by the **Foreign Rangers Comandant**, under the *Bremerton Naval Admiral*.
- *Foreign Rangers* enlisted rank in the same manner as full *Cascadian Marines*. After their initial 6 year enlistement, Foreign Marines may apply to the regular *Marine Rangers* as a citizen of Cascadia, and would be available to applying for officer training.
- The **Foreign Rangers** is headquartered at ---, -- miles --- of Bremerton Naval Station in Washington Province.
- Their main training camp is Rilea Naval Station. Formally *Camp Rilea Heleport*, near Warrenton, this becam the main training station for the *Cascadia Foreign Marine Corps* (see *Ministry of matial Affairs*) where all foreign nationals accepted in the Corps go through the initial training and evaluation.
- While in service, the marine does pay into the *Civil Retirement-Insurance Fund* and once a full citizen, they have full access to it.

* * *

Requirements: There are a few prerequisite for entering the *Foreign Marine Corps*. New recruits must be male, between 17 and 40 years of age and possess a valid official identity card. They must be able to arrive a *Foreign Marine Station* on their own, be physically fit, intellectually competent (Int-45 or higher), pass a pychological evaluation, be accepting of any assignment given by the officers,

Cascadian Foreign Rangers (cont.):

The recruit does not need to know the English language, though must be willing to learn it as they progress through their training and career within the corps. The corps has relative patients with the recruit.

While in the *Corps*, a *Foreign Marine* is the remain single. This is not a query of the *Corps*, and the status is automatically recorded as single, even if there is a wife somewhere. The *Corps* will not give support and the marine may not expect considerations for her or for any children.

Since many who join the *Corps* are trying to reconstruct a life and has a desire to change their name for that purpose, all recruits are giving new names by the choosing of the *Corps*. This places all recruits on equal status, no matter their background. After the initial interview by the entry officer and the background check of felonies that may not be ignored, no question of the past will be asked.

All information of the original identity is kept by the *Corps* in a sealed record. Only the *Foreign Marine Commandant's* office has access to those records.

Though the *French Foreign Legion* allows reverting back to the original name, Cascadia Foreign does not. If after the 6 years, to become a citizen of Cascadia as a civilian or enter another Cascadia martial branch or return to their home of origin, they may revert back to their original identity. If they choose to remain in the *Foreign Marine Corps*, and around 58% do, they retain the new name.

If deemed unsuited, the candidate given restored to the civilian status and identity with not financial compensation beyond their pay in service. This also occurs if the recruit is unable to complete the training and is found guilty of minor infractions that could not be corrected. Major infractions are criminal acts with the *Corps* and are dealt with accordingly.

Career Path: Initial enlistment is for 6 years.

Chaplain-Counselors: See *Morale & Recreation*.

Civil Marine Commission: The mission of this Commission is to support the Cascadia foreign sea trade, the civil Marine commission works with the martial affairs to provide services and protection. *Civil Marines* (similar to historical and present *Merchant Marines*) provides defense for private vessels, falling under the Cascadian *Civil Marine Commission* authority.

- Civil Marine Forces hold the same rank structure as Cascadia Naval Forces, though are not part of the that Force, and there funding is fully supported by the trades levies and fees for "*Ship-Board Presents*."
- **Private Security Forces** may function with this Commission. See *separate entry*. These forces may gain specialty training as indicated in the details there.
- Cascadia maintains a series of **Sailing Ports** that roam the Pacific providing services for Cascadian, allied and trade nation vessels. Several sailing parts are maintained that serve as floating platforms that sail under mast around the Pacific, providing a venue for refueling, repair and restocking of ships. These patient reports are in our large and in excess of 3000 feet across with a variety of funds, mass salt provides a means to propel sales provides a means to promote of propulsion at a steady Gordis for tonight not and 7000 feet long a variety of defenses on board include missile launch missile launchers, torpedoes, missile defense, gun cannon batteries, and heavy artillery towards. Martial Affairs fleets provides protection.

Civil Pensionary Staffers: Non-militant personnel attached to units as continuity liaison function to retain local information as militants rotate duty stations. With considerable loss of knowledge from rotation of military personnel, these persons help retain such knowledge. During combat situations, these personnel are evacuated immediately.

Civil Service: See *Legion Civil Support* in this section.

Civil Support Staff: These are any of the civilian personal with the *Ministry of Martial Affairs* and are noncombatants, with a variety of purposes. In any situations where conflict is inevitable, most all civil support will be evacuated.

- **Continuity Specialist** are the civil support personnel who have longevity at a station to continue the knowledge as the military personal rotate through. Due to the nature of any military, soldiers, seamen, airmen and spacemen tend to move often, taking a certain amount of information with them. This has is strong benefits, but one of the few drawback is the loss of information at any particular local. *Continuity Specialists* helps alleviate this situation by remaining in the location, having the same function in a technical fields where the information would be critical. They are effective of officer rank in that they will not be task for lesser jobs and will have an officer equivalent pay scale.

Classification/Clearances: See *Classifications in the Government Affairs* section.

Coastal Protection: See *Border-Coastal Protection* in this section.

Code of Matial Affairs: See *Legal Matters* in this area.

Combat Bonus: Any militant personnel deployed to a zone of conflict as combatants receives 50% pay bonus for the dangers of the assignment.

Also see *Martial Disability & Death Considerations* in the section.

Command Intelligence: Intelligence officer is often attached to a unit to collect information and advise on missions.

Commands: These are the function breakdowns of the Marshall the Ministry of martial affairs.

See *Global Monitoring-Control Centers and Structure* in this section.

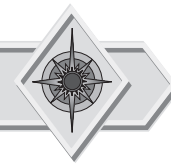
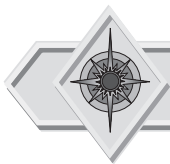
- **Executive Coordinator** appointed by the *National Defense Commission Counsel* for each of the Commands, oversee the Command of each of the 4 forces and assists Mission Commanders with deployment and management of assets, working.

Commandoes: Small *Special Assault Teams*, usually function with 8-16 *Commando Agents*, are intended for covert destruction of enemy assets, retrieval or illimination of persons and related operations.

Commandos: Strike force teams assembled for special operations under the Corvert Operations Command. These are kept small and and extremely mobile for rapid trikes.

Also see *Rangers*, .

- **Marine Commandos** function with the Naval Force for special operation related to sea assaults.
- **Air Raiders** specialize in gaining control of enemy airfields. Combat controllers reflecting combat controllers of the former United States dates Air Force.



Commendations: Most all services give recognition for superior service and courage to their military personnel. Cascadia adapted this practice as well.

- Additional awards of the same type are indicated with bronze Roman numerals (e.g.; Having 8 years of unblemished service would gain the Merit Ribbon 4 times, and would be displayed with a bronze IV on the ribbon).

* * *

- ❑ **Silver Star of Valor** is the highest commendation in the Forces, and is comparable to the Medal of Honor for the Former U.S., awarded for heroic action under fire when saving the lives of others at considerable risk of life. When worn, all military personnel, including officers, generals and marshals must salute the bear in respect. This star (9-point) is either worn on a ribbon around the neck, or is class at the front caller, covering the first button.
- ❑ **Bronze Star of Valor** is the second highest commendation in the Forces, and is awarded for heroic action under fire during considerable risk to accomplish objectives above and beyond expectations. This star (if this Silver Star of Valor is not present, and has 7 points) is either worn on a ribbon around the neck, or is class at the front caller, covering the first button.
- ❑ **Meritorious Service Award** is given for considerable excellence of performance in combat. *Aka Order of Heroism.*
- ❑ **Distinguished Service Medal** is given for superior, honorable service to the nation.
- ❑ **Commendation Award** is given for superior service to the nation.
- ❑ **Monroe Ribbon of Necessity** is awarded for special forces personnel who participated in an actual execution at Monroe penitentiary. *See Monroe Air-Ground Forces Station.*
- ❑ **Service Purple Heart** is obtained by military personnel wounded in combat.

- ❑ **Defense Medal** is presented as recognition for up to 2 seasons of combat zone duty.
- ❑ **Special Mission Awards** would be issued for her militant sent on dangerous missions with expectations of heavy casualties.
- ❑ **Legion of Honor** granted to those taking part in large-scale assault missions.
- ❑ **Conspicuous Gallantry Citation** is presented for superior conduct befitting the *Ministry of Martial Affairs.*
- ❑ **Prisoner of War Medal** is presented to those who have been captured by the enemy. Additional recognition is made for each full 2 seasons after the first 2 seasons. **Prisoner Escape Star** is added to the Prisoner of War Medal for escaping as a POW.
- ❑ **Pyramid Distinction Award** is presented for superior leadership.
- ❑ **Joint Service Ribbon** is given for assignments associated with foreign nationals. Additional ribbons are given for each 3 seasons over the 1st 3 seasons.
- ❑ **Campaign Ribbons** are given for service within a specific theater of operation. By 2067, there were several of these campaigns, including India Defense (--- through --- ce), Indonesia Defense (---), Chinese Blockade (---) etc.
- ❑ **Unit Citations** is presented for special recognition within the unit.
- ❑ **Outstanding Service Medal** is issues for each 3 years of unblemished duty.
- ❑ **Humanitarian Service Award** is for exceptional acts of duty to the aid of people in desperation.
- ❑ **Civil Recognition Award** is presented for respected activities to the service of public support above expectations.
- ❑ **Disaster Response Ribbon** is given to militants responding during disasters where their performance was critical in saving lives.
- ❑ **Marksmanship** is for each weapon system type (rifle, pistol, mortar, grenades, etc.).

Commendations Roll List

Start with 1D6; one set of rolls represent about 2 years of service.

- 1) **Markmanship:** "A" roll of suitable skill [1 Commendation Point each]. ~>2D6
- 2) **Disaster Responce Ribbon:** 1/2 Wis [1 Commendation Point each] Granted for 3 years of untarnish duty to the service. ~>2D10
- 3) **Civil Recognition Award:** 1/3rd Int [1 Commendation Point each]. ~>2D6
- 4) **Humanitarian Sevice Medal:** 1/3rd Wis [1 Commendation Point each] Issued to those who distinguished themselfe in such service. ~>2D10
- 5) **Outstanding Service Medal:** 1/3rd Int and 1/2 Wis [2 Commendation Points each]. ~>2D8
- 6) **Unit Citation:** 1/2 Luck [1 Commendation Point each] Worn by the assign to the unit when the unit was commended to action/ duty. ~>2D10
- 7) **Campaign Medal:** 1/3rd Courage [2 Commendation Points each] Granted to any character who sees combat action. Not all in combat fields actually see action. ~>2D10
- 8) **Joint Service Medal:** 1/3rd Luck [2 Commendation Points each] ~>2D10
- 9) **Pyramis Distinction Medal:** 1/3rd Courage and 1/3rd Wis [2 Commendation Points each] For service to the direct defence of the nation for a year or longer.

~>2D10

- 10) **Joint Service Medal:** 1/2 Luck and 1/2 Int [1 Commendation Point each] For joint service with a foreign nation. ~>2D12
- 11) **Prison of War Medal:** 1/2 Int and 1/3rd Wis [1 Commendation Point each] <1/3rd Wis and Lck to add the Prisoner Escape Star. ~>3D12
- 12) **Conspicuous Gallantry Citation:** 1/2 Int and 1/3rd Wis [1 Commendation Point each] <1/3rd Int and Wis to add the Prisoner Escape Star. ~>3D12
- 13) **Legion of Honor:** 1/3rd Int and 1/3rd Wis [2 Commendation Points each] ~>3D12
- 14) **Special Mission Awards:** 1/3rd Int and 1/3rd Wis [2 Commendation Points each] ~>3D12
- 15) **Defence Medal:** 1/3rd Int and 1/3rd Wis [2 Commendation Points each] ~>3D12
- 16) **Service Purple Heart:** 1/2 Courage and 1/2 Luck [2 Commendation Points each] Wounded in combat. ~>3D12
- 17) **Monroe Ribbon of Necessity:** 1/4th Courage and 1/2 Int [3 Commendation Points each] +5 to Social Rank. ~>4D10
- 18) **Commendation Award:** 1/5th Courage and 1/3rd Int [3 Commendation Points each] +5 to Social Rank. ~>4D10
- 17) **Distinguished Service Medal:** 1/5th Courage and 1/4th Int [4 Commendation

Points each] Aka Citation of Gallentry. Awarded to those who show heroism and galentry in combat; +10 to Social Rank. ~>4D10

- 17) **Meritorious Sevice Award:** 1/5th Courage, 1/3th Int and 1/2 Wis [5 Commendation Point each] +15 to Fame, +100 to Level Threshold. ~>4D10
 - 18) **Bronze Star of Valor:** 1/5th Courage, 1/3th Int and 1/2 Wis [6 Commendation Points each] +15 to Social Rank and +5 to Fame, +100 to Level Threshold. ~>4D10
 - 19) **Siver Star of Valor:** 1/5th Courage, 1/3th Int and 1/3rd Wis [7 Commendation Points each] +25 to Fame and Social Rank.. ~>4D10
- 20+) No more commendation this roll set (2 years).

Universal Tales: Campaign Environment

Continuity Personnel: See Civil Pensionary Staffers.

Covert Command: This Martial Command functions with all services providing covert operations with the use of Commando and Ranger units. These units are independent within the services and may be attached to *Legions*, *Battle Groups* or *Battalions* for operations, with a Covert Commander at the headquarters for coordinations.

See *Rangers* in this section. Also see *Assault Strategies* with this section for strategic support.

Crimes: See *Legal Matters* in this area.

Defense Status: See *Alert Status* in this section.

Deployments: One of the most constants of military life are deployments. Throughout history, the soldiers, sailors and airmen had to go where the action was and risk life and limb. The legionaries of Cascadia are also subject to being deployed to all sorts of places, many in harms way.

In 2067, deployments to off Earth locations were picking up with the Space Force, with considerations of going beyond the solar system.

Also see *Mission Calls*.

- Requested presence of Cascadian martial forces to *Allied* or *Trade Nation* to assist in their protection may be funded by the receiving nation.

Dirigibles: The ministry maintains a variety of defence dirigibles around Cascadia and over the open sea.

- These have several defensive measure, depending on the mission; including plasma-laser canons, tattling guns, missile launcher. These may be mounted on the nose, tail, high and waist (center-low).

Disability: See *Martial Disability & Death Considerations*. Also see *Disability in the Detail & Options* section..

Doctors: See *Technical Fields* in this section.

Equipment: See *Assets* in this section.

Elections: Because of their dedication to the protection of the nation, all militant personnel (enlisted and officers) gain an additional vote during election while they are in service or are retired. Many civilian have criticized this practice are unfair, but the risk and sacrifice the servicemen give in the defence of the civilians is recognized by Parliament and this privilege is afforded to them.

Flag Officer: Any Force officer of O-8 and above are generally obligated to display a flag of their rank on their headquarters, office, official vehical/vessel, officer's yacht etc. *First Sergeants* also gain a flag.

Forces Academy: Cascadia has only one military academy; *The Dorena All Forces Academy of Cascadia* where all services draws officers from. *The Academy* is located at on the northeast shore of Dorena Lake (around Dybbuks Way), southeast of Eugene, Oregon Province.

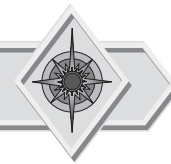
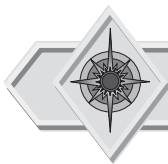
Also see *Officer Training* for

- All Martial Forces have the same root disciplines and similar procedure to hold inter-force continuity. For that reason, the Force separation does not occur until fourth year. Until then all the cadets are of the same designation. They may have a preference and concentrate for that Force, but it is not until Third Year does the screening for the Forces begin.
- Third year cadets will be screened for one of the Forces. Selection is based on desire, the needs of the Force and selection. As they enter there fourth year cadet, they will wear Force Color uniforms and begin Force courses, as well as combined course.
- Cadets not completing the cadet training, the academy, would be giving a choice to enlist (if accepted) for 3 full season for

each season of the academy they added, including partials, or be indebted to the government for the cost of the training.

Foreign Defense: Cascadia maintains marshal stations and ports throughout *Allied Nations*, depending on foreign needs, global/local status and mutual support.

Foreign Legion: See *Cascadian Foreign Rangers*.



Global Monitoring-Control Centers (GMCCs): Taking a page from the past internet, Cascadia set up a variety of Centers around Earth and Sol solar system, to oversees international communications and activities, providing control to the Forces. The widespread nature of the GCCs provides overlapping protects from losses of elements.

Also see Structure from GMCCs.

- **Atlantic Stations** are adapped subsersables as sea to monitory around the globe.
- **Cloud Stations** are the 9+ duribles airborne at any time with officers who have limited command-control during emergency situations.
- **Star Stations** are in orbit (manned or unmanned with ground terminals).
- **Rainbow Mountains** are hardened centers in Cascadia mountains for collected information, holding them for long term analysis. One of these facilities, **Rainbow Salmon**, resides in a granite mountain near Salmon Mountain of Payette National Forest, Idaho. Deep in these centers holds the **Cascadia National Archive**.
- **NORAD**, near Colorado Springs, contiues to be use into 2067 and into the forseeable future. This *North American Defense* monitoring station (shared by Cascadia, United America and Calvada) interfaces with the Cascadian Global Monitoring Centers network with some sharing aspects.
- Command authorization for **Strategic Munition Release** (see *separate entry*) are rated by the intencity of the act, with nuclear release being the highest. Release authorization must come from designation channels. Only a few GCCs have authorization and only part of the authority codes. Centers are ranked **Level-3** (highest) to **Level-1** (lowest) **Authorization**. See *Stratigic Munition Release*.
- These centers have offices of the *National Intelligence Commission* and *Martial Intelligence Command* with agents for interations. *Martial Covert Command* becomes involved for operation, otherwise the functin is only monitoring.
- As Cascadia considered moving to interstellar collenization, it was decided to continue the use of the Global part of the name as an all encompassing view of the term.

Grooming: Every service has grooming standards for the troops, and so does the Ministry of Martial Affairs, though may seem lax from a 20th-Century view. Looking back into history, including standards up to the 2nd global conflict, the Ministry saw no reason to adhere to narrow cultural standards that require waivers for alternate views, and not apply evenly. It was seen as a violation of personal choice, applied by a limited views of individuals.

General cleanliness and orderly presentation is expected. The uniform – a needed representation of military status and organization, structure, as well as command & control – is set by a them Ministry for standardization and recognition throughout the nation and to foreign nationals.

Also see Uniforms in this area.

~ Hair ~

Men and women of the service may grow head hair naturally and dye it in natural colors. Cascadia militants do not hold a general hair length for any gender. This disturbs many 20th Century standards, though prior history did not impose such stipulations when wearing uniforms.

- To ensure rank and insignias are displayed fully, the hair reaching to the caller must be pulled back in a simple braid or collected as a tail. Women may have a combination of braid and loose hair while in uniform.
- Safety and other environmental considerations may require the militant to place the braided queue under the uniform shirts/blouses, ensuring it remains during activities.

~ Facial Hair ~

Natural facial hair in simple styles are allowed. Thickness of beards, mustaches and goatees are not to exceed 2-finger pinch, subject to function requirements.

- Environmental mask combat readiness may disallow full beards, though goatees and mustaches of 1-finger pinch is allowed. This is to ensure the seal of the environmental mask apparatus.

Ground Forces: This portion of the Ministry of Martial Affairs involve all aspects of land conflicts.

Also see Ranks and Structure in this section.

- In 2067, the militant personal strength of Cascadia Ground Forces was over 162,000 (1.02% of Cascadian population) with the most in the 7 Field Armies (around 136,000 active and 256,000 as researve).
- **Ground Forces Headquarters** hold command over the Field Armies. In 2067, there were 4 in operation (*First to Fourth*), the First being the **Prime Ground Headquarter**, with the others in secedding backups.
- **Field Armies** are the large basic combat ready element division, generally having over 12,000 battle troop with over 4,000 command and support militants. There are 7 *Field Armies* assembled in 2067 with 4 others in various stages of assembly. With no declared war at the time, there are no fully active Field Armies. Of the 7 assembled armies; the 1st and 4th *Field Armies* are at *First Researve Readiness*, the 2nd and 7th are at *Second Researve Readiness*. The other 3 are in **Command Researve Readiness**. The 4 new Field Armies are at **Stock Researve Readiness**.
- Under the headquarters are the core (we spelled as core) and field army.

Structure (2067)

Each are detailed more in the Divisions & Unit Type entry of this area.

Ground Forces Headquarter (1st, 2nd, 3rd and 4th)

Commando Battalion

Commando Strike Teams

Medical Corps

Medical Brigades

Medical Companies

Medical Squadrons

Ground Ranger Battle Group

Ground Ranger Battalions

Ground Ranger Assault Platoons

Ground Ranger Assault Squads

Ground Training Corps

Ground Training Company

Ground Training Squadron

Ground Engineering Corps

Combat Ground Engineer Battalion

Combat Ground Engineer Platoon

Ground Engineer brigade

Ground Engineer Regiment

Ground Security Corps

Ground Security Regiment

Ground Security company

Ground Security platoon

Ground Security squad

Ground Forces (cont.):

- Field Armies* (1st, 2nd, 3rd...7th)
- Field Army HQ* (command/administration)
- Legions* (3+ per Field Army; 1st, 2nd, 3rd)
- Legion HQ* (command/administration)
- Support Brigade* (1 per Legion; 1st, 2nd, 3rd)
- Battle Groups* (3+ per Legion; 1st, 2nd, 3rd...)
- Battle Group HQ* (command/administration)
- Support Regiment* (1 per Battle Group; 1st, 2nd, 3rd...)
- Battalions* (3+ per Battle Group; 1st, 2nd, 3rd...)
- Battalion HQ* (command/administration)
- Support Company* (1 per Battalion; 1st, 2nd, 3rd...)
- Assault Platoons* (7+ per Battalion; 1st, 2nd, 3rd...)
- Assault Squad* (1st, 2nd, 3rd...)
- Assault Teams* (1st, 2nd, 3rd...)
- Mech-Squadron* (1st, 2nd, 3rd...)
- Mech-Squad* (1st, 2nd, 3rd...)
- Artillery Batteries* (1st, 2nd, 3rd...)
- Artillery Targeting Hub* (1st and 2nd ArTHs)
- Artillery Platoons* (1st, 2nd, 3rd...)
- Gun Crews* (1st, 2nd, 3rd...)
- Tank-Armor Squadron* (1st, 2nd, 3rd...)
- Tank-Armor Squad* (1st, 2nd, 3rd...)

* * *

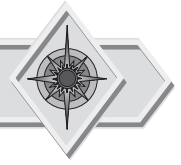
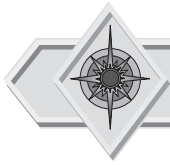
Corps: Having a semi-independent function, each corps will have a specialized purpose, including Ground Engineering, Commandos, Rangers, etc.

Also see Structure in this entry.

Divisions & Unit Types: The units shown here are general and may have a variety of actual assembly, depending on the Armies' missions requirements.

- *Field Armies* generally have 12,000+ soldiers and commanded by a Fourth General (O-9) and their vice, having 3+ Legions.
- *Corps* (more often spelled *Koer* in Cascadia) are self-contained divisions of the ground forces with a Colonel (O-8) in command and a Lieutenant Colonel (O-7) as their vice. Corps are assembled by their specialty and relate to a field army as directed by command, such as Medical, Ground Training, Ground Engineering, and Ground Security.
- Each *Field Army* would have 3+ *Legions*, around 6,000 soldiers each commanded by a Colonel (O-8) and their vice. *Legions* are combat divisions of the Army. There would be a *Support Brigade* attached to each *Legion*.
- *Support Brigades*, through associated *Support Regiments* and *Support Companies*, are attached to *Legions* for administration, supplies, maintenance, transportation, logistics, medical, billeting, mess-dining and food supplies, mail, morale facilities (officer/enlisted clubs, etc.), faith support (chaplains, chapels, etc.) and other elements to enable the *Legion* to function as a combat ready entity. *Brigades* are commanded by Lieutenant Colonel (O-7) and their vice.
- Each *Legion* would have 3+ *Battle Groups*, around 2,000 soldiers each commanded by a Ground Major (O-6) and their vice. *Battle Groups* are combat divisions of the *Legion*. There would be a *Support Regiment* attached to each *Battle Group*.
- *Support Regiments*, a division of a *Support Brigade*, are attached to *Battle Groups* for all elements of support expressed at *Support Brigade* level to enable *Battle Groups* to function as a combat ready entity. *Brigades* are commanded by *First Ground Lieutenant* (O-3).

- *Battalions* generally have 500+ soldiers, commanded by a Ground Captain (O-4) and their vice, having 10+ platoon size (50 man) sub units; *Assault Platoons*, *Mech-Squadrons*, *Artillery Platoons* or *Tank Squadrons*. *Battalions* are combat divisions of the *Battle Group*. Due to the size of *Artillery Batteries*, many *Battalions* are solely made of 2-3 *Artillery Batteries*. There would be a *Support Company* attached to each *Battalion*.
- *Support Companies*, divisions within *Support Regiments*, are attached to *Battalions* for all elements of support expressed at *Support Brigade* level to enable *Battle Groups* to function as a combat ready entity. *Brigades* are commanded by Lieutenant Ground Major (O-5) and their vice.
- *Assault Platoons* generally have 48 soldiers, 1 commander (O-2) and lead corporal (E-5). Transportation into combat zones may be provided by other Forces Units, such as Sky Force helicopters. The soldiers are grouped into 6 soldier Assault Squads. Assembly of squads depends on objectives, and would have a squad leader (E-4). Within the squad would be 2+ Assault Teams; *Light Tactical Teams* (3-5 rapid assault soldiers per team with light assault weaponry), *Heavy Assault Teams* (2-3 heavy assault soldiers with machine rifles, grenade launchers, etc.), *Mortar Teams* (2-3 soldiers per team), *Sharpshooters* (2-3 soldiers), and/or *Sniper Teams* (2 soldiers in pairs).
- *Mech-Squadrons* have 48 soldiers, 1 commander (O-2) and lead corporal (E-5), grouped 2-16 soldier *Mech-Squads* depending on vehicle types. Squad vehicles could be anything from fast reaction assault buggies to heavy tracked Armored Personnel Carriers (APCs).
- *Artillery Batteries* has 176 soldiers, *Battery Commander* (O-3) and several *Battery Sergeant* (E-7). Each *Battery* is grouped into 3 *Artillery Platoons* of 48 soldiers with a commander (O-2) and lead sergeant (E-6). The platoons are grouped into 3/4/6 *Gun Crews* with (16/12/6 soldiers each), depending on weapon types given 9-18 weapons per Battery, with 2-3 Batteries in an *Artillery Battalion* (18-54 weapons). Cascadia has several types of towed and self-propelled artillery howitzers, rocket launchers, etc. Each *Battery* would have 2+ *Artillery Targeting Hubs* with *Forward Observers* coordinating artillery fire. *Artillery Platoons* assigned to mixed Battalions, separate from a *Battery*, would gain targeting from other units.
- *Tank-Armor Squadrons* have 48 soldiers, 1 commander (O-2) and lead corporal (E-5), grouped into 3 or 4 *Tank Squads* with 4 tanks each of 4 or 3 soldiers, depending on crew requirements, making 12 or 16 tanks per squadron.
- *Border Continuity Protection Corps* ensure the sovereignty of Cascadia is respected. These patrol units are scattered throughout the nation to check boundaries for intruders, functioning with Sheriffs and Marshals for violations. If needed, military personnel may be called upon to secure border areas and assist as needed.



Ground Forces (cont.):

~ ~ *Specific Units* ~ ~

- **13th Ground Security (GS) Regiment** is scattered around eastern Oregon and southern Idaho. This regiment provides a variety of protections for military installations, including the 13-91st GS Company at Warm Springs Station.
- **13-91st Ground Security (GS) Company** is the first of this type of unit withing 13th GS Regiment, and assignment to Warm Springs Station as the controlling unit of the war prisoner camp situated there. Most units are **Second Reserve Readiness** (see *Ground Forces in this section*) within the active conflicts and few prisoners. See *War Prisoners in the section*.

* * *

Reserve Units: In 2067, each of the *Field Armies* has an amount of reserve units that may be brought forward to strengthen them.

- **First Reserve Readiness** (1st and 4th Field Armies) has 1/3rd the Army at full active, with the other 2/3rd in reserve. Half of the reserves goes through 3 week (18 day) combined exercise each 2 seasons, while the other half is at a 3 season cycle, cause a full Army exercise each 6 seasons (1.5 years). Each unit has monthly assembly inspections, briefings and maneuvers.
- **Second Reserve Readiness** (2nd and 7th Field Armies) has 1/4th the Army at full active, with the other 3/4th in reserve. A third of the Army of the reserves goes through 3 week (18 day) combined exercise each 2 seasons, while another third is at a 3 season cycle, cause 1/2 of the Army exercising each 6 seasons (1.5 years). The last third has a 4 season cycle with the Army, where they interact with the other thirds periodically, and a full Field Army assembly each 3 years. Each unit has monthly assembly inspections, briefings and maneuvers.
- **Command Reserve Readiness** (3rd, 5th and 6th Field Armies) is a status where the headquarters and facilities have partial command and administration staffing with the remainder of the army in reserve going through periodic exercises. This allows the Armies to be at a partial readiness and hold operational costs down. The exercises show they may be fully ready in 3-4 Cascadian weeks (18-24) from the initial decision to activate to full deployment, with 20% in the first 3-4 days with 20% further readiness each 3-4 days.
- **Stock Reserve Readiness** (8th to 11th Field Armies) have stocks of durable equipment and supplies for the Armies. Other Armies exercise the stock to ensure their working order. The 8th Army has full supplied as of 2067, where the 9th Army is at 83% (lacking heavy tanks and some artillery) and the 10th at 28% (having many of the armor personal carriers and general supplies). Mostly, these are the physical replacement reserves for the active Armies, with the intent to grow into the Armies as Cascadia grows. The 11th Army is still a planned Army with stock locations be acquired and built.

* * *

Code of Martial Affairs: Contains the general rules of warfare and behavioral expectations beyond civil Edicts. Each military combat and personnel are subject to these rules of conduct.

Ground Engineer Corps: There are 2 functioning elements for this Corps. **Field Engineers** construction and maintain base facilities. **Ground Combat Engineers** are attached to field armies for providing construction and demolition of logistical assets (roads, bridges, airfields etc.) in hostile areas. See *Structure in this entry for relations*.

Families: Martial Home Stations have facilities to support families of service personnel. Housing has modest caused rentals. Medical costs are handled in the same manner as all citizens.

See *Dependants in this Details & Options section*.

Hair Styles: See *Grooming in this section*.

Headquarters: Each station (base) will have a *Headquarters (HQ)* and there are a variety of specific regional and *Forces HQ*.

See *Commands, Mission Commands and Structure in this section*.

- Each Force has their own Prime HQ; Ground and Air Prime HQs at McCorde-Lewis Station (Washington Province), Naval Prime HQ at Bremerton Naval Station (Washington Province), Stellar Prime HQ at ----- Cididel (orbiting Saturn).
- Mission Command Centers (MCC) are referred to as *Headquarters*, having a overview function of all the forces. See *separate entry*.

Housing: See *Benefits in this section*.

Intelligence Command: Functioning with the *National Intelligence Commission (N.I.C.)*, this Command collects sensitive information in relation to the Martial Forces, interacting with units when necessary.

Most agents are Warrant Officers without command authority.

Also see *National Intelligence Commission (N.I.C.) in the Government Agencies section*

Legal Matters: Preaching of civil Edict is handled by the Sheriff's. If military personnel are found to have broken in edict, they will face normal prosecution, having all rights and responsibility to the magistrate. In addition, they are subject to the Code of Martial Affairs. See separate entry.

- **Martial Tribunals** are held for all preaching of military rules of conduct, Code of Martial Affairs, etc. *See separate entry in this section.*
- Civilians working within the ministry are not subject to prosecution under the Code of Martial Affairs, though may not violate them.

Marriage & Children: There are no direct compensation for spouses or children of the militant. Medical is covered as a citizen and are able to use military hospitals with the same copay. Base housing has a cost deduction (*see Benefits in this area*). No compensation for off base living is given.

Marshall Council: *See Structure in this section.*

Martial Disability & Death Considerations: Military service has both catastrophic injury and deaths. It is a reality militants live with. The *Ministry of Martial Affairs* have several compensations for the secrecies for death and permanent injury.

Also see Disability in the Details & Options section.

- Militant personnel who became disabled in the service to Cascadia and unable to continue to service shall receive Medical Retirement at the disability rate or standard retirement, whichever is higher. Medical Retirement gives them full rights as standard retirement, including the wearing of uniforms.
- Any military having service related disability will gain a percentage of their rank pay as early retirement at 30%, 60% or 90% (Differing from non-militant levels, giving more support for the sacrifice), as determined by their ability to effectively function in Cascadia to support themselves and related to the general populace. Minor effects of injury may be a nuisance, but posing a disability to function in Cascadia well. The 90% being the highest is to prevent full abuse of the medical services. 100% is comatose and fully covered while in that state.
- Medical care for veterans militants is covered as with all citizens. Portion of the copay for veterans if covered by the Ministry of Martial Affairs at the rate of disability (30%, 60% or 90%). Having the veteran possess some commitment to their medical care reduces abuses. At 90%, the patient is commmented to 10% of the copay. Since there is a seasonal cap of 15% any citizen is committed to, at 90% coverage, the patient pays 1.5%, where the Ministry of Martial Affairs covers the remaining 13.5% and with the veteran being medically retired with an income from the service, the Ministry is handing all costs.
- If killed is the line of duty, the beneficiaries receive 3 times the *Civil Retirement-Insurance Fund*. Any debts to Cascadia is paid after the multiplying.

Martial Foundation Program: Within Foundation Schools and Colleges, martial affairs has training routes for students having interest in serving within the military. Those taking part in this program gain exposure to military life and conduct, learning what is needed and expected for the defense of Cascadia, including behavior, legal responsibility, etc.

The ROTC entry with in Character Enchiridion for adjustments to character creation for such training.

Martial Security Patrol (MSP): Maintains the general defense and upholding justice on martial stations. MSPs main function in defense of military installations and assets and enforcing martial policies (including station traffic rules). All MSP units fall under the **Ground Security Corps** (*see Structure in the Ground Forces entry*).

- Provost Marshals (*see separate entry in this section*) oversees legal justice of military personal and are the liaisons with

Cascadian civilian and foreign justice systems. MSPs may detain suspects of criminal acts until a Provost Martial could arrive, who would make determination of cause, even having Sheriffs or foreign law enforcement bought in for arrests.

- Military police (MP) have limited legal jurisdiction; and function with the Provost Marshal, shares and constables, under the authority, they may detain persons for bona fide legal reasons.
- Naval MPs, sometimes referred to as sure police, ensure the ensures that those on shore leave conduct themselves properly.
- MPs also maintain war prisoner camps.
- Maintains a unit at Shasta Village, located northeast of Mount Shasta, 3 miles northeast of Edgewood, Pacifica Province. *See Refugees in the Details & Options section.*

Martial Strengths: The number presented here are a general breakdown of the Forces strength. Further details are presented with the individual Forces. The total for all the Forces in 2067 is 278,000, roughly 1.74% of Cascadian population (compared with 0.9% of the *Former U.S.* in 2012).

This is the active Martial militants and does not reflect Reserve units strength, Cascadia Militias or foreign nationals serving within the *Cascadia Foreign Rangers*.

Ground Forces: 162,000

Naval Forces: 59,000

Sky Forces: 41,000

Stellar Forces: 16,000

Martial Tribunal: Not a civil legal system, this military court system handles internal discipline within the Ministry of Martial Affairs on noncriminal matters. Punishment may include holding in military stockades (part of the POW system), dock of pay, extra disciplinary duties (cleaning the bases, kitchen duties and such), reduction in rank, discharge, etc.

Merits: *See Commendations in this section.*

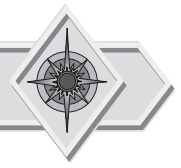
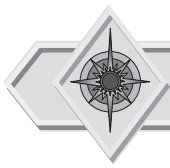
Merchant Marines: As part of the ----- Commission, merchant marines are financed through the foreign trade and services to protect trade vessels at sea from piracy and other threats. The Merchant Marines function within the Ministry of Martial Affairs.

Medical staff: Installation and mobile medical units are maintained through the Logistics Command.

- **Medical vehicles/crafts** of various types are available (ground vehicles, aircraft, ships, etc.), and deployed near combat regions. They would also respond to civil emergencies.
- All **medical staff uniforms** are medium-blue with red trimming to distinguish them from combat personnel (gray uniforms). *Also see Morale & Recreation for their distinctions.*

Military Court: *See Tribunals in this section.*

Military Police: *See Martial Security Patrol in this section.*



Militias: Within Cascadia, there are 2 forms of militias; Provincial and Civil. **Provincial Militias** function as the primary protection for *Provinces*, where Civil Militias supplement *Provincial Militias* as well as protect civil liberties, should governance become intrusive to the collective civil liberties of citizens. Both function under guidelines set by the *National Defence Commission*.

- **Provincial Militias** (one per *Province*, making 9 for the nation) fall under the direct command of the *Provincial Governor* and may be called upon to stabilize civil disturbances and natural disasters, as well as other unforeseen events. Funding for Provincial Militias come from providential budgets, with a matching amount from Parliament. Any direction to national defense shall be directed by the national security commission with 2/3rd majority. The *Chief Executive Director* has no jurisdictions on the militias and may not enact them unless through the *Governor* of the *Province*.
- By *High Edict* from *Parliament*, each *Provincial Militia* (9 in total) will receive a budget of 0.3% (0.2% to *Province* and 0.1% to *Civil Militias* as matching funds shown below) of the budget for **Ministry of Martial Affairs** for a total of 2.7%.
- *Civil Militias* must register and declare all members with the Provincial Militias. They will conduct drills with the Provincial Militia. Their funding would be by the members, accountable to the *Provincial Militia Congress*, with fundraising allowed through appropriate means, having 15% matching by the *Provincial Militias*, and 5% matching from *Parliament*, not to exceed the stated budget.
- *Provincial Militia* members gain a reduction to their Z-Week adjustment for each 15 weeks as a member of the militia (a reduction of 4 weeks per year) credited to their *Civil Retirement-Insurance Fund*.
- Civil Militias have the *primary function* of **protecting the Province and nation** from enemies, foreign and domestic, and reports to the commander and staff of the Provincial Militia. The *secondary function* is the protection of **civil liberty** of all citizens of Cascadia and be a defending force for re-stabilizing governance during civil disturbances tyranny.
- Any *Militia* (*Provincial* or *Civil*) shall have no less than 24 members and be formed in platoons of 20-50 **Guardians**, one **Captain**, 1 **Lieutenant** per 20-50 **Guardians**, and 2 **Envoys** (representatives at the Provincial Civil Congress).
- Each Civil Militia shall be well regulated and have 2 **Envoys** (representatives) at the Provincial Civil Congress, a regulatory association for all *Civil Militias* within the Province. Members of these congresses are referred to as **Envoys**, not **Senators**. They may conduct their business as they see fit in the guidelines set by the National Security Commission and Parliament.
- Provincial Militia members gain a stipend of 15% of the rank equivalent on the martial affairs scale. Any active time is at full monthly pay, prorated for actual time served, and not to exceed 100% for the year.
- Neither militia forms/types gain the additional **votes for service**, be in a local, nonpermanent force.
- Militia unit shall maintain 1+ **unit armory depots** where they maintain all weapons not issued to members directly. All weapons must be accounted for at all times, and the militia commander (captain/kernel) are personally responsible for such controls.
- Members of a *Militia* may maintain suitable lockers in their home for their weapons, uniforms and materials, and inspected periodically by their command staff and Cascadia **Marshals**. Otherwise any weapons would be stored at the unit depot armory.
- Provincial Militia guardians shall have no less than 3 years active duty in good standing with the Martial services. Civil Militia shall have no less than 2 years of service within the

Ministry of Martial Affairs. This is to ensure their knowledge of military protocol and discipline.

- The ranking commander of each militia shall be of Captain grade, and voted by the members of the militia for service time of 2 years.
- **None of the Militias are Martial units** and shall not function in foreign conflicts. They are for the defense of Cascadia provinces, and the nation. Any defense of territories is done by the *Ministry of Martial Affairs*.
- Militia soldier designation would be Guardian, indicating their role as protectors of provinces, nation, as well as liberty of the population.
- Civil Militia's uniforms would be fatigue green, khakis or camouflage, distinguished by a unique patches/insignias consistent with individual Militias.
- In order to function along with Provincial Militias, Civil Militia Guardian ranks will be uniform only classified with one **Captain** (MO-2) as the commander of the specific Civil Militia. There would be 1 **Lieutenant** (MO-1) per 20-50 **Guardians**. There will be no other officer ranks within Civil Militias. There would be 6 Enlisted ranks; **Third-Class Guardian** (ME-1), **Second-Class Guardian** (ME-2), **First-Class Guardian** (ME-3), **Militia Corporal** (ME-4), **Second-Class Militia Sergeant** (ME-5) and **First-Class Militia Sergeant** (ME-6). There will be no other designations for enlisted, and there would be no **Warrant Officers** or **Technical Enlisted**.
- Provincial Militias will have all the ranks as shown for Civil Militias, with **Militia Majors** (ME-3) and **Militia Colonels** (ME-4).
- **Rank insignias** for enlisted is worn on the sleeves, with guardians being 1-3 slashes (ME-1 through ME-3). Militia Corporals through First-Class Militia Sergeants (ME-4 through ME-6) would have one-3 chevrons, with the points either up or down as specified by the individual Militias. Officer designations use the diamonds and bar for the first 4 officer ranks (O-1 through O-4), and are worn on the collar.
- **Rogue Militias** are classified as paramilitary groups who are not registered with the *Provincial Militias*, functioning beyond the guidelines of the National Defense Committee. Any such groups may operate as a club, a hearing to all **Edicts**. All weapons are to be registered to the individual citizen, complying to all **Edicts**. These clubs do not gain militia rights, including collective weapon policies.

~Great Civil Proclamation – XIII~

Clause-I: No person shall be held to answer for a capital crime or otherwise inflammatory or infamous crime, unless presented with indictment from a Grand Jury.

Clause-II: No persons shall be subject for the same crime or legal offense, or be twice put in jeopardy of life, limb, property, affects or payment.

Mission Calls: The rallying notification and staging for **Mission Deployment**. Initiated from the *headquarters* after authorization by the *Chief Executive Director*.

Mission Command: *Mission Commands* differ from *Headquarters* in that *Commands* has the *Chief Executive Director's* authority to engage the enemy aggressively, where *Headquarters* are administrative defense centers of their division. *Mission Commands* exist for the purpose of the mission (also see *Mission Calls* in this section), setting up at or near existing *Headquarters* in the theater or region they will operate for the time of the operation.

See *Commands, Headquarter and Structure* in this section.

- Mission Commander, distinct from the Marshall Forces, control entities for all military actions under the Chief Executive Director's authority.
- Several **Mission Command Centers (MCC)** function around Cascadia in a ranking, with the **Alpha MCC** (Bellevue, Washington province) as primary, with the Second MCC (Oregon Province) it's direct backup, then the Third MCC (Coulee Province). From there Theater Commands are ranked for backups.
- **Mission Commander**, appointed by the *Chief Executive Director (CED)*, would head a mission (initiating a **Mission Call**), given needed units and support from *Forces Commands* to achieve objectives. If there are **Ground Forces** to be deployed, the *Mission Commander* would be a *Ground Force Field Marshal*. For large conflicts, a *Theater Marshals* would be assigned to oversee 2 to 3 *Field Marshals*.
- The CED (usually through a trusted officer) shall formally alert the *National Defense Commission Counsel* of the Mission Call, who must sanction the action with 2/3rd agreement before deployment, unless a "*clear immediate danger*" or "*attack*" is in progress. If rejected, the CED may appeal to the Parliament for continuation. As this is taken place, Mission Command may muster units strategically, but may not engage the enemy.
- The CED may authorize engagement of hostile enemies, if provoked with *clear immediate danger* without prior approval of the *National Defense Commission*. The *Commission* will be immediately informed of the actions and reasoning. The *Commission Council* may halt further action with a 2/3rd majority. As always the CED may address Parliament for progression of hostilities as needed, continuing until Parliament dictates a halt of aggression.

Morale & Recreation: As part of the Logistics Command, though recreation branch maintains a means for the militant to hold good morale.

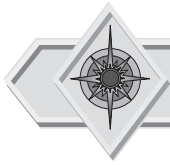
Also see *medical staff*.

- A variety of services are available for the militant, including game hall, clubs, etc.
- **Chaplain-Counselors** have the primary function to offer secular, non-bias advice and services. Faith oriented services must not interfere with the function to the ministry in any way.
- Military chapels are considered to be private, small entities for all forms of faith, and not to be adorned in any manner that hints or applies to any group of people. A simple dais and alter with contemporary adornment is allowed.
- All **Chaplain-Counselors** are part of the *Logistics Command*, having primary duty of the morale and recreation of the militant, and our *Warrant Officers*. In service to the military personnel, these persons would travel with collected units, though non-combatant. Their uniform is distinguished by being medium-pastel-blue with black trim (not gray with force colors), and the replacement of the warrant officer rank on the left collar with a gold seven-point star within a silver circle (no lapel uniforms would be worn). Though warrant

officers, *Chaplain-Counselors* do not have to be saluted by lower ranks.

Monroe Air-Ground Forces Station: Reactionary troop assistance and part of containment of prisoners at the penitentiary, as well as preventing outside attempts to extract prisoners. The station is part of the ground special operations training.

- Militants of the special operations group may be called upon to conduct executions at the penitentiary. Those taking part in such an execution is awarded the Monroe Ribbon of Necessity (see *Commendations* in this section).



National Defence Commission: This independent agency oversees all operations operation within the Ministry of Martial Affairs. See *Government Agencies* for other details.

National Intelligence Commission (N.I.C.): Independent agency that gather intelligence of foreign activities. This commission does not have jurisdiction over Cascadia citizens and may not directly monitor them. If there is any indication of citizen activity that may be harmful to Cascadia, they must immediately passed the information to either the Sheriffs or Marshals and a joint effort begins. See *Government Agencies* for other details.

Naval Force: Cascadia maintains several fleets along the coast and around the globe.

- Supply vessels provide operational support for all martial branches and well as allied nation militaries on the high sea.
- Naval ship-board uniforms is a wet-thermal-suite with air rebreathing collar, 12' iridescent multicolored streamer ribbon, flashing beacon and RF signaler for emergencies. There are a variety of color for the uniform that specifies the seaman's function (many from the flight deck crew of the Former U.S.); white for command, yellow for operation officers, light blue for maintenance/technician, light green for operation crew, purple for fuel specialists, red for munitions and patterned yellow-orange for fire crew.
- Naval aviators (pilots) are part of the Sky Forces assign to fleet duty, and wears Sky Force uniforms.

Cascadian Foreign Marine Corps: The units function within the Navy and serves as vanguard shore assault, seizure and control elements, preparing the way for *Ground Forces*, and are part of the *Naval Marines*.

These soldier use the same ranking order as the *Naval Marines*, falling under the directive of the naval officers.

Coastal Protection Corps: Monitors and protects the coastal waters of Cascadia, as well as maintains Coastal Search & Rescue. See *Border-Coastal Protection* in this section.

Naval Marines: These are combat specialists for the ships and shore assault, and come in two general roles; *Ship Weapons* and *Shore Assault*. The naval marines have a separate ranking than the ship crew.

Naval Fleets: Naval Forces are grouped into a variety of functions. Some are presented here. See *submersibles* in their own entry.

- ***Task Force*** are designated by a number to the general type, consisting of 2+ Naval Task Forces assigned as mission requirements, the designation designated *First*, *Second*, etc. *Fleet*, the fleet see Adm. would be in command deck of one of the task force, while the vice and the and a separate task while the vice is in a separate task force. Fleets are flexible and fluid with the admirals having the fleet title, and there first see Adm., assign task force as needed from the Adm. and their vice.
- ***Shore Assault (SA#) Task Force*** are assembled to commit to conflict at a coastal region, usually to deploy soldiers for taking a beachhead in advance of setting up a port for larger assault force. They Shore Assault Task Force would generally have one battle cruiser, 2+ destroyers, 2+ submarines, 3+ landing craft tenders with 15+ landing craft. Helicopter support on tenders and destroyers would assist in the assault.
- ***Assault Navy Naval Task Force*** generally have 7 to 15 vessels with AC commander in command see *Commodore* in command. There are a variety of configurations these are rough statements of 2+ ships ----. Rapid error right scratch all that will not scratch at all of you to do that.

NORAD: Under agreement of some North American nations (Calvada, Canada, Cascadia, United America), the NORAD is still functioning as an information center. It is a slightly uneasy relation, though these nation, have accepted their social and political differences and able to function for mutual defence against other aggressors. They all feel the Central States as a threat and 2042 was a direct example.

Nuclear Weapons: Cascadia had acquired control many of the nuclear weapons from the *Former U.S.*, manufacturing others over the years. Those weapons are under the control of the ***Strategic Command***. ***Global Command Centers*** (see entry in this section) have limited authorization to declare nuclear release as does the Chief Executive Director.

See *Strategic Munition Release* in this section for such releases.

Nurse: See *Technical Fields* in this section.

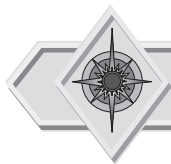
Oath of Martial Service: Every militant of the Ministry of martial affairs must take the following oath when in listing, and reenlisting. This includes officers and warned officers.

"I solemnly swear to apply my efforts to the protection of Cascadia and its citizens against all enemies, foreign and domestic; to uphold and comply with all Edicts of Parliament and Cascadian Code of Martial Affairs; and to obey lawful orders of officers appointed over me. I do this freely, without reservation, with my entire heart, body, mind and being."

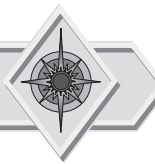
- Like the *Cascadian Oath of Civil Allegiance*, the oath is decreed by *Great Proclamation*, and has no reference to divine providence and none shall ever be associated with it.

~ Great Civil Proclamation – VIII ~

No soldier or governance in times of peace be quartered in private homes or property without consent of the owners, nor in time of war beyond a manner prescribed by Edicts.



Universal Tales: Campaign Environment



Officer Training: As with the Former U.S., there are basically 2 means for gaining a full commition; either going through the Forces Accademy.

Pay & Benifits: For the efforts and risk military servicemen take on, they are granted a number of benifits, as well as suitable income for their rank.

- Pay is based on the rank (grade), time in rank, and is related to the **Civil Pentionary Pay** scale (*Base and Steps*). See *Ranks in this sections and Government Pentionary in the Government Affairs section*.
- Each serviceman may opt for **Home Station Meal Rations**. This is for a full month (5 6-day weeks, 30 days) with ajoining liesure days. The monthly cost deducted from their pay is 120 cascas.
- **Meal vouchers** may be issued for individual days or weeks. There are no general pay deductions for this, though some control applies. This is usually used for *Traveling Expenses*, shipboard, remoat assignment, training, etc., with no deduction or accumulation.
- **Civil Meal/Housing Pay** is issued for servicemen where station/base facilities are not available.
- **Home Barracks Reisidence** and **Station/Base Housing** are facilities for the servicemen to live. Modest payment is deducted based on the size of the residence and number of persons expected to live there, as low as 30 cascas for 3+ occupant barracks room to 600 cascas for 3 bedroom appartiment/house and up.
- **Barrack Porters** are available to ensure cleanlness and are payed directly, at 20 Cascas per person. These persons have background checks and do general cleaning and laundry. Opting out is allowed, though impections are made for cleanliness and the servicement in responsible, not the porter.
- Each serviceman accrues 30 days of leave a year, with no limit to the total, though if over 60 days accumulated, their commander will be allerted to ensure morrale level is not hindered, and scheduled for time away.

Performance Reviews: Each enlisted personnel will have a 6-month review performed by their superior, certified by their immediate commander, consisting of 5 catigories on a scaled of 9 down to 0.

The five categories are *Knowledge of Protocol, Behavior & Appearance, Physical & Mental Condition, Combat Readiness* and *Specialty Knowledge Performance*.

Considering the nature of inflation of scoring, The Ministry of Martial Affairs begins the scale at the top value of 9, 8 and 7 to be givin to the best person in the unit for that area as compared to all persons know to them, in an out of the unit though the experience of their military career. Those getting 8s and especially 9s would be scrutinized to verify such ratings.

The average expectations would be 6s, 5s and 4s, with 4s needing effort to improved on for future ratings. Personel under that will need to improve those areas considerably with reprimidial training. If there is not a satifactory improvement, reclassification into another specialty may be needed, even subject to disaplinary action, if found resistant to improvement.

There is a short comment section for both reviewers to add any thoughts they see as supporting to the point ratings. This is to remain simple and concise.

The *Ministry* dislike “promoting to incompetance” or “passing the buck,” and should commanders find the history of reviews not in line with the performance they are aware of, they are expected to look into the matter.

Prisoners: See war prisoners in this section.

Promotions: Many of Cascadia traditions for promotion evolved from the *Former U.S. Air Force*.

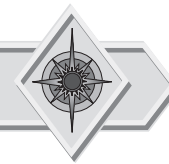
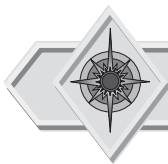
- Officers are advanced through review from command boards of 3 superior officers (2+ grades over them). Flag officers are selected by Parliament.

- Warrant officers (pilots and such) have a combined review board and fields career specialty knowledge exams.
- Enlisted gain their rank through knowledge examinations (career specialty knowledge and general service protocol knowledge), with additional points based on time in service, time in rank (grade), points for accommodations. Ranks will have a career specialty exam level expectation based on the time in service and the time in grade. Those eligible for advancement, are done so based on the highest scoring in the exams and qualification, the number of positions at the specialty/rank needed to be filled.
- For characters, figure related skills of under 15 as E-1/E-2, 15-20 as E-3/W-1, 21-25 as E-4/W-1, 26-30 as E-4/W-1, 31-35 as E-5/W-2, 36-40 as E-6/W-2, 41-45 as E-7/W-3, 46-55 as E-8/W-4 and 56+ for E-9/W-5 and above. For officers, use the enisted ranges with +10 added. See *Universal Tales Character Enchiridian* for rank promotion, following anything applicable there.

Production & Acquisition Commission: Handles all manufacturing and purchasing. Most all uniforms, vehicals, aircraft, weapons, ships, etc. is manufactured within facilities around the provinces, with non-combatant staffers, overseen by martial officiraries. See *Government Acquisition* for purchasing from civilian companies.

Provost Marshal: Marshals working within the Ministry of Martial Affairs, possessing legal authority of all militants. They oversee the conduct of all military personal for upholding Edicts. There are the liaison between the Marshals, Sheriffs and military personnel.

- Beyond Cascadian boarders, the Provost functions as liaison for local legal system of the nation they are present within.



Rangers: This is one of two types of special forces within the *Ground Forces*, the other being *Commandos*. Where *Commandos* function in smaller groups conducting rapid strike attacks, *Rangers* generally has more soldiers in the operation and sieze control of the area. Each of the Forces have Rangers for their special envirements.

Also see *Cascadian Foreign Rangers* in this section.

- **Ranger Teams** generally would consist of 16-24 militants. Each Force has their own formation structure.

Ground Rangers:

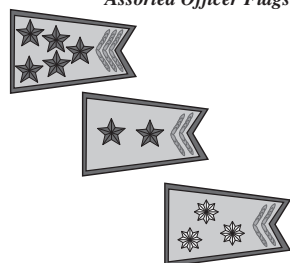
- The full *Ground Rangers* structure is under a single *Battle Group* of the *Ground Forces*, independent of any *Field Army*, with matching chain of command. The *Ranger Battle Group* falls directly under *Ground Forces Headquarters*.
- These rangers may be sent to sensitive location to help control an area until true reinforcements are able to arrive, or to assure evacuation.

Naval Rangers: Specifically trained for gaining control of ports for Cascadian.

Sky Rangers: Generally for acquisition of enemy air fields to establish landing for Cascadian Forces.

Stellar Rangers: Specifically trained for tactical compat in off-world conditions.

Assorted Officer Flags



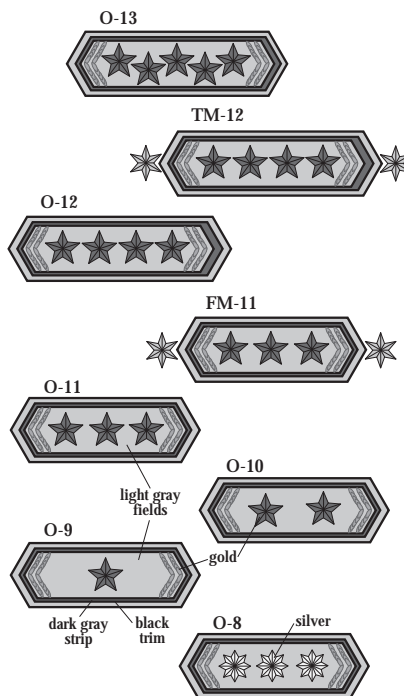
Ranks: All militaries function within a structure. The following are the ranks of the militants (*Legionnaires*, *Skyman*, *Sailors* and *Stellarmen*).

The CCP is their pay scale. See *Cascadia Civil Pensionaries in the Details & Options* section.

Also see *Pay & Benifits* in this section.

- Dress Rank Insignia Is presented with a hexagon frame for all ranks. Enlisted combat field insignia are simplified on octagon patch is presented on the upper arm for quick recognition in battle, worn only with combat uniforms. Officers in combat theater wear subdued insignias similar to Dress Rank Insignias presented on the collar.
- In some units, the highest positioned enlisted sergeant may hold **First Sergeant** title status and be the one ensuring order and morale.
- **Flag Officers** (see separate entry) and **First Sergeants** have the right and expectation to display their **Rank-Position Banner/Flag** on their official vehicle and in their office.
- General enlisted ranks are presented as black markings (pips and chevrons) on light-gray field with service color band. Tactical enlisted have silver and black gears on their rank. Officers have silver diamonds, silver bars, gold crystals or gold stars on light-gray fields, with service banned slightly in set from the edge. Officers of O-8 and above have gold frills on the sides of the field. Warrant officers have silver diamonds with silver Roman numeral on black diamond, with service color band at the edge.

Upper Officer Insignias



~ ~ ~ Ground Forces Officers ~ ~ ~

First General (O-13): ~CCP-24~ **Ground Forces Commander** over all the land forces of Cascadia; *Field Armies*, *Legions*, etc. There's only one at any time.

Theater Martial (TM-12): This is any of the *Second Generals* (O-12) set in command of a combat theater with authority of the operations and conduct of the *Field Armies* at their disposal. *There would be only one Theater Marshal for the conflict.* When deployed under this authority, they are only subject to the *First General*, The Martial Council, *National Defence Commission* and the *Chief Executive Director* set the objective and limitations. The *Theater Martial* holds their permanent *Second General* rank for all other purposes, having this title for the specific theater control. See *Mission Call & Commands* in this section for activation.

Field Martial (FM-11): This is any of the *Third Generals* (O-11) set in command of one or more combat field armies with authority of the operations. They fall directly under the command of the *Theater Martial*. Depending on the size, there may be more than one *Field Marshal*. The *Field Martial* holds their permanent *Third General* rank for all other purposes, having this title for the specific field control. See *Mission Call and Mission Commands* in this section for activation.

Second General (O-12): ~CCP-23~ Vise to the *Ground Forces Commander* or a *Regional Commander* (over-command of wide area and all *Field Armies* in it).

Third General (O-11): ~CCP-22~ Vise to a *Regional Commander*.

Fourth General (O-10): ~CCP-21~ *Field Army Commander*.

Colonel (O-9): ~CCP-20~ The *Legion Commanders* or vise a *Field Army Commander*.

Lieutenant Colonel (O-8): ~CCP-19~ Vise to a *Legion Commander*. or *Support Brigade Commander*.

Ground Major (O-7): ~CCP-18~ *Battle Group Commander* or vise to a *Support Brigade Commander*.

Lieutenant Ground Major (O-6): ~CCP-18~ Vise to *Battle Group Commander* or *Support Regiment Commander*.

Universal Tales: Campaign Environment

Ranks (cont.):

Ground Captain (O-5): ~CCP-17~ Battalion Commander, vise to a Support Regiment Commander or ministration officer.

Leutenant Ground Captain (O-4): ~CCP-16~ Vise to a Battalion Commander, Company Commander or ministration officer.

First Ground Lieutenant (O-3): ~CCP-15~ Vise to Company Commander or ministration officer.

Second Ground Lieutenant (O-2): ~CCP-14~

Third Ground Lieutenant (O-1): ~CCP-13~

Warrant Ground Officers (W-1 to W-7): ~CCP-11 to CCP-17~ These are non-command officers, holding officer respect for their special function in the Legions, yet does not have command authority over others.

~ ~ ~ Ground Forces Enlisted ~ ~ ~

Chief Ground Master Sergeant (E-9): ~CCP-15~

Master Ground Sergeant (E-8): ~CCP-13~

Senior Ground Sergeant (E-7): ~CCP-12~

Junior Ground Sergeant (E-6): ~CCP-11~

Senior Ground Corporal (E-5): ~CCP-9~

Junour Ground Corpral (E-4): ~CCP-8~

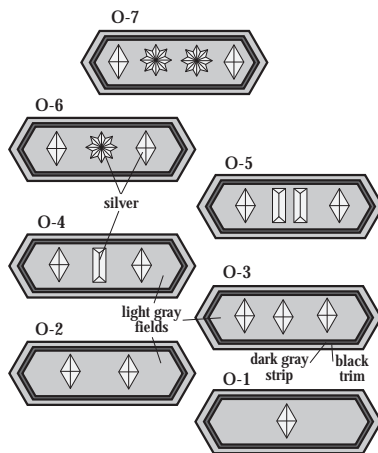
Senior Lancer¹ (E-3): ~CCP-6~

Junour Lancer¹ (E-2): ~CCP-5~

Recruit (E-1): ~CCP-4~

Technical Enlisted (TE-3 to TE-6): Militants with technical specialties, where the positions have specific needs and due greater protection for the cost to retrain or replace. *See entry in this section for other details.*

Lower Officer Insignias



~ ~ ~ Naval Forces Officers ~ ~ ~

Navy Admiral (O-10): ~CCP-25~ The admiral over all the fleets. There's only one at a time.

Fleet Sea Admiral (O-9): ~CCP-24~ Commander of a fleet. The makeup depends on the mission of the assembly within their region of command.

Vise Fleet Sea Admiral (O-8): ~CCP-22~ Vise commander of the Fleet Admiral.

Sea Commodore (O-7): ~CCP-21~ Commands Navel Task Forces within the fleet, having 2+ ships.

Sea Captain (O-6): ~CCP-20~ Commands the flag ship vessel, with the senior Captain in the Task Force as the commander's vise.

Sea Commander (O-5): ~CCP-18~ Vise to a Ship Captain or commanding a non-flag (smaller) ship vessel.

Sea Lieutenant Commander (O-4): ~CCP-17~ Vise to a commander, or head of a special department.

Sea Lieutenant (O-3): ~CCP-15~

Sea Lieutenant Junior Class (O-2): ~CCP-14~

Sea Ensign (O-1): ~CCP-13~

Midshipman (W-1 to W-7): ~CCP-11 to CCP-17~ Similar to Ground Warrant Ground Officers, in that they are non-command officers, holding officer respect for their special function in the fleet, yet does not have command authority over others. Cascadia brought the title in from the past to honor history.

~ ~ ~ Naval Forces Crew (Enlisted) ~ ~ ~

Master Chief Petty Officer (E-8): ~CCP-13~

Senior Chief Petty Officer (E-7): ~CCP-11~

Chief Petty Officer (E-6): ~CCP-10~

Petty Officer (E-5): ~CCP-9~

First Seaman (E-4): ~CCP-7~

Second Seaman (E-3): ~CCP-6~

Third Seaman (E-2): ~CCP-5~

Recruit (E-1): ~CCP-4~

Technical Enlisted (TE-3 to TE-6): Militants with technical specialties, where the positions have specific needs and due greater protection for the cost to retrain or replace. *See entry in this section for other details.*

~ ~ ~ Naval Forces Marine (Officers/Enlisted) ~ ~ ~

First Marine Lieutenant (O-3): ~CCP-15~

Second Marine Lieutenant (O-2): ~CCP-14~

Third Marine Lieutenant (O-1): ~CCP-13~

Master Gunnery Sergeant (E-6): ~CCP-10~

Gunnery Sergeant (E-5): ~CCP-9~

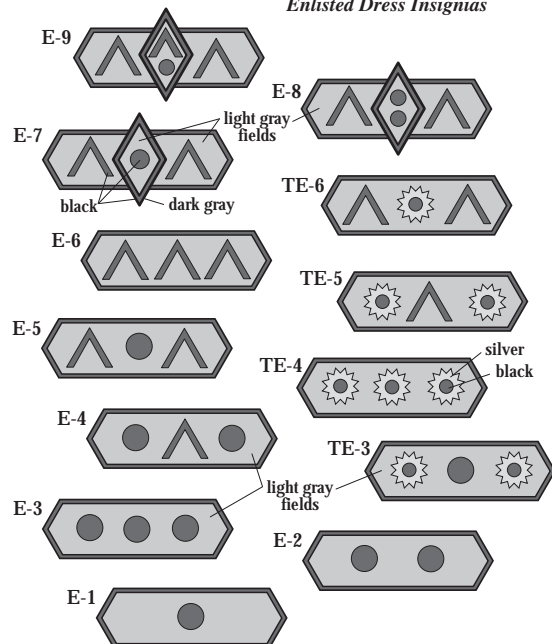
Junior Gunnery Sergeant (E-4): ~CCP-8~

First Class Gunner (E-3): ~CCP-6~

Second Class Gunner (E-2): ~CCP-5~

Recruit (E-1): ~CCP-4~

Enlisted Dress Insignias



1) The Army took the Lancer title from British roots, where the Naval Force Marine are more from the American roots.

Ranks (cont.):

~ ~ ~ Sky Forces Officers ~ ~ ~

Sky Force Admiral (O-10): ~CCP-25~ The admiral over all the *Theater*. There's only one at a time.

Sky Admiral (O-9): ~CCP-24~ Commander of a *Theater* (region with 2+ *Air Fleets*) or vice to the Sky Force Admiral.

Vise Sky Admiral (O-8): ~CCP-20~ Vise commander to a *Sky Admiral*.

Sky Commodore (O-7): ~CCP-19~ Commands an *Air Fleet* (2+ *Air Wings*).

Sky Captain (O-6): ~CCP-18~ Commands an *Air Wing* (2+ *Air Squadron*) or vice to commodore.

Sky Commander (O-5): ~CCP-17~ Commander of an *Air Squadron* or vice to a captain.

Sky Lieutenant Commander (O-4): ~CCP-16~ Vise to a *Commander*, or head of a special department.

Senior Sky Lieutenant (O-3): ~CCP-15~

Junior Sky Lieutenant (O-2): ~CCP-14~

Sky Ensign (O-1): ~CCP-13~

Warrant Sky Officer (W-1 to W-7): ~CCP-11 to CCP-17~ Similar to Ground Warrant Ground Officers, in that they are non-command officers, holding officer respect for their special function in the fleet, yet does not have command authority over others. Cascadia brought the title in from the past to honor history.

~ ~ ~ Sky Forces Enlisted ~ ~ ~

Chief Master Sky Sergeant (E-9): ~CCP-17~

Master Sky Sergeant (E-8): ~CCP-15~

Senior Sky Sergeant (E-7): ~CCP-13~

Junior Sky Sergeant (E-6): ~CCP-11~

Senior Sky Corporal (E-5): ~CCP-9~

Junior Sky Corporal (E-4): ~CCP-8~

Senior Skyman (E-3): ~CCP-6~

Junior Skyman (E-2): ~CCP-5~

Recruit (E-1): ~CCP-4~

Technical Enlisted (TE-3 to TE-6): Militants with technical specialties, where the positions have specific needs and due greater protection for the cost to retrain or replace. See entry in this section for other details.

~ ~ ~ Stellar Forces Officers ~ ~ ~

Stellar Admiral (O-9): ~CCP-24~ Commander of all aspect of extraterrestrial defence and martial affairs, subject to First Sky Admiral's authority. There is only one at a time.

Vise Stellar Admiral (O-8): ~CCP-22~ Vise commander of the *Fleet Admiral*.

Stellar Commodore (O-7): ~CCP-21~ Commands Task Forces within the fleet, having 2+ ships.

Stellar Captain (O-6): ~CCP-20~ Commands the flag ship vessel

Stellar Commander (O-5): ~CCP-18~ Vice to a Ship Captain or commanding a non-flag (smaller) ship vessel.

Stellar Lieutenant Commander (O-4): ~CCP-17~ Vise to a commander, or head of a special department.

Stellar Senior Lieutenant (O-3): ~CCP-15~

Stellar Junior Lieutenant (O-2): ~CCP-14~

Stellar Ensign (O-1): ~CCP-13~

Warrant Stellar Officer (W-1 to W-7): ~CCP-11 to CCP-17~ Similar to Ground Warrant Ground Officers, in that they are non-command officers, holding officer respect for their special function in the fleet, yet does not have command authority over others. Cascadia brought the title in from the past to honor history.

~ ~ ~ Stellar Forces Enlisted ~ ~ ~

Chief Master Stellar Sergeant (E-9): ~CCP-17~

Master Stellar Sergeant (E-8): ~CCP-15~

Senior Stellar Sergeant (E-7): ~CCP-13~

Junior Stellar Sergeant (E-6): ~CCP-11~

Senior Stellar Corporal (E-5): ~CCP-9~

Junior Stellar Corporal (E-4): ~CCP-8~

Senior Stellarman (E-3): ~CCP-6~

Junior Stellarman (E-2): ~CCP-5~

Recruit (E-1): ~CCP-4~

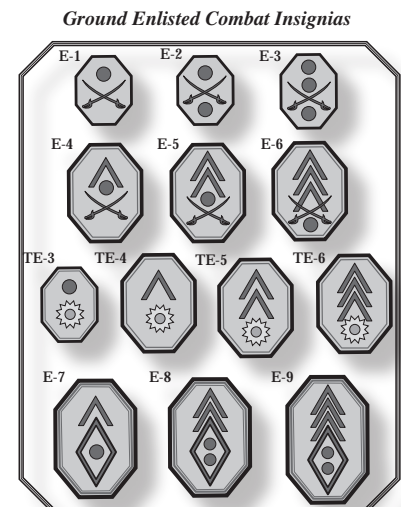
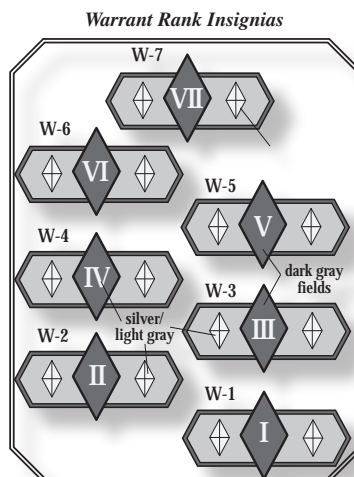
Technical Enlisted (TE-3 to TE-6): Militants with technical specialties, where the positions have specific needs and due greater protection for the cost to retrain or replace. See entry in this section for other details.

Reactions Teams: See Special Crisis Response Teams in the Details & Options section.

Recreation: See Morale & Recreation.

Regional Command: This is a *Ground Forces* reference of an area of the planet with a *Regional Commander* overseeing activities within the area, including any *Field Armies* and other *Forces* units/headquarters within their area on control. There would a **Regional Headquarters**.

If a conflict is declared, the *Theater Matial* and *Field Martial* have authority of the combat areas or the *Regional Commander*. The *Regional Commander* shall afford *Martials* of support and courtesies. *Regional Commanders* ensure the dictates of the conflict are not exceeded.



Remote Assignments: These are isolated locations with limited facilities. Assignments to these locations are 2-6 months.

Reserve Readiness: Each of the *Forces* have reserves, which are describe within their entry for each *Force*.

Retirement: Militants may go into military retirement after 20 years of active duty, or 30 years with reserve, or a proportional combination (1.5 reserve time equals 1.0 of active duty). All retired veterans gain full benefits as though they were active duty, including the voting privilege, and the *Ministry of Martial Affairs* pays medical copy.

Reviews: See Performance Reviews in this section

Universal Tales: Campaign Environment

Robots & Androids (Armeks): A wide variety of martial-armeks are available for missions, from small surveillance armeks to large heavy artillery armeks are able to function in water, air and vacuum. Many are humanlike androids are able to handle weapons as people, under control of the forward team and command centers. *See robotics & Androids (Armeks) in the Science & Technology section.*

ROTC: *See Martial Foundation Program in this section.*

Security Police: *See Martial Security Police (MSP) in this section.*

Sheriffs: *Sheriffs have limited authority with Legionnaires and military stations. See Government Agencies section.*

Sky Force: Stationed and deployed from Airfield Bases, aircraft carriers and other locations, Sky Force is a support element of the Ministry.

- » **Strategic Command** overseas any nuclear-biological munitions deployed with any of the fleet/wings.
- » **Ground Launched Ballistic Missiles** (conventional/strategic) are maintained by Sky Force since the assets travel in the sky.
- » **Martial Satellites** are the function of *Stellar Force*.

Structure: Under the command of a *Sky Force Admiral* (O-10), elements are assembled in *Air Fleets* and *Air Wings*, deploying on tasks as needed. Further divisions are set as needed, such as *Squadrons*.

- **Air Fleets** function from a Prime Airfield Base as Strategic elements, having bombers and tactical Air Wings (2+, typically 3-5).
- **Bomber Wings** (Heavy/Light) has 2+ Squadrons of 12-15 aircraft each.
- **Tactical Air Wings** (Heavy/Light) are structured with fighters and fighter-bomber squadrons (8-12 aircraft each).
- **Ground Tactical Wings** give ground forces transportation and tactical support, consisting of 3+ *Squadrons* of aircraft and air assault support, etc.
- **Airlift Fleet** provides global air transportation of assets for all Forces.
- **Air Reconnaissance-Communication Flights** operates assorted *Squadrons* to provide information and command support communications globally, including weather. These units would be attached to an *Air Fleet*.

~~ Sky Force Tactical Command ~~

- **Thunderbird Air Legion** are heavy bomber Group, Wings and Squadrons.
- **Yellow Jacket Fighter Group** provides fighter escort and support as needed during missions as well as they support and protection. The name implies a swarming of the squadrons.
- **Valkyrie Air Wing** of is an elite rapid strike force specializing in quick in and out strike on hard targets, with several squadrons around the world. *Star Valkyrie Squadrons* function off planets with the *Stellar Force*.
- **Aries Sky Raiders** are special task force with the main function to seize enemy aircraft and assets, rescuing pilots and recovering Force aircraft, or destroying them if unable to recover.

~~ Sky Force Logistics Command ~~

- **Pegasus Air Group** provides heavy lift logistics moving assets where needed for all forces and commands.

Space Force: *See Stellar Force in the section.*

Special Operations Units: *See Commandos and Rangers in this section. These differ from Special Reaction Teams (see Detail & Option section).*

Special Crisis Response Teams: *See Special Crisis Response Teams in the Details & Options section.*

Specialty: *See Career Specialty in this section.*

Stations: *See Bases/Station.*

Stellar Force: With the progression into the solar system, having sight on interstellar exploration and colonization, this *Force* was enacted in 2031, giving all *Martial Force* satellite functions to them. By 2067, several manned stations and stellar crafts were in operation.

- » Ground Facilities are situated within *Sky Force*, providing air and communication support.
- » Task fleets provide protection for Cascadian civil and citizens endeavors off planet.
- » The *Force* is tasked at clearing debris from orbit, as well as the solar system that may hamper or threaten Earth and Cascadia.
- » Tracking and protection of others civilizations (human or etien) is done by this *Force*.
- » At present, in 2067, the fleet is relatively small, segmented into task forces (each under the command of *Stellar Commodore* (O-7), having 2+ ships. *See Stellar Progression section for other information.*

~~ Stellar Force Logistics Command ~~

- **Stellar Stalkers** ours special task force for encountering ETIs, and assessing volatility. Unit designation is AS-14.

Strategic Munition Release: Nuclear, biological and other highly volatile weaponry are under the control of the *Martial Steatitic Command*. Three or more authorized persons in separate location have to concur for release of these weapon.

Not even the Chief Executive Director has the authority to release these munitions. For a release to occur, all the following have to occur.

- There has to be a public **Declaration of War** from Parliament against the nation the munitions would be used or **Imminent Strategic Attack Declaration** through proper *Global Command Center* means.
- All parts of the **Release Codes** have to arrive by 2+ means and from 3+ separate locations, knowing and **Independent Verification**.
- The 2 ranking officers having access to the weapons have to concur the **Release Order is Authentic**.

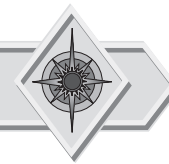
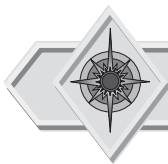
* * *

Release Codes: The codes to authorize release of Strategic Munitions are under strict controls. As in the *Former U.S.*, those having the weapons only have sealed codes in the safes with two having to be present to open it with separate means (physical keys and combination). Three officers must be present for opening of the safe and reading of the code for verification. The third person (without the key) would be armed to ensure the other safety.

The code are in 9 parts. **Global Command Centers** are ranked **Level-3** to **Level-1 Authorization** with different parts of the a code combination. The **Chief Executive Director** is a **Level-1 Authorization Source**.

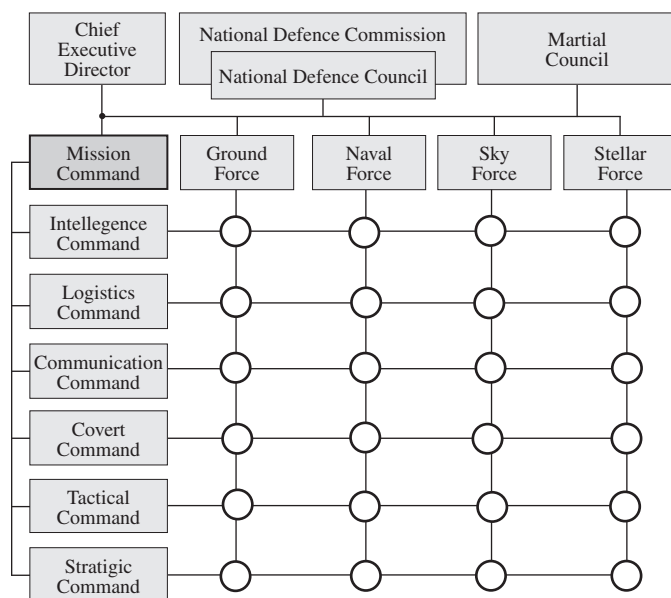
Level-3 Authorization Source has 3 code parts each and with 2 others may authorize release. *Level-2 Authorization Source* has 2 code parts each and *Level-1 Authorization Source* has 1 code part each. It requires more lower sources to authorize a release.

Strategies: *See Assault Strategies in this section.*



Structure: In 2067, the Ministry of Martial Affairs was structured in a series of Commands and Forces partially adopted from the Former U.S. and Canada and evolved to the following. The circles on the matrix are units the Martial Militants would be assigned. *Details of the Forces, Commands and other elements are in this section under their own entries.*

See *Bases, Ground Forces, Naval Forces, Sky Forces, Stellar Forces, Martial Strength* in this section for *personel numbers*. Also see *global monitoring-control centers (GMCC)*.



Chief Executive Director: Maintains overall authority of the Forces under the oversight of the *Nation Defence Commission* and *Parliament*.

Martial Council: A 9 member board overseeing the Ministry, including funding allocation to Commands and Forces. This council has no jurisdiction over missions and are non-militant positions assigned by Parliament at 2/3rd votes in all House.

National Defence Commission: Oversees the activities of the Ministry of Martial Affairs. This civil authority ensures the justification of military action. The National Defense Counsel has overriding authority over the Chief Executive Director, with Parliament holding authority over this body.

Mission Command: Monitors and directs all operations in the *Ministry of Martial Affairs* in a **Central Command Center (CCC)**, “*Chrystal Palace*,” presently in Bellevue, Washington Province), a series of **Theator Command Centers (TCCs)** as regional controls and secondaries to CCC with **Field Command Centers (FCCs)** for local command and control, backing the TCCs. These commands are often associated with the *Global Monetary-Control Centers (GMCCs)*. See separate entry in this section
Also see *Mission Call & Commands* in this section.

Commands: Each Force has elements of each of the **Martial Commands**. Also see *Commands as its own entry*.

- **Intelligence Command** is an element of the *National Intelligence Commission (NIC)* for the gathering dissemination of information through the *Forces, Mission Command* and *NIC*.
- **Communication Command** support for all units, commanders

and missions with communication to achieve goals and maintain continuity.

- **Covert Command** maintains a variety of **Commando, Rangers** and other similar units for the protection of Cascadia. Any political actions by these units must be sanctioned by the *Chief Executive Director of Cascadia* as overseen by the *National Defence Commission*.
- **Logistics Command** maintain Forces levels, efficiency, readiness and mission application. This Command in structured throughout the Forces into several **Branches; Management** (staffing, record keeping, administration, etc.), **Supply, Lodging** (billiting, food services, etc.), **Training, Transportation, Engineering, Morale & Recreation, Medical Staff**, etc.
- **Strategic Command** manages the nuclear, chemical and biological assets of all the Forces and relative association to Cascadia.
- **Tactical Command** handles conventional military assets of all the Forces, ensuring efficiantly for missions.

Forces: Each Force has elements of each of the **Martial Commands**. Each is detailed more in there own entry in this section.

See *Commands as its own entry*. Also see *individual Forces entries for detail*.

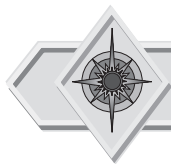
- **Ground Force** are boots on the ground. No military will be able to function without them.
- **Naval Force** operates on the seas and all sea oriented fleets, ports, etc. to protect Cascadia and transport assets for other Froces. The Force includes marines.
- **Sky Force** handles all air related assets and units, including those on ships or attached to the other Forces.
- **Stellar Force** is the newest Force of Cascadia, established to protect the assets in space, as well as the citizen venturing out to other systems. This Force funcions in space around Earth, within the Sol system and venturaing out with the colonists. Logistic Command are making plans for large vessels to transport land, sea and air vessels/vehicles and personel to other system foe tactical and strategic support.

Submersibles: The *Cascadian Naval Fleets* have a variety of submarines, many acquired from the Former U.S. In the intervening years, many developments have been made.

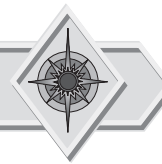
- **Submersible Hydrofoils** were further developed to skin the water surface at high speed and submerge when needed. Smaller crafts took a shark-dolphin form to deploy combatants into sensitive areas quickly
- **Pheudo-Autonomous Attack Subs** have an assortment of automated systems and if release by commanders with full authority of the Chief Executive Director and National Defence Council are able to carry out objectives with minimal martial personnel direction, though they are present remotely. These smaller subs are associated with a larger manned “*Mother Submersible*,” mainly called *Submarine Tenders*.

Surplus: Sale of surplus equipment and goods from marshals for the ministry of martial affairs is a secondary revenue for the military with half going to Parliament Discretionary Fund. The sales may be to allied nations as well as to civilian population depending on the product.

Tactics: See *Assault Strategies* in this section.



Universal Tales: Campaign Environment



Technical Enlisted (TE-3 to TE-6): Due to specialty training and experience, some enlisted militants are of a higher status than others and are generally not task for menial function that may take them from their specialty duties. Also, additional effort to their protection is given.

There is a distinction in their Rank designation (TE, instead of just E), as 12-point gears are presented on the signia.

Since the training takes a while, the first *Technical Enlisted* rank is TE-3, equal to E-3 enlisted. Enlisted ranks of E-7 and higher are purely administrative, having no technical equivalent for those ranks.

Technical Field: In every military, there are persons and technical expertise who are needed and crucial to retain. These compensations are for 2067, and are based on pay grade ranks.

Also see Combat Bonuses in this area.

- In medical field; nurses are at 20% scratch that nurses are at 120% a bonus 20% pay bonus, general physicians gain a 60% bonus, specialist gain and 90% bonus and dental doctors are at 30% bonus.
- Electrical/mechanical/maintenance is harder to retain without bonuses. Most in the field gain a 5% bonus. Specialists are at 10% and computers and communications are at 15%.
- Reenlistment bonuses are gain to those with specialties fields and is based on the monthly bonus at a rate of $\times 3$ and $\times 2$ or $\times 4$ or $\times 6$ -year reenlistment commitments.

Theater Command Centers (TCC): Second tier of the *Command* structure of *Martial Affairs* under the *Central Command Center (CCC)*, these centers are the central hubs for command and control of units within the theater, with *Field Command Centers* as local control centers and secondaries to the TCC. Forces headquarters fall under the *Commands* overseeing the unit's activities and administrations.

Training: The Ministry of Martial Affairs has a variety of training facilities around the nation. All Forces train under the same command structure for continuity and reduction of costs.

- Peer instruction is integrated within the program where advanced and excelling trainees hold to supplement the main instruction, and are given superior no acknowledgment of their efforts (badges, promotion points, etc.).

Tribunal: See *Legal Matters* in this section.

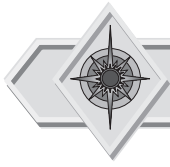
Uniforms: A variety of uniforms are worn by the Martial Militant Personnel of Cascadia. Uniform styling must be accepted by 12 of the 15 ranking officers of each Force, and approved by 1/3rd of the Senators within any one of the 3 Houses of Parliament. Another House of Parliament could reject the styling change. This prevents personal preferences of individual officers.

See grooming in this section for hairstyle and facial hair.

- **Parade uniforms** are dark-gray over-b blouse on medium-gray undershirt with charcoal-gray trousers/skirts, and buffed, black shoes, and worn for public presentation and ceremonies. The over-b blouse (masle and femella) is hip-length, double-breasted, standing-collar, trimmed in Force colors. The buttons on the over-b blouse 2 rows of 9 buttons 1.5 centimeters each, 2.5 centimeters apart vertically, evenly spaced from the collar to the beltline, being silver for enlisted and gold for warrant/commission officers.
- **Dress uniforms** (white over-b blouse, stles as Parade uniforms, on light-gray under blouse with trousers/skirts) are for special ceremonies and balls, high formations and civil representations, each trimmed in Forces colors, displaying rank and unit insignias, merits, etc. Women skirts are below the knee. Garrison cap white would be used during dress uniforms
- **Combat uniforms** are camouflaged to the terrain they are deployed with darker, subdued ranks and insignias on the arm for insignias, collars for commission and warrant officers. **Utility uniforms** are matching shirt and trouser (either gender) a medium olive gray, light and heavy weight, long and short sleeve for climate.
- **Primary Enlisted Uniform** is medium-gray shirts/blouses and dark gray trousers/skirt. The **Primary Officer Uniform** is pale-gray shirts/blouses and medium-gray trousers/skirt. Trousers are full-length, where skirts

(femellas only) are to just below the knee.

- **Warrant Officers** wear the same color uniforms as full officers.
- **Forces Primary Uniform Colors** ("Force Colors") are single thin bands for enlisted and double thin bands for warrant and full officers presented as on the head wear, collar and sleeves of the uniform; forest green for Ground Force, cyan (blue) for Naval Force, purple for Sky Force and black for Stellar Force.
- **Dress Rank insignia** is presented on the right collar, having **Command insignia** on the left. If lapels are worn, **Rank** is presented on both lapels, and both collars having **Command insignia**. **Names tags** (initials with family name) is nine by two centimeters, dark-gray, with pale gray lettering.
- Enlisted Combat Rank insignia are displayed on each arm under shoulder patches. For officers, the insignia is are still on the callers.
- **Service longevity** is presented on the left sleeve of Dress/Parade uniforms above the *Force Colors* stripe and a series (1-4) of silver/gold diamonds (2 full years each) and quarter-sleeve stripes (10 years each). Example; a Martial Militant of 26 years would have 2 stripes and 3 diamonds.
- Cascadian insignia flag (4 centimeters wide) is on the left upper arm with unit insignia under it. Commendations (medals and hexagon ribbons) are on the left breasts (Dress/Parade uniforms only).
- **Noncombat/humanitarian personnel** (Medical, Chaplain-Counselor, Morale & Recreation, etc.) where medium-blue uniform with color markings distinguishing them combat fields. See each for detail.
- Berets and garrison caps present the force colors on the bands. The garrison cap has 3 crown flaps on the right side depending on ranks; one for lower 6 enlisted ranks, 2 for E-7+, O-1 to O-3 and Warrant Officers, 3 for O-4+.
- **Boonie hats** (soft, wide brim) are worn as utility, fieldwork and combat zone without hostilities. **Solar Cloth** is an attachment cloth of matching color, boonie, draping from underneath down the back and sides to shoulders for protection of the neck and ears from the sun.
- Femellas bonnets (oval, felt) are put on by a catching the hair bun (if present) from the back, then bringing it down over the head to the forehead, with the cordage band at normal hairline, above the brow. Hair may hang down the back to shoulder blade length.
- **High honors** may be displayed from a neck ribbon of the service color with silver trim for enlisted, solid gold for officers and dashed gold for warrant officers. The highest honor would be presented at the bottom, with lesser honors pin to the ribbon on the left side. Waist sashes (Force color) would be worn by flag officers and First Sergeants with dress uniforms, and may have the high honors presented on the right side in lieu of the shoulder sash or neck ribbon.
- **Shoulder sash** of service colors may be worn for special (draped off the right shoulder across the chest/back to the low, left waste), very formal occasions, with the merit ribbons and high honors presented on it. The edge has gold courting for officers (dashes for *Warrant Officers*) and silver for enlisted. High honors may be displayed on a neck ribbon.
- Sleeve banner, similar to the flag officer flags (6 centimeters by 2.5 centimeters), is worn on sleeves of dress uniforms for flag officers and First Segeant.
- Light winter coats is dark-gray, hip length, worn with or without liner, having unit and rank insignia presented on lapels. Heavy winter coats have turning fur collar, full-length and is black. Parkas, mukluks and other cold-weather gear may be used in inclement weather. Ushanke (Russian fur cap, the name meaning 'ear hat') may be worn with heavy winter coats.
- Uniforms, as most supplies needed for the government agencies, is provided through the Production & Acquisition commission (see *Government Affairs* section).



Earth Fall ~ Cascadia



Units: *See Individual Forces.*

War Prisoners: There are a few detainees from foreign conflicts in 2067. There are 384 war prisoners still housed in compounds at the warm Springs station. Their home nations are not ready for their return, born refusing to accept them for a variety of reasons – mostly regime changes in the nation since they were captured.

Weapons: *See assets in this section.*

Whether: Active missions rely on accurate climate condition information, and the Cascadia Climate Commission ensures the Logistics Command has current conditions from around the globe and solar system, including solar/sun activities. The 2 entities share information. The Logistic Climate Regiment has personnel at all headquarters, as well as special positions.

Medical & Health

Cascadia made a lot of changes in the medical field, restructuring how people gain health treatments, removing large portions from the insurances, who were seen as self-serving.

Health coverage through the **Bureau of Health** is not an insurance, and is considered an obligation by the governance for the well-being of all citizens for the support those citizens provide through levies, jury duty and other civil expectations. **Each citizen is entitled** to such support for their ongoing contribution. The health and well-being of each citizen is a benefit to the nation, and governance shall ensure such health and well-being. It is not enough to have access to insurances for the proper care of all citizens, no matter their status.

The situation and limitations of the medical industry within the *Former U.S.* left great number of people untreated. Attempts within federal governance to place responsibility to the state and insurance providers to cover the costs, escalating health problems, leading to the bankruptcy of the nation. This was seen as one of the greatest causes of the financial collapsed and fragmentation of that nation.

Another issue of past medical practice and research Cascadia saw a highly problematic as the treatment of symptoms and not the cure of disease. The continued income of medication and treatment of sick people was more profitable and greater numbers of people were left ill or declared ill under guidelines to boost pharmaceutical sales.

With the growing costs and economy of health in the past – and people become perpetual patients – the founders of Cascadia worked to change that trend. This area goes over some of those changes. They were not popular with executive of medical companies.

Also see Insurances and T4 (Teppi) Ebola Virus in this section and Bureau of Health in the Government Affairs section.

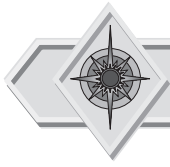
- All citizens of Cascadia and foreign visitors with valid visas have access to the medical treatment and care. Copay for the foreign visitors would be considered covered their permitted time in country.
- With criticisms of administrators and insurances creating restrictions on treatment to maintain profits, or parcel out treatment social medical settings, *Parliament* decreed that no treatment for the health of a patient's shall be denied or delayed – in doing so, those involved shall be investigated as a civil complaint. If found to be criminal, prosecutions through the magistrates will commence. **Nuisance Complaints** are also prosecutable. *See Treatment Counselors in this section for creating a balance between timely treatment and the prevention of hasty, wrasse progression of treatment. See Legal Affairs section.*
- The goal of treatment is to bring the patient to a healthy state without the continued need of medications or treatment. **Mental Health** is interlocked in the health care.
- Citizens may have private supplemental insurance and gain private treatment, should they wish, though few facilities match the care of the government, since government doctors are in control of their treatment by decree of Parliament without administration dictated.

Since there is little or no profit in curing patients, it became a mandate for the Bureau of Health to do so, and not just treating symptoms. Strict controls of medication costs are set to deescalate medical costs.

- **X-Prize** avenues (*see Science & Technology section*) are available to encourage pure research. Also, without escalating payments to private institutions for treatment costs, the *Bureau* is focused on curing the patient. With Copays only covering a portion of the cost and rated for the condition – the rest comes from private institutions as a set percentage rates – the *Bureau* is motivated to cure the patient quickly.
- *Pharmaceutical costs* in the past has risen considerably – even causing dependency (as what happened during the pain relieving opiate epidemic). To prevent further escalation of such practices, Cascadia set a policy related to *Patents*. If any

class of medications are considered essential for the well-being of the public, it would be considered a **Necessary Production Domain** (*see Patents in the Details & Options section*). All pain medications fall in this category. In doing so, the company that originated the new pain medication gains a percentage from the full sales of other companies, and those companies are in competition with each other to provide reasonably cost medication or the public. As a guideline, if more than 2% of the population (or 3% of the population at any time) had needs for such medications or treatments within the last 2 years, such treatments and medications become *Necessary Production Domain*.

- Physicians (civil or private) with malpractice complaints leveled and deemed valid shall face criminal charges of assault or murder. The victim is still fully covered for medical treatment by other physicians. Compensation to the victim or their family for death, shall be the partial or full income payment for the life of the victim and their spouses at the time of injury or death or recovery, whichever applies. *See Injury & Death in this area.*
- **Physical Restoration Treatment**, akin to cosmetic surgery, that will bring the patient back to a natural appearance is covered by *Bureau of Health*. Generally, this is to correct defects by birth or injury.



Accidental injury: See *Injury* in this entry.

Anatomy Restoration: Differing from *Cosmetic Adjustments* (see *separate entry in this section*), these procedures restore normality to anatomy function and appearance for citizens, including skin transplants, features/breast reconstruction, sexual organs, etc. These procedures are covered as part of the associated ailment, bringing the patient to a functional and socially typical expectation.

Breast Enhancement/Reduction: Breast reduction may be covered by the *Bureau of Health* when the bust measurement is in excess of 175% of the waist and 115% their hips. This is considered a major/severe treatment.

Breast reconstruction (suppliment, augmentation, etc.) as part of mastectomies or restoration treatment and is part of the condition treatment. It is not cosmetic adjustment in that it is to maintain a natural appearance, though some adjustment may be considered.

Private companies provide a variety of services for enhancement, reduction of reshaping is considered cosmetic and not part of the *Civil Health Coverage*.

Cascadian International Health Network: A government *National Partnership Company* that provides national and global comprehensive care. In 2067, Cascadia maintains 60% ownership, with 40% associated with other persons. The mandate of this company is for the advancement of true healthcare, not symptom management.

- As part of the incentive for other private companies to create cures, this company is positioned as a distribution network for cures through the *Medical Cure Fund & X-Prize* system (*shown separately in this entries*).

Cloning: Advancements in organ cloning has made transplants more common, with the body parts for the person being grown through accelerated procedure and replacement done within days of the patient's arrival.

Controversy of full human cloning continued with the research. *Parliament* has few *Edicts* restricting cloning research, leaving ethical questions to the *Bureau of Health Commission*, and the board has yet to fully restrict the research.

Conception-Pregnancy Treatments: Over the years, Cascadian researcher have been improving methods for biasing the gender and qualities of the fetus at conception and pregnancy, including reducing medical maladies and biasing characteristics.

For the mechanics of the game, any alteration of the character that influences them in a favorable way, will gain an addition to the Experience Threshold. See *Character Enchiridion* for details.

- Known family maladies may be removed with directed gene therapy. Some increase chance of other complication, such as chance, even miscarriages have be recorded. Over all, the success rate is fairly high, fro 80% to 95%, depending on the quality of the treatment and the skill of the physician.
- Several methods have been available to skew the *chance of the gender* during conception to either male or female, including vaginal creams/gels, treatments for the man (being to one more to control the gender), treatment for vitro fertilization, artificial insemination, etc. Cascadia researchers have refined the methods even more, with greater accuracy and quality. Depending on the quality of the treatment, the accuracy is as high as 98%. A variety of fertilization medications and vaginal creams/gels are available to favoring either Y or X sperms, such as altering female pH balancing.

Medical & Health (cont.):

Conception-Pregnancy Treatments (cont.):

- Hair/eye colors, physique and other physical aspects may be biased by treatment to favor father or mother features, even altered during the pregnancy. These treatments are not covered by the *Bureau of Health*, though it is regulated by them.
- » *Parliament* has no binding *Edicts* for limiting these treatments, though the *Bureau of Health* has set recommended guidelines, including the selection of genders. It is recommended a mother had already birthed one gender before considering the opposite.

Concierge Medicine: Taking hold in the beginning of the 21st Century as a personal care for the more affluent patients who spend an upfront, annual fee.

Copay: Citizens obtaining medical attention is obligated to contribute a copay portion of the medical costs in most cases, and covers the full treatment for the ailment. See *Bureau of Health in the Government Affairs section*.

- Medical Copay** is based of the type of care and scaled to the patient's *average personal annual income* as declared for the *Civil Retirement-Insurance Fund*; 0.2% for **Routine Examinations** each 2 seasons, dental cleaning each 3 months, and vision once a year. **Moderate Treatments** (non-life threatening) has a copay of 3%, and **Severe Treatment** (life threatening) is 6%.
- The copay of active duty and retired military is paid for by the *Ministry of Martial Affairs*.
- Copay accumulation is for the season, not to exceed 15% of the patients gross rated income for the season. Treatment periods within 30 days of a season or less than 120 days (seasons being 90 days) is considered part of the season with the greatest number of days treated and not as separate seasons.
- Treatments requiring multiple seasons to remedy or continual care will have copays for each of the seasons, with the 30/120 days buffering.
- Copays are accumulated as a government loan (CLR-1 interest level), if not paid by the end of the following season. See *Civil Loan-Banking Services in this section*.
- All copay costs over the 15% of the personal income for any season is covered by the *Medical Commission*. Any copay covered for others as negligent injury is applied here as well.
- Treatments to foreign visitors are to stabilize the patient before returning them to their nation. Costs are covered as part of the visa medical insurance fee they had already paid. Foreign national in Cascadia without visas face criminal charges, and will be treated for life-threatening conditions.
- The copay is not to discourage patients from seeking treatment, though places moderate responsibility to them, and may dissuade overuse of the system.

Cosmetic Procedures: See *Anatomy Restoration in this entry*, as well as the separate *Cosmetic Adjustment entry*.

Cures: Cascadia has several incentives for private companies to work at creating cures, and not just symptom management medications/procedures. See *Pharmaceutical-Treatment Cure Fund/X-Prize for one of these incentives*.

A long-term incentive for creation of medical cures over symptom management is the contract role agreement with the Cascadian International Health Network (shown separately in this entry). Because this company becomes the distributor, more local

companies are not subjected to higher Broad Scope Levies.

As an incentive, the company providing the cure pharmaceuticals/procedure gains 30% of sales through the *Cascadian International Health Network* company. The local company would report the 30% of sales as income, but locally, not subject to the *Broad Scope Levies*, since they were not the distributor.

Deductibles: Private insurance companies have deductibles for most levels of coverage beyond routine checkups and cleaning for medical dental and vision. Medical health coverage through the Bureau of Health does not function as an insurance, and has no deductible.

The practice of deductibles was found to be a considerable burden on families with lower income and resources. The historical practice of subsidizing lower income left those closer to the threshold financially crippling, and substantially problematic for what was considered middle income. Though Cascadia allows insurance companies to maintain this practice, it is not part of the coverage entitled by all citizens through the Bureau of Health. With the co-pay (see separate entry in this section) scale directly to personal income rates, the citizens have a more balanced contribution to the support of national health of its citizens.

Dental: Handled in clinics throughout *County/Shires* of Cascadia, all dental care is considered a medical treatment. Each citizen is allowed up to four cleanings per year at a rate of 0.1% copay applied (see *Copay in this section*).

Diseases: The *Disease Research Commission* of the *Health Bureau* (see *Government Agency section*) maintains facilities, overseeing private ventures, and all aspects of disease tracking, control and illumination.

AIDS/HIV: Vaccine for HIV-1 and 2 began human testing in 2013 and became available to the general public in 2016. Those who contracted it prior to the treatment, still carried the virus and were not able to benefit from this.

General public release of a vaccine for HIV occurred in 2016, and by 2018, 17% of America, 32% of subhead sub Sahara Africa, and 46% of Europe and 13% of the rest of the world would be vaccinated. With more being done each year. Cure for AIDS and HIV infected came in 2024. Some did not respond well, but most did and the affections and infections declined.

It was found some suppression of earlier progress by those feeling promiscuity and homosexuality would become more prevalent took and take.

Any of the original carrier did not survive the breakdown of society, since they were isolated from medications. By 2068, only 6 in 100,000 had the actual virus.

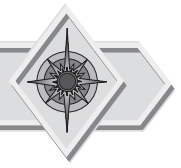
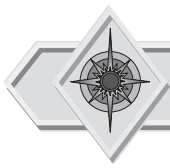
With the vaccine, came controversy. Many felt it would lead to a rebirth of immorality was prevalent in the 1960s and 1970s. Fearing an increase of promiscuous premarital sex, adultery and teen pregnancy, protesting the general release, opting for a controlled use with the medical community only and other people who would be more as risk of exposure from patients.

Those against general release did not prevail. Some took to vandalizing clinics which distributed the vaccine or stealing records of who received it and listing them as sinners.

All the things they feared did take place. Divorce rate increased sharply with adultery. Some husband began engaging in homosexual relations and leaving their wives. With that increase came an increase of Gay men being killed.

Teen pregnancy rose significantly. When that occurred, many conservative states started cracking down and enacted laws in jail the fathers.

Emergency Care: See *Urgent Care in this entry*.



Hospice & In-Home Care: Medical treatment needing inpatient hospice care is directed by the physician, and is part of the treatment plan covered with the current copay amount.

A certain amount of time for home care may be covered by the current copay, allowing visiting caretakers to assist at the home, attending to the needs of the condition (including bathing/grooming, cleaning, application of medications, etc.). This is not to exceed 12 hours a Cascadian week (2-6 hours a day), otherwise hospice care may be needed. The physician may allow another 12 hours of homecare a week, applying additional 0.3% copay for each week needed.

Hospitals & Clinics: In the distant past, hospitals (many associated with churches) were a place for the ill to find care and treatment. By the 1900s it became more of a business looking for profits. By the 21st century, this trend was seen as out of hand by the founders of Cascadia, and they worked to return the principles of care to that of the patient and not for company profits.

All citizens fall under the national health policy, financed through the general revenue of the nation, administered by the **Bureau of Health** and its assorted Commissions.

See *Revenue* in this section. Also see *Mobile Medical Centers (MMCs)* in this section.

- Decreed by *Parliament Edicts*, **Townships maintain clinics** (often connected to the *Fire-Rescue Stations*) with matching funds from *County/Shire* and *Provincial* (1/3rd each), the amount established by the *Township Cousel*. Adjoining *Townships* often establish a joint clinic, sharing costs based on population. These clinics may not refuse urgent treatment to citizens. If needed, transportations to other, larger facilities shall be provided.
- No employee may be released from the company who is hospitalized or under the physicians direction to recover, and they must be afforded time to do so.
- During hospitalization (including comas) the patient may receive weekly draws from their *Civil Retirement-Insurance Fund* at 70% level if lower, or a at current, if higher. This compensates for loss of wages. This may continue until fully recovered as directed by the physician. Standard effect on *Z Week* adjustments are apply.
- **County/Shire Hospitals** are maint by the associated county or shire with matching funds from provincial and national funds as decreed by *Parliament Edicts*.

Injury & Death: Medical care and legal relation to injury and death, Cascadia handles them into manners; accidental and negligent.

- Whether accidental or negligent, medical (physical and mental) would be covered by the *Bureau of Health*.

~ Accidental Injury ~

- Copay is as normal. The *Civil Retirement-Insurance Fund* may be drawn at current levels. Also see *Hospitals & Clinics* in this area.

~ Negligent Injury ~

- Negligent injury had become a costly legal nightmare in the 20th Century continuing into the next, bankrupting many people and companies. Frivolous lawsuits and considerable payouts through fraudulent claims became excessives. The founders of Cascadia debated this problem for some time as they set the groundwork for the *Bureau of Health* and *Ministry of Legal Affairs*, establishing guidelines to move away from that trend which profited attorneys at the expense of everyone else.
- The patient may be compensated for loss of livelihood, medical copay, etc., placing liability on the person who caused the injury. The causing party of the injury may have a *Civil Complaint* filed against them, and if found responsible would be liable for settlement and the payment of the copay. Total cost of such *Complaints* shall be applied to the causing parties total copay, including any private care payments, and may not exceed the 15% restriction on total income of the season. See *such matters*

in the *Civil Complaints & Injustice* entry in the *Legal Affairs* section.

- Copay costs would be covered by those found guilty of negligence by the *Civil Investigation Corps*, adding to their level, up to the accumulated 15%.
- **Plaintiffs of Complaints** are responsible for all filing charges and fees. Some attorneys will cover this cost if they view the complaint valid and may redeem the charge should the actual come play to be investigated as legitimate.
- There are attorneys that specialize in this process, obtaining a percentage of the resulting settlement amount. Due to the 15% limit, fewer pursue this legal avenue. Many consider this does not punish the defendant enough. Past history has shown that pursuit of greater, and greater settlements field fraudulent and inflated claims, and attorneys fed into it for their own personal profit. For further punishment in Cascadia, criminal charges would be filed.

Insurance: Private insurance company still exists for private care. With citizen healthcare, such policies became more competitive.

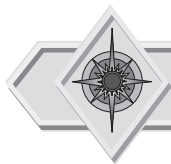
Some private insurance companies began adding options for copay payments, where the insurance covers copay payments as part of their policies.

Growing problems with past private insurance companies controlling healthcare policies—including the nature of claims—had propelled more and more people into poverty. As the 20th Century fed into the 21st Century, insurance companies strived to advance their profits at the expense of the population. In 2024, an attempt within the *Former U.S.* to pressure private medical insurance and institutions into a more competitive environment had failed. Cascadia viewed the claimed nature of medical insurance as profiteering and Parliament set policies to curtail such practices.

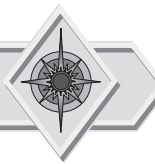
Any **denial of claims** from insurance companies within Cascadia must be filed by the insurance company to the *Standards & Safeties Commission* (not the patients) within 15 days. Such file statement must include reasons for a denial and the *Commission* shall evaluate trends for the insurance companies on behalf of the patients. This is to ensure patients are treated in full balance for their well-being. This is part of the governance efforts to ensure companies don't overshadow the needs of the population – an effort that goes beyond medical care.

Learning conditions: Rejecting the “disability” statement of various conditions, the normal course of *Education* (see *separate entry*) institutes tutoring for all students who lag in subjects, and most all students lag in some manner. Those with specific medical health and mental conditions that affect common progression of learning would as normal process gain counselors for assistance.

- Students with **Hyperactive Learning Conditions** would be encouraged to intersperse energetic activity courses between more intellectual classes. Such energetic activity courses would be sports/gym classes, agriculture /animal husbandry (functioning with farms/ranches), mechanics, wood/metalworking, trade education (carpentry, plumbing, etc.), etc. *Marshall Foundation Program* (see *Martial Affairs* section) has several stimulating aspects that would be suitable for these types of people.
- The *Bureau of Health* distinguishes several types of **dyslexia conditions**, including *Reversal D-*, *Time Lag D-*, etc. Each of these conditions involves varying approaches to the function of learning.



Universal Tales: Campaign Environment



Medical Cure Fund & X-Prize: Cascadia applies 15% of the *Health Duty* (see *Revenue in this section*) to promote progression of medical cures. Half of this amount goes directly to X-Prize funding in categories based on medical conditions. The other half is distributed with 70% going to the *Cascadian International Health Network* company for research, and 30% used for administrative handling of these programs and verification through the *Bureau of Health*.

- Having the X-Prize (see *entry in the Science & Technologies section*) available to 3+ companies provides competition after the discovery, enabling continual progress for other labs and techniques should problems arise with early research results. It also provides a variety of options for treatment and pharmaceuticals available to patients.
- X-Prizes are granted at 3 stages to any eligible company that proves an actual cure. 1st stage is for animal testing. If that shows a bona fide effect, they gain 1/9th the current fund level in the category, as well as authorization to advance to human testing (the next stage). Upon completion of the next stage, they are granted another issuance of 1/9th the current fund level in that category, and authorization to go for production. Once the product is fully in production and in the market, the final of the 3 stages—the next 1/9th amount of the current fund level would be issued. Each issuance at the stages assist in progressing the company's research and development, and depending on sales of pharmaceutical/treatments in that category, the amount varies at the time of issuance.
- X-Prize grants are as 1/9th current fund level for the ailment category at time of issuance when the stage is fully proven. Continual input from medication/treatment sales will continue raising the remaining portion of the X-Prize for future issuance. Several companies may be getting stages, as their research progresses. The fluid nature of this X-Prize condition allows for scientific progression.

Medical Research: Prisoners of Monroe Penitentiary may be offered participation in medical research, given them benefits within the penal system. Depending on the situation, this may help with parole board for higher status.

Mental Health: The mind is fully covered in all medical aspects and treatments. As with all medical-pharmaceutical fields, time evolved practices. Some are shown here.

- **Compounded Stress Reaction** evolved from *PTSD* and shell shock and other mental elements associated with emotional response to cumulative long-term traumatic experience, as well as separation and isolation closely integrated social mechanisms (e.g.; military camaraderie).
- **Poly-Personality Syndrome** describes those having multiple personality fragmented from the full self, whereas as **Ego-Personality Disorder** is the creation of separate distinct personalities, a condition more akin to schizophrenia.
- **General Identity Crisis Syndrome** collectively describes those having disassociation, fragmental mental state and such syndromes involving alternate mental conditions.
- **Autism** is still a functional issue for many. **Antisocial Behavior Disorder** collectively relates to instability of social relations, including the *Asperger Syndrome*.
- **Para-Personality Syndrome** involves the creation of alter egos as compensation for social inadequacies.

Mobile Medical Centers (MMC): A variety of transportable clinics and hospitals are available for emergency response where local teams are overwhelmed, including natural calamities, nuclear detonation and chemical/biological release. These units also supplement regular medical facilities, allowing continued training in other areas.

The MMCs are integrated into semitrailers/trains (*Ground MMCs*), dirigibles (*Sky/Floating MMCs*) and ships (*Water MMCs*). In emergencies, these MMCs converge on the effected area.

- The MMCs function with *Emergency Response Teams* and together become of the function of FEMA of the Former U.S. The closest centers act as triage, while those further out collect,

treat and route survivors further away.

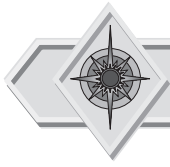
- When responding to an emergency, the first to arrive access the situation, becoming the control center at a safe manageable distance. As others arrive, they are positioned to tend to the wounded and those in need, relocated them from the area if possible. Martial units will also respond to assist in evacuation and secure the area. People are moved from the area until full control is established.
- When Seattle was destroyed in April 2042, 82 of the 143 MMCs at the time (7 ships, 9 dirigibles, 27 train cars and 39 semitrailers) moved into the area with a good assortment of *Emergency Response Teams* to assist the survivors.
- When not responding to calamities, the centers roam the provinces, providing services to local population, especially for rural areas, farms and ranches.

Organs:

- **Olympic Future Medicine** (a private company) had made advancements in cell restorations and continue to do so, helping patients rebuild dead tissues organs. Their research and development of medicine primarily focused on genetics, working to replenish and animating dead tissue through gene/DNA revival. They have therapies to enable the cells to regain life through a variety of message methods involving targeting genes is viral therapy. This is used in the healing process after organ replacement, or rebuild malfunctioning organs and tissues, in a similar way fetuses grow tissues. The work allowed transplanted organs to become more integrated replacing dead tissue with connecting live tissues in a more natural manner.
- All citizens must declare on their *Civil Disposition Declaration* whether they are willing to release organs for transplants upon their death. This declaration is signed by the 3 listed as caretakers on it. This may not be disputed by others. Also see *citizen disposition declaration in the section*.
- Organ production from printing machine using living cell cultures grown from the patient, as well as organ clones (see *Cloning in this area*) has made many advances and is used for transplanting.

Private Health Care: There are a variety of companies providing private health care. By it's nature, as was the case in the *Former U.S.*, these companies provide special treatment for those who wish to pay for it. Mostly, these are cosmetic.

- All private facilities shall treat emergency care to stabilize a patient for transport. The transport physicians/EMTs shall determine if transport is fully safe, not the private physician or staff. Financial compensation for the care may be applied for through the *Medical Commission* of the *Bureau of Health* for review and payment. The review officer will gain the transport's report as well, with the receiving medical team's report.
- Cosmetic clinics are popular.
- All private care hospitals, clinics and facilities, including those providing cosmetic procedures, are to pay a 15% in their gross income to the Medical Commission. This is in addition to the normal 15% Levy to parliament. This additional payment is to assist supplement civil care and offset the wealthier who may attend private companies to avoid civil copay since charges are by income levels.



Social Ailments: All social trends mutable ailments, including casual or intimate are collectively referenced as Social Ailments to lessen stigma and bring the full matter of cure to the public without social implication and categorizing as seen in the past. By 2067, most all past Social Ailments have vaccines and treatments for curing the condition.

Treatment Counselors: Each patient will gain a Treatment Counselor who would monitor the timely progression of treatments related to their conditions, ensuring quality of care and to prevent abuses on all parties. They are mandated to curtail rash, hasty decisions of progress, as well as preventing delays. These Counselors are not physicians, and may assist with administration related subjects.

Counselors would relate comparable treatment progress, and consult with physicians and specialists for irregularities. Counselors, as well as physicians and specialists, are monitored by quality control specialist associated with Inspector Generals. Any pressuring from administration, physicians or specialists on counselors will be reviewed by the inspector generals as well.

Urgent Care: Any need for urgent care becomes part of the copay for the ailment treatment, stabilizing the patient for additional extended treatment. This includes *Urgent Medical Response* and *Urgent Care Wards*.

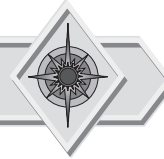
- **Urgent Care Wards** (emergency rooms) are sections within the hospitals/clinics for the receiving of critical medical needs. Once stabilized, patients are moved to other wards for recovery or other care, or released. As part of **Urgent Response Stations** (see *Fire & Aide Response* in this section), urgent medical responders go to medical emergencies for stabilizing or transporting patients. **Urgent Medical Response Vehicles** (*UrmRev*) and ambulances are part of the fleets.
- For urgent care response and/or visits to *Urgent Care Wards*, element treatment is handled as severe for copay, and is part of an overall treatment of the condition. If use more than twice within 3 years, an additional 1.5% fee is added to the treatment copay, not to exceed the 15% overall copay costs. This is to discourage frivolous use of emergency networks that would take away from other priorities.

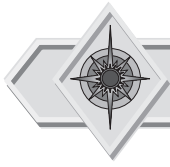
Vaccination: Over the decades leading to 2067, many vaccines have been created for all sorts of ailments plaguing the 20th century.

- The **Immune Deficiency Coverage** (*IDC*) vaccine had been developed in the 2030s, covering HIV/AIDS and other condition affecting the immune system. Conservatives ran a strong public announcement campaign for people to remain abstinent out of monogamous marriage, fearing widespread philandering. There was a marked increase of unwed pregnancies that upset more conservative views, though many were amongst the numbers.
- The Social-Infection Complex vaccine was initially released in 2028, and covers syphilis, gonorrhea and other social disorders and gain the same response as the IDC vaccine. The complex required booster shots on the 2nd and 5th year to create the full lifetime effect, and the result was passed on to offsprings. After the 3 step vaccination program.



Universal Tales: Campaign Environment





Places of Interest

Within the campaign, several places of interest may become involved. Most of the towns and cities from the early 21st still exist in 2067 and after. People saw many changes to most of them, though some remained the same in many ways.

Also see *Nations & Culture (Appendix-B3)*.

Area 51: Located (with Groom Lake), around 85 miles north northwest of the Las Vegas regional crater, was the restricted testing ground for the *Former U.S. government* up to --- when it became part of Calvada with the support of Cascadia. Due to the proximity of with Sonora, there is no classified materials set there and is mostly abandoned, some used for training by the Ministry of Martial Affairs.

There is likely many people still around in 2067 who used to work there and have knowledge of it.

- **JANET Flights** in and out of Las Vegas (*McCarran International Airport*) and a couple AFB, bringing employees to and from the base, when not by bus. At Las Vegas's *Janet flights* fly in and out of a separate and secure private terminal owned by EG&G (Edgerton, Germeshausen, and Grier, Inc.). While Janet's meaning is unknown to the public, the acronym has been said to stand for "Just Another Non-Existent Terminal" or "Joint Air Network for Employee Transportation." For the purpose of the writing, Janet stands for **Joint AeroNautical Transportation** (JANeT, because JAT wasn't a good code word). EG&G failed in 2018 and until the base was abandoned, the U.S. Air Force provided transportation.
- For the purpose of the writing, JANET stands for **Joint Air Naval Technology Center**. Also there is the **Aerospace Development Corps (ADC)** and was the government development team for the *B2 Spirit Bomber*, built by Northrop Grumman, which took its first official flight on 17 July 1989.
- **ETOR** (*Extra-Terra Observation & Research*) at Wright Patterson AFB works with personnel at Groom Lake, sharing technical information up to the closing.
- Groom Lake handled aerospace development, some element gained from ETOR. They have a few pieces of Uezarjh and Kaezonae ships, but most are kept at Wright Patterson AFB.
- During the breakup of the Former U.S., most all the materials of Area-51 was evacuated and ship to the ETOR, in subterranean facility that been there for decades, having the start in the 1940s. By 2067, the sight is completely abandoned.
- Also at the location were alien and Vampian (metamorphic leeches creation of creatures mistakenly mistaken for vampires, werewolves, gargoyles, Sasquatch, and other mythical creatures and parent). In the 2050s, Stijn Rheinford began making arrangements to move the material to installations within Cascadia.

Canaan: *Seat United Canaan Historical Reserve.*

Dhabi (Emirate): The cities continued to be a showcase of architectural innovations and beauty, possessing 3 million people residence in 2016. It provided virtually any form of entertainment and remain a tourist destination have been 8-11 million guests at any time, with Everett having connections with all tourists terrorism companies, including those in Cascadia, providing vacations packages from most any level of her most any level of tourism, many with various tour lines. That e to be 2067.

Israel: The great Arab-Israel or was mostly conventional lasting from June 8 from June 2018 to September 2021 (39 months). The global federation intervened into the region with superior force and associated with an not associated with any nation. All the troops and equipment had been donated to create this independent force.

Kenziaton: Founded in 2049 along the Mackenzie River in Yukon Province, growing as the warmer climate allowed longer trade between within the province and elsewhere. Canada's Northwest Territory (oil), eastern Russia and Europe with the Northwest Passage wide open year round (assisted by nuclear and bio- diesel the rail between the great slave great slave Lake and Hudson Bay were ex and expanded -- place southwest of Fort Simpson just after the Mackenzie River statement so to read founded in 2049 along the Mackenzie River southwest of Fort Simpson. ---

Klamath Lake Thinktank & Research Center: ee

Medina (Saudi Arabia): The city was nuked on --- by a five-man cell of the Supreme Israeli Front who fired the weapon from Syria.

Monroe: The town became the center of the penal system where all criminal prisoners convicted criminal prisoners were held. See *Monroe under within Legal Affairs section.*

NORAD: This underground facility is within the *Wildlands* of the Rocky Mountains (previously Colorado) the facility is protected by *United America and Cascadia* as a joint use for the protection of the area. Little cooperation comes from other nations, though they keep their distance.

Ohio/Oklahoma Quakes: Beginning on 7 June 2029, at Bixby, Oklahoma, sinkholes began appearing at the surface (see Historical Events section). These earthquakes and sinkholes were a result of past fracking. The two regions continued having 2-3 factor earthquakes, 2-8 a month, and a new sinkhole would appear 2-60 days, ranging in size from 130' to 2,800' across, averaging 716', and some 200% deeper than the width. As of the beginning of 2067, there had been 384 cavities, resulting in 1,421 deaths.

~ Great Civil Proclamation - I ~

Clause-I: In all criminal prosecutions, the accused has the right to a speedy and public trial by an impartial jury within the district the crime had been committed with jurisdiction described by law.

Clause-II: No person shall be held to answer for a capital crime or otherwise inflammatory or infamous crime, unless presented with indictment from a Grand Jury.

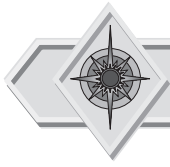
Clause-III: The persons accused of criminal act shall be informed of the nature and cause of the accusation and to be confronted with the witnesses against them.

Clause-IV: Persons accused of a criminal act has the right to have compulsory process for obtaining witnesses in his favor, and have the assistance of counsel for their defense.

Clause-V: Excessive bail shall not be required, nor shall excessive fines, or cruel or unusual punishment be imposed or inflicted.

Clause-VI: No person shall be compelled to be a witness against themselves, nor be deprived of life, liberty or property without due process of legal court.

Clause-VII: No persons shall be subject for the same crime or legal offense, or be twice put in jeopardy of life, limb, property, affects or payment.



Rathdrum: this township (25 miles northeast of Spokane) is the major business center for Cascadia relation to Northwest Rail Foreign Center, or importing and exporting between United America, Free State of Montana, Canada and the Central States.

No tracks east of Rathdrum has through passage into Cascadia. East and West bound rail terminals terminates here and goods are inspected in holding areas during transfer, including passing through radiation arches.

For United America, Portage, Wisconsin—with direct rail line to Rathdrum—is one of the few trading location outside of Cascadia where and the goods, and the only one with United America. At Rathdrum, the goods are picked up by the Cascadian companies.

Redding (Pacifica Province): Many tours pass through here to Reno (Calvada) and to Texas, Dixie Federation and the Central States, via the Texas Southwest Railway (the southern half of being in the BNTF that split in 2024).

Became a major city in Pacifica Province, and the southern import center of Cascadia with Calvada, Texas and the Dixie Federation.

Rilea Naval Station: Formerly *Camp Rilea Heleport*, near Warrenton, Oregon Province, this became the main training station for the *Cascadia Foreign Marine Corpe* (see *Ministry of matial Affairs*) where all foreign nationals accepted in the Corpe go through the initial training and evaluation.

Nearby land to the channel had been aquired for the station, with docks added. The airfield to the northeast is used as well.

Seattle: A 170 Kt nuclear warhead detonated over Elliott Bay around 2,700' from the shore and 1,600' in the air. The blast leveled most of the buildings to the ridge of the western slope of Seattle, to the north to Lake Union and the channel, as well as northern West Seattle area.

The east side of Seattle slope to the Lake Washington was distryed from the firestorm as well as the north Seattle as far as Green Lake. It was decided to make the destroyed area a park once the radiation levels washed away. And became level safe enough for people to be a. Many monuments were erected within the area.

With the ***Seattle Memorial Park*** are several notable features is that Queen Anne Observation Tower: clean and observation tower is a 284' multilevel green glass and steals code structure reminiscent of his Seattle Space Needle. Though not a reconstruction, it does have 7 observation platforms.

The ***Capitol Hill Observation Tower & Center*** has a museum, transit center (maglift stop), hotel, restaurants and a variety of shops. A bridge connects the Center with the North American Alliance Ambassador Compound to the south. There are aerial tramway between the Capitol Hill Center and Queen Anne Observation Tower.

Having a blast offshore, there were no crater there was no crater left for the station. A 9' wave did radiate out from the pressure, washing up on lands like a small tsunami, killing many in Puget Sound area.

The blast caused severe damage in the north shore of Seattle downtown slope up to Queen Anne Hill. The far side of the hills were not leveled, though the firestorm destroyed everything to Lake Washington, up-and-down (North/South) to 9 miles, included including Boeing Field and SeaTac Airport. Much of region was made into a Memorial Park.

Spokane (Coulee Province): Due to this the shipping in and out of Rathdrum (Idaho Province, about 25 northeast of Spokane) with eastern nations, Spokane became a major business center for Cascadia.

United Canaan Historical Reserve: The region around the Dead Sea including Israel and portions of Jordan became the United Canaan Historical Reserve region, ending the great Arab-Israeli war (June 2018 to September 2021). >> copy from the national and regional level appendix <<

Vienna: With the increase of storms, due to climate warming, the city could no longer hold the inevitable back, and in 2016, people began moving from it. With less people to maintain the unique

structures, more of the damage became delinquent on repairs and the problem escalated.

Tourism from 2014 to 2021 increased from curiosity of the rising waters and the effects of the storms on the city, beginning a little before people started leaving.

By 2021 the collapse of several buildings had made traffic on the waterways dangerous and jeopardizing adjacent structures, clogging the waterways, cutting off more and more of the city and tell it was mostly abandoned by 2028.

Salvage crews were granted access after that and by 2053, there was little more than rubble left where once a very unique city existed.

Science & Technology

Cascadia has taken many leaps in technologies, having a variety of **Parliament Think Tanks & Research Centers** funded by Parliament, leasing productions rights to civil companies with fees and 15% royalties paid to the Parliament discretionary funds. The longer patent durations encourage innovation with longer possibility of exclusive returns.

- The **Science & Technology Commission** oversees these areas and is part of the *Bureau of Engineering*, promoting innovation. Private industry sees the involvement of this *Commission* as a conflict of interest. It is pointed out that the agency directs innovation, and private companies are not restricted by this agency. Also, it had been clear for some time that private companies restrict research to profitable directions. This *Commission* broadens innovation of non-profitable technologies for the betterment of citizens.
- The **National Integrity Directive** is a *Parliament* toll mandate for the *Science & Technologies Commission* to ensure continuity of the infrastructure and reliability of energies for the security and survivability of Cascadia and its citizens. This mandate works with all agencies including the *Bureau of Civil Engineering*. The survivability of critical energy-infrastructure is vital for the sustainability of Cascadia and its citizens, and includes the threat from solar flares, EMPs, earthquakes, natural disasters, etc. This mandate is not to be delayed or avoided.
- The **Standard & Safety Commission** tracks practices, and if there are business espionage, theft and such, they report such finding to the Sheriff for criminal charges. The *Magistrates*, *Star Chamber* and *Marshals* may become involved to police either agencies. Complaints directed to Parliament will be investigated. Companies filing known false accusations may be fined for doing so.
- No innovation that become a required feature in a product may be exclusive, since making it require would cause a forced demand.
- Cascadia advancements in technologies and infrastructure was gained in a variety of means, including *Transformation Levies* (see *Revenue in the Details & Options section*), *X-Prize* (see entry in this section), *Industrial Rephasing* (*Business entry of the Details & Options section*), etc.
- Parliament or government agencies do not fund private research, though have a variety of *X-Prizes* through the **Cascadian Science Network** are available.
- Out of the accident at Nellis AFB, near Las Vegas, came a variety of gravity innovations, including Gravity Fusion (see *Fusion Reaction in this section*), Gravity Space Warp Drive (see *Stellar Progression section*) and Gravity Panels (see separate entries in this section). Also see Gravity Waves in this section.

Aircraft Emergency Chutes: As safe as flying was historically, there remained a fear. Parliament set that all aircraft are to be equipped with Parachutes that may be deployed in an emergency to float the craft to the ground/water. The fuel cell would be jetisend with their own chutes.

Antigravity: See Counter-Gravity (Antigravity) in this section.

Archeology: See Cascadia Musiums & Science Centers.

Astronomy: Advancement within Cascadia occurred as they ventured into and beyond the solar system. Terms for objects around stars, including soul, continue to be shaped by the science community. In Cascadia, the **Astronomic Counsel** within *Science & Technologies Commission* established distinctions that differed from the past.

- Object in the Kuiper belt (including Pluto) became distinguish as either **Kuiprets** (larger, spherical Kuiper, replacing the dwarf planet notation) or **Kuiperlets** (smaller, non-spherical Kuiper Belt Objects). Kuiprets are sometimes described as *Kuiper Spheres*, or large Kuiper Belt Objects lesser objects in the belt are often referred to as *Kuiper-Boulders/Stones/Rocks/Pebbles/Dust*.
- Solar planets and planetoids are those near the sun than in Kuiper Belt Objects.

Bio-Electric Generation Units: Often integrated into the sewage system, these units are elements of electrical creation facilities, where waste sewage becomes nutrients for bacteria, organisms or cells along with cathode filters, or to other coexisting organisms that produces nutrients for such power producing elements. The cathode filters discharges the electrical impulses into converters for a usable voltage. Though just generating 2% of the power used in Cascadia, these generation units are effective in filtering wastewater into cleaner water for further filtering. Further research is expanding this concept into other forms of creating electricity through biology.

Capculated Aircraft: Many Cascadian passenger aircraft are modular in that the sections of the fuselage are self contained and in emergency may disconnect and descend by parachute.

Being an isolated modular, they are board through their own passage. Many scheduled meeting and parties, even orgies, in these modulars.

Cascadia Musiums & Science Centers: As a connection for the public and the *Parliament Think Tanks & Research Centers* are *Musiums & Science Centers*. They are generally self sufficient, maintained by the fund of from admissions, with 15% going to *Parliament* discretionary funds.

- These *Musiums & Science Centers* are part of the Cascadian Science Network. See separate entry in this section.
- Special projects may gain Parliament funding with a return expectation in excess of original cost over a period of time.
- Touring exhibits are maintained, traveling Cascadia, even into foreign nations.

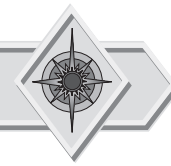
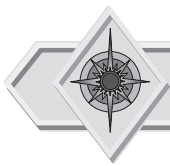
Computers: See Internet & Computers in the Details & Options section.

Cascadia Science Network: Cascadian takes science an innovation very seriously. It also takes the separation of government and private companies seriously as well, seeing private greed manipulating government funding. To create a bridge for private science with government projects, this self sustaining entity was formed as part of the *Science & Technology Commission*.

See *X-Prize Competition* in this section.

- The Cascadia Science Network is not attached to the *Parliament Think Tanks & Research Centers*, though some limited interaction of the scientist may take place on specific projects.

Counter-Gravity (Antigravity): Though the use of *Gravity Panels* (presented separated in this section) have been in use since ----, counter-gravity is not quite the same and efforts had been challenging with a few unbalanced success. Work continues with high hope.



Dirigables: A variety of design innovations brought greater versatility to the use of dirigibles and are very popular in Cascadia.

- High speed dirigibles cruise up to 140 mph, though most range 80-100.
- Passenger dirigible have become a popular mode of transport for any distance, even to overseas destinations. The tranquil mode makes of a nice vacation.
- *Stealth dirigibles* don't have the full radar reduction aspects of aircraft and helicopters, though their angled more triangular shaped and special skin does reduce their electromagnetic profile.
- Heavy lift dirigibles are used for transporting road segments and other bulky, heavy materials, often acting as cranes. Stacked air space and ground controls are adhered to, overseen by the *Standard & Safety Commission*.

Drilling Ultrasound: An adaptation of surface ultrasound, a "sounding device" is drilled into the ground at 3 or more locations as deep as standard drilling. This will function with penetrating radar technologies as well. With sensors along the shaft and on the surface, detailed resolution becomes more accurate. By 2067, the equipment had been able to distinguish pockets of minerals up to 1/500th of drilled depth out to 3 times the depth with reasonable accuracy ("A" skill roll). This is also used to find cavities before they become sinkholes having the same accuracy.

Electricity Production: Fusion reactors, windmill farms, offshore title plants, solar conversion arrays, bio-electrical generation units, etc. provide ample power for Cascadia.

- Civil programs to place solar conversion arrays on rooftops of homes as shared cost as part of roof repairs/maintenance are available through civil engineering.

Extended Mental Function (EMF) Research: Several Centers in Cascadia are looking into psychic abilities as part of this program.

Fan-Cars/Planes/Transports: Counter rotating tiltable turbo fan arrays have been improved and applied to a variety of vehicles, with delta or other wing designs, supplemented with arched tail, canards and other control features seen on aircraft of the past and improved upon.

These tilting fan arrays (1 to 4 being common on a craft) would most often be part of the wing, with air flow through the opening. With 90° tilt, bring the fan rotors to vitic lift to forward or backward thrust, this separate angles to enable turns, in place rotation, etc. Applies to many types of aircraft and vehicles, these crafts have a multitude of design options and appearance.

- These tilt-fans have been applied to high speed rail trains, with common speed exceeding 220 mph, even up to over 400 mph, reducing commercial air traffic. Adding vehicular rail ferry option for bringing cars and trucks across land, eased highway traffic as well.

Fusion Reaction: During the late 2040s, Cascadia entered the fusion reaction era, expanding developments from the research of the past, continuing from the mishap at *Nellis AFB* near Las Vegas, that led to the vaporization and crater of the region.

Even through the decline of global superpower governments scientific research continued in the field. Most nations and corporations felt the best way to stabilize the growing social and economic chaos was the production of large amounts of safe clean power for the world and fusion reaction was the most direct way by imitating the sun.

Scientists were advancing close to making it happen. There were some mishaps, some catastrophic, and unexpected knowledge and effect. Both of which are common in any field.

Also see *Gravity Space Warp Drive* in the *Stellar Progression* section.

- With the social crises looming, InterFusion was formed by France, Germany, Canada, Saudi Arabia and Congo. The United

States joined the corporation later finding they were the closest to sorting out a solution for fusion power, giving them the needed additional financing. The U.S. offered *Nellis AFB*, near Las Vegas, being decommissioned, as a place to conduct tests. Nevada was happy to have them knowing when they succeed, they would be the benefactor. InterFusion leased the base on April, 2023. On 20 March, 2032, there was a catastrophic event vaporizing the region. See these elements separately for more details.

- As the knowledge from the "*Nellis AFB Event*" was sorted out from the material at other locations concerning the scheduled test. They worked out theories as to what may have occurred. Analyzing the information gained insight and great progress. InterFusion itself folded, and individual nations formed other corporations for their own research direction.
- When the investigation of what happened at *Nellis AFB* concluded, having patched notes of the test from documents at other locations, it was determined the super compression created a gravity singularity momentarily bridging to the yet unconfirmed gravity dembrane (*dementia membrane*). Out of it came methods for gravity fusion reaction and other new technologies; Gravity Space Warp Drive and such.
- In 2037, *Terra Global Power*, an international company—with grants from Canada, United Kingdom, Congo and France—began working in Congo with their experiments.
- Many scientists of Cascadia and many who joined them around the world began working on fusion reactors, while others researched Gravity Space Warp Drives (see *Space Progression* section). Fusion development went in different directions, with Cascadia more to the *gravity fusion reactors* (more intense with greater yield) than plasma core reactors (simple and somewhat safer). Like Congo, the development was taken off planet.
- The delicate precision nature of the magnetic/laser plasmas containment chamber makes this method of power creation very safe. If there is any malfunction, the reactor fusion may not sustain itself and ceases. There won't be a radioactive discharge, since there is no self-sustaining reaction.
- With recent radio-thermionic converters, these scalable reactors (mini, small, large and mega fusion reaction power plants) use considerably less water than previous plants. Even the older models used notably less water than fission reactors.
- Much of the *Helium-3* used in some phases of reaction comes from the *lunar mining-extracting operations*. See *Space/Lunar Stations* in this section.

Gravity Fusion: See *Fusion Reactors* in the *Details & Options* section.

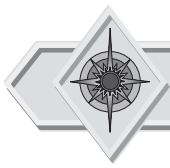
Gravity Panels: Out of the accident at *Nellis AFB* by InterFusion, came numerous efforts for artificial gravity, including panels for spacecraft.

Gravity Space Warp Drive: See *Stellar Progression* section.

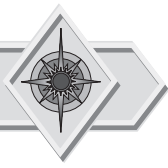
Gravity Waves: From any gravity source point/nodes, gravity waves appear to radiate out causing a rippling effect. Accepting that there is a *demraen* (*dementia membrane*) for the bulk of gravity force which the material demraen has some influence in through mass, gravity waves ripple through it.

Gravity wave flow disturbs dark energy, creating a resination that becomes more energetic as time goes by, increasing the rate of expansion of the material demraen people see as the universe.

Hydrogel Tires: For vehicles, hydrogel tires have higher longevity, over 3-4 times longer than tires of the past, and are more flexible, having softer hydrogel semisolid interior (no added air) and firmer hydrogel shell, allowing better road/surface grip with a softer ride. Though softer, the nature of the material reduces cracking, redistributing damage to adjacent material.



Universal Tales: Campaign Environment



Innovations: Technical development is a driving force in Cascadia. Though prominent, it is not driven fully by private companies profits as they were in the past. It is partially guided by the population desiring tactical comforts. Mostly though, it is spurred by the desire to excel and remain dominant in the sciences, knowledge and exploration.

To hold the superior trend, Cascadia created the Science & Technology Commission to maintain and expand an those areas for the benefit of the citizens and nation.

- **X-Prize competition** (see separate entry in this section) makes available financial support for actual innovations, seeing competition having greater results than subsidies and grants.
- Though there are no subsidies or grants from the government to private enterprises (this includes *Government Partnership Companies*), some private institutions do provide such monies with the intention of gaining patents into their control from such research.
- Company research loans may be gain from the **Civil Loans-Banking Service** (see *Details & Options* section) at the fairly low interest rate of CLR-III, if in good standing.
- **Government Partnership Companies** have the same loan responsibility as any private company, including research loans.
- **Innovation accessibility and infrastructure** for many technologies becomes restrictive without governance incentives. The *Science & Technology Commission* works with Parliament to create avenues for advanced infrastructure without favoring business over the people. Historically, grants to businesses were means for personal gains of a few, creating tycoons and wealthy shareholders, with the public becoming the ones paying for the products and the innovation through taxation.
- **Encouragement for citizens to adopt innovations and technologies** for the betterment of ecology and home reliance is tricky. Most all options favor business with little advantage for lesser income families. Grants to business and lower-class leaves out a large group of people who are expected to support the others. With that, grants were rejected for everything, including innovations. Instead, *Parliament* created a list of innovations and technology citizens may gain through loans one CRL step lower (see *Civil Loans-Banking Service in the Detail & Options* section). There is also the **National Technology Advancement Program** (see separate entry in this section) to create a funding venue for citizens and companies to progress advancements through the nation each year. Through the *Civil Loan-Banking Services* as a home or business loan, allowing lower interest rates for the technologies on the list, including vehicle types, equipment, etc.
- **Technology Advancement Seminars** are held seasonal throughout Cascadia. Locations are selected by the ability to accommodate the seminar, and may not be in the same city within 15 seasons or the same province each 6 seasons. This forces a rotation. Display fees are rated by a square foot times 3 times their broad scope levy rating, and each regional level will gain equal exposure, so not to favor larger companies or entities.
- To progress innovation with the creation of infrastructure, *Government Partnership Companies* were formed to advanced infrastructure for new technologies. In this way, citizens gain future advantages through the Civil Retirement-Insurance Fund for the governance input to the company.
- **Patents** (see entry in the *Details & Options* section) was lengthened in Cascadia to 15 years with the time beginning at approval, not filing. This allowed the bear to have more time to recuperate research funding and see profits.
- The **Transformation Levy** (see *Revenue in the Details & Options* section) also encourages and progress advancements.

Interplanetary Measurement: See *Measurements in the Details & Options* section.

Maglift Transports: See *Rail & Tram Systems in the Detail & Option* section.

Museums: See *Cascadia Museums & Science Centers*.

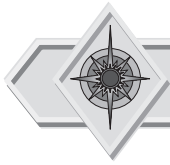
National Technology Advancement Program: *NTAP* or “*NatTAP*” is a two-part program to phase in advanced technologies throughout Cascadia for a greater sustainable future. One part is for citizens directly with the other focused on business companies.

Each year, citizens and businesses of Cascadia pays a modest percentage of their full income into the program, then receives a return of equal portions of the funding.

This program is to create a means to rapidly phase out harmful technologies for more beneficial technologies. It also provides greater, scaled assistance for lower income persons and local companies. The *NatTAP Department* of the *Bureau of Treasury* operates on 12% of the full amount received.

This is not a Levy such has been proposed in the past as carbon taxing, where less affluent persons and companies have greater burdens. The governance of Cascadia feel if those with lesser income would have to be compensated with grants to participate in a program or gaining wavers, such programs are faulty with those just above the threshold have the greatest burden, and suffers the most.

- The scaling of payment within the *NatTAP Program* is based on portions of the income in a similar fashion as personal levy and *Broad Scope Levy* for companies. These two amounts are handled separately.
- Citizen shall pay 0.5% on income amount up to 5 times the *Least Civil Wage (LCW)*. The income amount from the lower amount up to 10 times the *LCW* will have a payment of 1%, and the amount from there up to 15 times *LCW* is at 2%. All amounts over the 15 times *LCW* has a payment of 3%.
- Companies are rated based on their broad scope status. *Counties/Shires* have a payment of 0.5%, where Provincial companies are rated at 1%, national companies pay in at 2% an international trade companies are at 3%.
- The 2 funds (citizens and companies) are pooled separately. With the 12% going to the *Department* for overhead, 88% from both pools are distributed in equal parts to citizens and companies. The distribution is based on the number of contributing citizens and companies. Each will gain equal amounts no matter what their contributions were. In this way, less affluent citizens and smaller companies will gain greater benefit, allowing them to advance their contribution to the nation more effectively than other proposals that is geared for profit snatching of the affluent. Those with greater resources contribute more, ensuring that everyone prospers with more efficient technologies.
- Funding returned to contributors are for the purchasing of advanced technologies only. Each citizen and company having income would be issued a **NatTAP Progression Card**. The initial card would be issued upon the first funding issuance.
- The *NatTAP* card also functions as a government loan up to 3 times the issuance from the prior year. There is no charge for late payments and the interest rate is rated at *CLR-II* (see *Civil Loan-Banking Service in the Details & Options* section). In 2067, the interest rate for *CLR-II* was 1.96%. In this manner, each citizen and company may purchase or make payments on items for the benefit of the nation as a whole. A replacement card may be issued every 5 years without charge, though a C£60/ C£300 charge is applied for citizens/companies, if replacements are needed prior to that time, with the monies going into the pools. This is to encourage proper handling of such cards.



National Technology Advancement Program (cont.):

- Separate loans from institutions for the sales of advanced technologies may not charge more than *CLR-III* for loans associated with the newer technologies and late payments may not be leveled in excess of 0.5% of the original loan. Loans for such technologies will be valid for advanced technologies for 3 years, even if removed from the list before finality of the loan. In this way, the *NatTAP* funding may still be used for payments.
- The *NatTAP* department would maintain a listing of product types that would advance the progress of Cascadia to a cleaner environment, greater fuel-power efficiency, etc. These would be appliances, vehicles, power production systems (solar panels, wind turbine, etc.) and such.
- Citizens may use the funding issuance for a 3 or 5 year **National Transportation Passes** (see *Civil Transportation in the Details & Options section*). This is to encourage people to use such transportation.
- Distribution of funding issuance is spread out from March to May based on the name of the citizen/company from A-Z, consisting of the pooled contribution for the prior year. This timing allows for administrative fluidity. Without a purchasing time limit, this should also reduce seasonal price hiking by sellers.
- Fraudulent convictions for the use and payment of the *NatTAP* card/funding would hold a penalty of 3 times their annual contribution in addition to any separate legal sentencing. This fraudulent payment would go into the pool for the following year.

Nuclear Icebreakers: Following Russia's example, Cascadia built several of these mammoth vessels to keep the north northern rivers and seaways clear year round. With the warming of the north seas, these vessels were able to keep the ways clear to Russia and Europe through the northwest passage.

Reprocessing sheets: A film of any size that could be reprinted or marked with specialized ink, capable of being cleared and reused as a blank sheet. This paper and ink comes in a variety of forms and material. The sheets may be printed on standard copy/printing machines and scribed on with pens having the specialized ink.

- **Light-Clearing Sheets** (also referred to as **Demand-Clearing Sheets**) have a semipermanent quality that requires a static-light processing (similar to scanners) to reset the sheets to its blank state for reuse.
- **Self-Clearing Sheets** are paper-like material uses a specialized ink that dims after a period of time, generally 15-30 days. This material is good for internal memos and early drafts that has little use after such time. In this way, the sheets may be used many times before worn out.

Off-World Station: Cascadia has a variety of man stations in orbit, Luna (the moon around Earth) and Mars, as well as an orbiting station around Saturn functioning as the headquarters for stellar force. See *Space/Lunar Stations in this section, as well as the Stellar Progression section*.

Omnivices: As the cellular smart phone technology progress, people began using "omnivice" nomenclature reference for the versatility beyond the simple function of telephones. As with past cellular smart phone, a variety of options are part of the device allowing for operational control of remote equipment, armeks (robotics/androids), projected videos (poly-color laser suitable to about 7 feet, creating around a 38"image), etc. Many people carry more than one device working in concert.

Organ replacement/regrowth: see medical and health in the *Details & Options section and Genetics in this section*.

Paper: The practicality of permanent presentation of information in printed media form continue to be needed, preventing the elusive paperless environment. Producers began blending hemp, fungi, bamboo, flax, recycled pulp and other fast-growing materials (often grown in desert greenhouses and floating sea farming-platforms) for paper products.

Many of the paper sheets are infused as *Reprocessing Sheets* (see separate entry in this section). In this way, the sheets are reusable many times before they wear out for recycling.

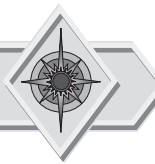
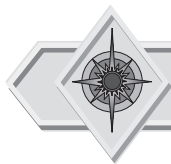
Phones: See *Omnivices* above.

Planets: See *Astronomy in this section*.

Psychic Research: See *Extended Mental Functions (EMF) research in this section*.

Research Centers: See *Cascadia Musiums & Science Centers and Think-Tank & Research Centers*.

Reusable Paper: See *processing sheets in this section*.



Robotics & Androids (Armek): Development of robotics is strong and accelerated in Cascadia, overseen by the **Robotics Council & Division** of the **Science & Technology Commission**. Anatomically functional androids offer a variety of interactive possibilities, and with full atmosphere seals, they may be in many weather conditions and even swim.

- As a whole, all robotics/androids are termed as ‘*armeks*’ for artificial mechanisms. Drones and computers with higher processing functions and decision-making ability are considered *Synthetic Reasoning Devices*, and subject to the *Synthetic Reasoning & Armek Levy* (see below, as well as Revenue in the *Details & Options* section).
- Research into prosthetics and integrated programming lead to the full body androids in 2039.
- *Internal organs* were being replaced more often with *Synthetic Organs* and became cheaper and more reliable than *Organic Transplant*, and anti-rejection medication is not needed. Cascadia medical system covered the procedure, treating both as major treatment for copay purposes. People began calling those with more than 3 organs, prosthetics or additions and *Cyborgs*.
- By 2044, androids were harder to distinguish from “*Fully Natural/Organics*.” This became possible with *Skin Culture Growth*, where a variety of application (sheets, sprays, etc.) allows the coating of a surface to have living organic skin. The initial use was for burn victims.
- A person could have a “*full body transplant*” done where all the limbs and major portions of the torso is replaced. This is done by those with serious disability or loss of body parts or function.
- Customized android/robotic frame forms are able to present a more realistic appearance. The covering is form fitting with a multitude of materials, including a series of temperature constricting *syntho-skins* that at high temperatures (usually over 120°F) expand over 20% to allow it to be slid on and off in one piece with limited joining seam, most often the upper back to the neckline. The material is warmed (heating blankets, air, etc.), pulled on/off and left to cool naturally. At lower temperatures, the material constricts to a natural look and feel. Fusing strips and patches are available to covering the joining seam and minor repairs. Alteration shops are more equipped to do a full look conversion, though the process is simple enough to do at home.

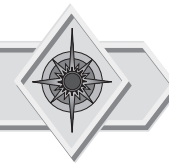
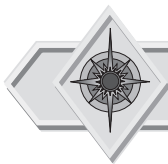
~ ~ Synthetic Reasoning & Armek Levy ~ ~

- With automation and higher functioning computers replacing people in more and more fields, a support element for the population was needed. This trend was seen long before Cascadia was founded, and the *Synthetic Reasoning & Armek Levy* was instituted by the founders from the beginning of the nation. See Revenue in the *Details & Options* section for other relations not outlined here.
- The *Levy* is applied to any company operating higher possessing and automated mechanisms that functions with little to no handling from operators (differing from tools).
- Each higher functioning computer (synthetic reasoning, artificial intelligence) and *armek*, whether stationary or mobile, is rated by the manufacturer of the device with oversight from the **Robotics Council & Division**. The rating establishes a general number of persons needed to perform the same function. In calculating such ratings, menial functions hold a 1:1 ratio, where functioning requiring more skilled operators holds a 3:1 rating. Where a specialist would be needed, a 5:1 rating is applied. For each rating value, the company submits a payment of *1/3rd the annual Least Civil Wage (LCW)*. Say a company has assorted *armeks* equal to a 94 rating (31 *armeks* that function as 7 living specialists, 12 skilled persons and 23 menial laborers), the company pays C\$1,173,120 as the *Levy*, where most goes to the *Civil Retirement & Insurance Fund*.
- Relating the *Levy* to synthetic reasoning devices and *armeks*, versus tools comes to the distinction of efficiency and replacement. If the operator becomes more efficient at a task with the mechanism, it is considered a tool. Should the mechanism replace the operator (or significantly reduce the number of operators)—whether delivery, production, communication

operations, receptionist, administration, etc.—it is subject to the *Levy* and rated for the number and type of people replaced. A device is considered a tool, if it has to be loaded and monitored by a living person for proper handling. This includes production machines, printers and such. As a rule, if the device has functionality of Tier-I education graduate (see *Education* section), the *Levy* applies.

- Automated call centers shall be levied in relation to call volume per weekly average (Mundae to Sundae), with 25 hours being related to one person. The rating is menial or skilled, depending on the function of the device and the amount of decision-making the device is expected to do without living operator assistance.





Robotics & Androids (Armeks) (Cont):

- Conversion kits are available for virtually any function, the serve installing or at alteration shops.
- With cloning technology advancing, the use of synthetic tissue with robotics are creating **Bio-Bots/Droids** (androids). Brain matter is being experimented for memory and control use, though this is in very early stages.
- Robotic/Android pets are nearly as common as the real thing, though some people opt to the ease and convenience of them, especially those with hectic lives that take them away from homes a lot.
- Children and infant androids are being purchased by schools for instructions of students if parenting. A few families opt for this perpetual children/babies with less hassle, sometimes purchased for other children as playmates, some functioning as *Nanny-Bot/Droids*.
- *Nanny-Bot/Droids* became popular with parents/guardians to assist with their children, programmed to tuck and monitor the charges and do simple tasks with minor scolding to instill disciplines, not fully acting to the child, alerting the parents/guardian of trouble. Parliament limited liability of the manufacturing to true hazards, leaving the responsibility of the child to the parents/guarding.
- The *Sheriffs* have a variety of robot, mostly semi-autonomous, to assist in monitoring common areas and hazardous situations, including *bomb disposal*.
- *Warehouses* use robots and androids a lot. *Diving* androids are able to go to deep sea and with remote monitoring and control able to work with tools as people with the operator on ships or other locations with body control suits. This also function if frigid or other hazardous areas, even on other planets and moons or in the vacuum of space. The *military* often deploys soldier-bots/droids with units of more hazardous area.
- Several prostitutes and brothels have employed a sort of the anatomically functional androids for the games.

Sciences: See *Cascadia Museums & Research Centers*.

Smart Phones: See *omnivices in this area*.

Space Flights & Exploration: Several nations were able to continue exploration and travel off planet, even prosper from it.

- China set up a massive 49 optical telescope array (7 sets of 7) on Luna's surface, each consisting of segmented mirrors 9 meters (300") across with laser correction systems. Each could operate independent or grouped in the 7 telescope groups or be fully joined in a "Super group." With radio, spectrum and other space based telescopes, they Chinese got a head start in searching for live planets.
- Not to be outdone, the US, Canada and Britain joined Europe in the *Lunar Interstellar Telescope Project (LIT-P, "lightup")*, also searching for livable planets.
- Several space crafts were even build by the Chinese to set up stations on Luna and orbiting the sun at the L₄ and L₅ Lagrange points (leading and following Earth's orbit). These were the staging points to a settlement on Mars.

Space/Lunar Stations: Cascadia maintains several orbiting stations, with more being assembled. See *Space/Lunar Stations in the Science & Technology section*. The *Aries Stations* – *Aries-II* nearing completion – is the newest of the orbiting stations.

Several nations maintain stations in orbit and on the lunar surface. Cascadia has branched further than most, though Congo, Brazil, India and Russia has small stations beyond Earth's orbit and Luna.

Cascadia has Stellar Force vessels protecting the stations from extraterrestrial as well as terrestrial threats. Other nations feel this is a breach of a peaceful space program, though except the position due to the realization of extraterrestrial civilizations that have announced a

threat to Earthier exploration.

American Space Station 1: ~*United America*~ Aka *Freedom Station*. In geosynchronous orbit over the mid Atlantic on the equator about 25 degrees west longitude and 23,000 miles above the surface. The population at present is 800-1000 technicians, personnel and their family members.

Aries Stations (I, II and III): ~*Cascadia*~ Orbiting Earth in a high polar orbit, these stations are criticized for doing so, they hold a number of nuclear devices and incentive to not interfere with Cascadia. They also have several *microwave laser canons* and *Thor's Hammer Drop Darts*.

Casper-Thornberry Lunar Station: ~*Cascadia*~ named after Albert Gregory Casper and Pamela Janice Thornberry, astronauts of Cape Canaveral who added to the space program of Cascadia during the 2030s and 2040s, both passing in 2050 and 2051.

Farnax-Alpha Station: ~*Cascadia*~ an evolving station, and Earth Headquarters to *Stellar Force*. This is the local complement to *Titan Alpha Center & Citadel*, having roughly 1,800 personnel assigned. This is a busy station for Cascadia's position.

Farnax-Gamma Station: ~*Cascadia*~ Orbiting Earth at the far lunar Lagrange-2 (neutral-gravity point, L-2), this stellar force location has at least 2 frigates and a carrier with 3+ fighter squadrons. There are 480+ personnel at the stations, as well as the crew for the vessels.

Frontier Station: ~*Cascadia*~ Aka "*American Frontier*" Station 2. In geosynchronous orbit over the mid-Atlantic over the Galapagos Islands about 90 degrees west longitude, equator and about 90 degrees latitude and 23,000 miles above the surface. The population in 2067 was around 1150 technicians, personnel and family.

Tranquility Station: ~*Cascadia*~ Aka "*American Tranquility*" Space Station 3. In geosynchronous orbit over the east-Pacific (Galapagos Islands) about 90°W on the equator, 23,000 miles above the surface. The population in 2067 was 210-250 technicians, personnel and family.

Faraday Moon Base: ~*United America*~ Position +9° east longitude, +28° north, on the west side of *Mare Serenitatis (Sea of Serenity)*. This is one of the stations on the moon originally operated by *Free Florida*, taken over by *United America* on 2051.

International Space Station: Destroyed at 10:43 Zulu, 2 Feb 2021 by a conventional ballistic weapon.

Japanese Space Station: ~*Japan*~ Semi-polar orbiting, this station is about 18 thousand miles above the surface. It drifts as far north/south as -2/- 40 degrees latitude, within the *Oceanus Procellarum (Ocean of Storms)*. It contains 32 technicians.

Lagrange stations: ~*Cascadia*~ *Farnax-Gamma* is the first Lagrange station that Cascadia put in operation, and is located at the L-2 point on the other side of the moon from Earth. *Farnox-Epsilon* is 80% completed in 2067, scheduled to go operational in 2069.

Orion Lunar Station: ~*Cascadia*~ situated on the far side, this camouflage station was acquired by Cascadia when they took control of the *Orion Project* (headquartered at the *Dayton Complex*, Ohio).

Stoffler-D Moon Base: ~*United America*~ Position. One of three stations originally operated by *Free Florida*, taken over by *United America* on 2051.

Stoffler-J Moon Base: ~*United America*~ Position degrees longitude. One of three stations originally operated by *Free Florida*, taken over by *United America* on 2051.

Titan Alpha Center & Citadel: ~*Cascadia*~ Orbiting Saturn, this station became the home base for stellar activity for Cascadia. Over the years, the facility was expanded and is still growing. There are 3 other *Saturn Stations (SS-1 to SS-3)* currently operated by Cascadia. Each of the station has defences, including nuclear arsenal. There is a nuclear weapon production facility on SS-2, and a stellar vessel factory on SS-1 and SS-3. Several stellar frigates and cruisers are assign patrols from the citidel.

Twilight Lunar Station-I: ~*Cascadia*~ Located in Mare Marginis region on the far side of Luna (+13.2°N longitude × +85.8°E latitude). Communication line runs the Earth view to provide laser communication to the station from *Delta Space Command*. There's a complement of 320+ personnel/families. The station has 60 self-guided nuclear missiles (25K-tons each) for defense. Mining operations for Helium-3 (used in fusion reaction) and other minerals are being done to extract, refine and transport to other facilities, including Earth.

Twilight Lunar Station-II: ~*Cascadia*~ Located in Mare Marginis region on the far side of Luna (19.4°N longitude × 122.7°E latitude). Has similar function as *Twilight Lunar Station-I*.

Sewage: Many advances has been made in the waste processing area of society. Sewage processing facilities became a Bio-Electrical-generation units, where waste sewage becomes nutrients for bacteria, organisms or cells along with cathode filters, or to other coexisting organisms that produces nutrients for such power producing elements. The cathode filters discharges the electrical impulses into converters for a usable voltage.

Synthetic Life: medical field scientist have created new unique living cells and organisms. They found many uses for them and new uses come along each year.

- Synthetic hazard waist microbes help in cleaning spills and in waist management. Each are very specific for the material, and come in pellets, liquids, sprays and such for laboratory or environmental use.

Think Tanks & Research Center: Parliament maintains a variety of *Think Tanks* and *Research Centers* (overseen by the Chancellors of Parliament and monitored by the *Science & Technology Commission*) around Cascadia to hold Technological and Scientific superiority. To maintain funding of these facilities, many of the innovation are available to private companies for production at a 15% royalties fee.

Also see Cascadia Museums & Science Centers in this section.

- There are several *Civil Think Tanks* and *Research Centers* funded by Parliament to hold Cascadia at a high technical level. The government holds many patents and copyrights created out of these Think Tanks, where private companies may gain rights to produce products with royalties feeding back to Parliament to fund other science research. Any private company willing to pay the government the royalties is granted the right to produce the product.
- *Think-Tanks* have **Hub Centers** as a shared avenue for companies to exchange information.
- Several science periodicals are printed in Cascadia, including the *Global Science Journal*.
- Private companies may lease patent rights from the centers, helping to fund research, with some of the monies going to X-Prize Completions (*see separate entry*).

Truth Helm: A lightweight skull cap device that analyzes the wearer for truthful statements, used for interrogations and trials. Remote transceivers connect this helm device to computers with 9 separate channels having to wait integrated confirmation, as well as RF-dampening cancellations to negate interfering radio frequencies as well as security checks.

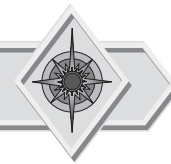
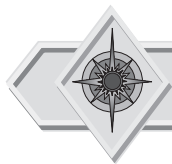
- The helm possesses a visor that may range from clear to opaque for allowing viewing of the face by the operator, interrogator, judge, jury, etc., as well as project imaged for the subject during questioning. Information is also displayed on a separate screen. The helm is not use for general questioning, since there are special settings required, as desired by the operator.
- Portions of the visor reflex the eyes to receivers along the side of the head to analyze the retinas, irises, shifts and other aspects. Dual microphones pick up the voice for analyses.
- In the crown of the helm are receptors for electromagnetic activity in the brain. All together form a fairly accurate determination of the subjects truthfulness at around 97% in optimum situations. Specific training is needed for this device.
- All elements are recordable. Often the subject is placed in a separate area. The helm has speakers where audible recordings may be played. Since the helm best functions in a casual manner, any number of people may be part of the questioning, and are not restricted to yes-no-true-false answers.
- It takes 2-3 minute for the computer to get to optimum efficiency. Questioning is done as a casual conversation. The subject may be in any position. Comfort is helpful, since stress will lower the accuracy. As a whole, during trials, the accuracy range 84-91%,

depending on the nervousness of the subject. All results must have 2 differing collaborating lines of evidence for prosecution.

X-Prize: Competition has always been seen as the great motivator of innovations, whether in business, conflict or personal or national pride. Cascadia works at giving smaller outfits advantages to excel in the shadow of larger ones. There are variety of X-Prize Competitions, and are used to advance innovation and are awarded for set goals that has never been reached before.

Also see Innovations in this section. Also see Medical & Health in the details & options section for pharmaceutical X-Prize.

- Goals are set with a date of the competition. Each goal will have defined specifications and monetary amounts set. There will be 3-5 levels of prizes depending on the desired innovation, with the highest going to the best successful achievement. Subsequent levels are only gained by those achieving the goal of prior achievements. General awards below the highest prizes will be issued to entries that achieve the goal. This is to help offset costs of achievement research.
- Because these competitions are for the advancement of Cascadian citizens, they are open for citizens, companies, universities/colleges and other institutions of Cascadia. Foreign nationals wishing to participate would do so through Cascadian sponsorship and progression for citizenship. All international relation and immigration rules apply.
- Cascadia does have international X-Prize awards independent of these competitions, often put together with international parties. The competitions that Cascadia has are for national progression.
- Winners of the competition gain the monetary award, as well as patent rights. They also – if Cascadian and not foreign nationals – gain the processing fees for patents within Cascadia. Foreign patent rights are based on international rules.
- Winning competition gives those possessing the entry an opportunity to arrange partnership with the government as a National Partnership Company (*see National Partnership Committee in the Government Affairs section*). There are considerable benefits for such relations. The amount of partnership is weighed by the entry owner and agent from the Committee. The *National Partnership Committee*, *National Economic Commission*, *Parliament*, *Marshals* and *Sheriffs* guards against coercion or corruption.



Societies & Organizations

Within and associated with Cascadia are many societies and groups for people with similar interests. The players are encourage to create societies, clubs and organizations to enrich the campaign. A few are presented here.

See Religion in the Details & Options section for faith based groups. Also see Business in that same section for companies.

American Catholic Church: After the destruction of Rome, the various nations having Catholic churches formed their own coalitions. In the *Former U.S.*, it became the *American Catholic Church*.

Abrahamic Social Club: Nolan Bernstein coined the term in February 2018, scene of the solution for the growing conflict between the various colt-sect faith groups was to steer the concept into social gatherings – removing the notion of religious superiority. As a social club, each of the churches, temples, mosques, synagogues and such can provide activities for all persons without the implication of faith superiority and the inevitable conflict such notions enables.

By 2067, only a few churches were bought by groups having this concept – a few by Sigga Carper and relations to Mister Bernstein under a more neutral collective having a view that citizens could come together for social enjoyment without sermons. Pews were removed and the open area was used for dances, parties, gaming and other social venues – all under the general opinion that there was a singular deity related to all peoples, even though Nolan, Sigga and others did not have such views themselves.

American Christian Partnership (ACP): Founded in November 2012 by the Divine Guardian Temple of Christ church and others to bringing forth Christian superiority in the *Former U.S.* by reversing immoral tendencies. The *Partnership* set out to discredit all non-Christian groups and persons, including the *Nation of Islam*.

Few politicians openly supported the partnership, not wishing to be directly connected to the strict views that promotes eradication of all non-Christian theologies.

The *Partnership* gives financial support to very promotional Christian businesses. In return, they are expected to advance legislations favorable to the view, hindering others. They also encouraged giving special preference with anyone wearing a *Great American Pride League* seal pine, no matter who made it, and if openly Christian (wearing a cross as well), even higher service.

Their seal is a golden star of Bethlehem cross on a blue star frame in red and white rays with gold highlights.

The *Golden Shepherds* was a secret cabal within the *Partnership* and few knew of its existence until 2042, when the Cascadia acted on the destruction of Seattle.

Also see Great America Pride League.

BMK Financing: Mutual fund company.

Celestarians (Setarans): Maintained a secret society status without the public knowing of their existence until 2013, when they were exposed in Trabzon, Turkey. It was an underground Gnostic movement with strong leanings to other worldly civilizations.

Though first exposed in Turkey and many hold that as the source since the *Setaran Guru Priest* there began traveling in the U.S. with guards. The man learned from Iranian Guru Priest who was said to be raised as Bahei in secret, converted to Islam to survive there, but at some time became Setaran in secret. It is not known who that is.

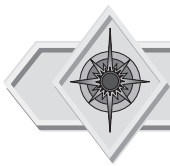
When discovered, the exposed members ran into Georgian, helped by the Romani (Gypsy), eventually worked through Europe to Canada and the U.S. where they came out more openly. Other followed.

Celestarians came from the American touring from the Senaran, from Setareh (*feminine Persian/Farsi for star/fate*). Those in North America regions did not like the similarities of the Seterah and Satin, so they started using Celestarian with it.

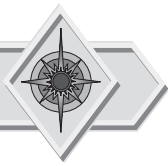
Once these people became known, they began publishing books and articles, showing how the societies corrupted of the truths that people are the children of the celestial people, those from the other worlds, and that the demons and Satin is a misunderstanding of another stellar

civilization.

- This society began in 1893 and formed when Gnostic writings came fourth from northern England where nuns reassembled them from text hidden within documents.
- Throughout Eurasia with Islamic nations, many Bahá'í and Eastern Orthodox adopted these beliefs in the late 1900s. In North America of 2013 on, many Mormons took up the belief with the growing ufology followers. The largest following from the late 1800s came from Hindu and liberal Islamic backgrounds. This continues. By 2030, there were estimates of 8.3 to 12.7 million Celestarians/Setarans around the world.
- With the accepting nature of Cascadia, Celestarians migrated and continue to migrate to the nation, concentrating the numbers. This gave those of other nations the view of Cascadia a magnet for *space nuts*.
- Having *Gnostic sources*, the esoteric paths (mystical for some) is practiced with a growing knowledge of natural ways akin to shamanistic arts. They also have practices what would be considered immoral by others, including sexual magical rights with the priest, even limiting marriage to a few men who are worthy and fit.
- The sacred writings have stories showing that the gods of the past and present are of other worldly origins, telling different versions of works accepted by contemporary peoples. Celestarian groups gather to discuss knowledge, sorting through myths of religions and how they relate to other worldly visitations, working to bring their knowledge beyond a fringe cult of comsteriorist to a lifestyle in preparation for contact with extraterrestrials. Those discussion involved writings such as the Mahabharata and biblical text. Though know to ufologist for a long time, the Celestarians, having other knowledge, show other relations and connections of known publicly known writings.
- The members see that the celestial visitors (all supposed deities) are the same as Earthers in behavior and care has to be done in emulating them. The visitors are to be understood for what they are. Though some may be caring of Earthers, they may also vengful against those showing disloyalties, and they have ambitions and loyalties as Earthers.
- Even more controversial than extraterrestrials, is the declaration of the *Nazarine Rebel*, showing an angry Yahashua (*Jesus*) acting to build a resistance to the Romans and the Temple priests, showing how he learned some of the Buddhist ways and applied to the Jewish faith, but not always passive aggressive, having people armed for a rebellion. The Gnostic writings also had stories of the child in relation to the celestial visitors.
- Celestarians saw the mass disappearances from February 2012 to April 2019 as the celestial/Setareh visitors taking their children. They also made a connection with an earlier mass disappearance in Trabzon, Turkey, in July 1948, reported as suicide, where the remains of around 1,800 people (mostly refugee children and widow woman from the WW-II) was not to be found after the fire that supposedly killed them all. Some say the refugees set the fire to prevent capture, while others account it to the authority to kill them.
- Harems and lesbians relation are seen as normal and the feminism of woman as needed and not to be as men. Women are to bear children. Only the worthy men are to bear children with woman.
- There is also a bonded seritude for those who are unable to care for themselves or by the family.



Universal Tales: Campaign Environment



Divine Guardians Temple of Christ: Having it's *High Temple* in St. Louis, Missouri, the fundamentalist evangelist Christian Temple began in 2009 with Reverend Kyle Cooper, promoting the supremacy of Christ reign over everything.

This temple's most notable achievement was the destruction of Seattle in 2042, viewing the city as the center of corruption of Cascadia and the reason for the breakup of the Former United States.

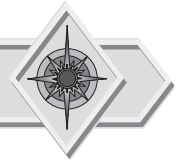
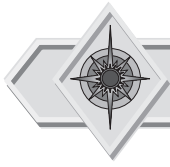
First Freedom Bank: Banking institute.

Field Club: One of the largest prostitute brothel networks in Cascadia, catering to a wide assortment of desires, having call service from the *Mountain Field Restaurant* and the *Moutain Field Brothels*, having both in all the Provinces.

Gangs: See entry in the *Details & Options* section.

- The restaurant is a family envirement and good filling food, cadering to the upper middle class, though the call girls are of high class, bring "high crust out of the clouds," as the founder (Debbie Jefferson, once from India) would say. Discussions for call girls would start with "Let's go play in the field," or "I would like to play in the field," to a waitress or hostess, indicating a desire for companionship and entertainment. Further terms, such as "playing by the stream in the field" indicated a desire for a younger, less experienced companionship, with rivers, lakes, stream, creeks, ponds giving hints to desires, with multiples for more than one.
- Expressions of Appalachian indicate a liking for a more slender companion, Alps, Rockies and especially Himalayas for a more buxom companion. Adding continents or regions (European, Asian, African, Arabia, etc.) indicates an ethnic preference. The metaphor went further with Bees (men) and Flowers (women), used for both the client as well as the desired companion. With all this, the conversation will sound like a nature "Field Trip."
- Restaurant hostess has a leather portfolio latched with brass of the entertainers, several of them being waitresses or waiters or other staff at the restaurants. Within the portfolio, the hostess will show their guest loose current pictures of the employees in natural settings, including group shots, appearing as friends touring around the area. The conversation would discuss the fun they had, covering the full nature of what is going on at the table. Some photos would have the women or men with more youthful girls/boys. As they eat, friendly conversation with the hostess discussing the pictures would continue until. The hostess would bring out specific images based on what the client, and only those who are available at the times would be presented.
- The money transaction mainly transpires in 2 parts; a "Tip" after the meal at the restaurant; and a "Gift to help with rent (house payment, phone bills, and such)" as a friend helping a friend. During the meal and discussion with the pictures, and the selection is made, the hostess will set a price, generally just tapping the photo nonchalantly say in a number adding "Here and There" indicating that the price would be doubled and paid into parts. Once an understanding is met, the hostess will give her card with either the street or the house number written on it as well as a number somewhere on it indicating the price. The first part is paid at the end of the meal and the other part is paid with the entertainer. The hostess keeps the first part the entertainer take the second part with additional gifts of any types goes the entertainers. The first part, the "Tip", is placed in the check presenter as cash on one side, where the payment of the meal may be paid in any form, with the separation gratuity on the other side. Once the first payment is verified, the hostess verbally gives the other half of the address and time to go there. When the client goes to the address and makes contact, the card is given to the entertainer who would in the next few minutes, call the hostess to verify her safety. There may be other calls during the "Trip" to see how things are going and the safety of the entertainers, depending on the trust ability of the client.
- Less experience courtesans comes with a "Mother" for protection and chaperone, partaking if desired. There is a strong belief in motherhood by the founder and encourages her girls to raise children, providing good care for them. She will a select some men to father children. Since some men enjoy pregnant women, the girls continued taking clients who appreciate and are gentle enough for that.
- To be a client, the guy (or rarer, women) had to date the girl normally in a paired date, paying for the entire meal of all for at the restaurant, adding a notable tip. There are several protectors available for the entertainers should problems arise. Only the trusted clients may request company over the phone and the conversation would be presented within conversation of code.

Freemasons: Politically active still in 2067-----



Golden Shepherds: A cabal group within the *American Christian Partnership (ACP)* advancing people in the U.S. and abroad to strengthen American holding into Christian hands. They have ties in the underworld to shift moneys and conduct murder without known connections with the Gold Shepherds. When people do hear the name, the dog breed comes to mind.

Openly, members are associated with the *ACP*, wearing the button/brooch/pendent. For the knowledgeable, the 15° tilt to the right and the tiny gold eagle pin/charm nearby tells others of their association.

By 2067, it became known that Iowa Senator Jeffery Marco, Admiral Alen Mayer and Captain David Byrds were member of the cabal. The acts of Admiral Mayer and Captain Byrds were not sanctioned by the Gold Shepherds.

The cabal existence was discovered in 2042, when the Cascadian's covert team acted on the destruction of Seattle. Until then, the cabal remained secret.

Goldston Limited: Private stock holding company owned by Marissa Goldston.

Great American Pride League: An American patriotism campaign organization beginning in November 2012 for the American Thanksgiving celebration with the *American Christian Partnership*. Many could not separate the two organizations, but the *Pride League Leaders* said they were for pride of all American, not matter who they were.

They provided a 1.5" button to members with a standing silver bald eagle, encircled with 50 tiny stars, the wings arching up on either side of a single silver 5-point star on dark blue field with a gold rim. There were no lettering of the group, and the "seal" was declared public domain and able to be reproduced by anyone. Membership was simply, by "donating" a modest amount, no matter who made the seal pin. Some produce the seal with a cross on the chest of the eagle.

Hearth Youth League: Founded in Kalispell under the Former U.S., this youth organization took hold in Cascadia – maintaining a variety of Lodges throughout the nation. The youth members are known as Navigators, in that they are navigating their way through social exploration and learning.

Social concepts of this League relate to the preservation of nature, the beauty of art in all its forms, social continuity and the acceptance of each unique person.

Each Lodge is related to the area it is in, adopting a name closely associated with the region – most often the Township. The Kalispell Lodge is registered as the First Hearth Lodge.

Mature Navigator Mentor Guides help mentor the Youth Navigators in understanding social nuances in all its unique forms.

Navigator Grades begin as Initiate, lasting around 6 months. In that time, the Initiate is expected to attend 7 meetings and 3 camping trips, where they would become a Grade-I Ensign Navigator – basic concepts of social interactions and acceptance of other unique persons.

There are 3 grades of Ensign navigators, then the member would become Lieutenant Navigators, also having 3 grades. Major Navigators are ranked next, and each Lodge would have one Commander Navigator. The commander navigator would retain the position until achieving Age of Commitment. Any member of the youth league of good standing, having reached the Age of Commitment would become Navigator Mentor Guides, unless declined.

Horizon West Investment Group: Financial investment company.

Illuminati: Underground and reborn several factions using this name with few, if any, have ties to the original.

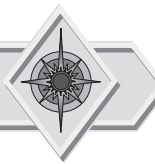
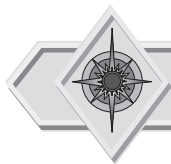
Lorenz Limited: Private company.

Loxley Defenders: Thinking themselves as modern day Robin Hoods, these loosely structured groups holds to a code of honor. There is no central authority. Any *Band of Merry Men* can function; to take from the wealthy and give to the destitute.

- Individual bands are titled by the town or city they function within. Compass direction is added if there are more than one. Some go by the primary street they function near.

- The leader each band is referred to as *The Earl*.
- If the band strikes at authority, they gain even more respect from their piers.
- Not wishing to be thought of as criminal gangs, they do not participate in drug trade or use and will protect the residents of their "*nick of the wood*." Many conflicts with local criminal gangs erupted and deaths on both sides mounted up.

Luciferians: See entry in the Religion entry in the Details & Options section.



Medeival Recreationist Groups: Several exist to relive the time of the past, including

Also see Noble Renaissance Society in this section.

Megiddo: Taking its name from *Har Megiddo* (Mount of Megiddo, the source of *Armageddon*) this is a small group bent on the destruction of all people taken literally the statement, “Kill them all and let God sort them out.”

In 2043 these people funded a mining expedition to a large asteroid under a guise company to be launched by the Brazilian government, but instead of extracting minerals the plan was to set the engines on the asteroid and guided in a collision course with Earth sling shooting around the sun. Agents from the Appalachian Commonwealth discovered the true nature of the mission and redirected the craft to crash into that asteroid. This group is still active by 2067

Ménage Amour: A loose association of people with family affection of an incestuous nature. The network of those wishing to help support others with this otherwise taboo relation seem to begin with the writing of a woman by the name of Aura, simple titles Ménage Amour and given a number, earliest know being #17, the latest #2381.

Little is known of Aura; some being that she held a loving relation with her parents and aunts, that the first written works seemed to appear in 1938 and the last discovered work (#2381) was revealed in 2028. Since the writing covered a 90 year period and her description from those she interview in and out of prison were of a large, shapely, mature to middle aged woman of simple dress and appearance, the periodic appearance of the works baffled understanding. It is thought her daughters and granddaughters (mentioned in some works) were doing the later intervals, while Aura wrote privately.



A few prison images were released of a chubby woman around 5' even, having moderate length brown hair always wearing loose dresses. No valid last name was ever discovered. Her interviews of prisoners of incest around the world for her research used aliases and nothing was ever flagged for her quendentials.

The pamphlets came under the title *Ménage Amour* for “*Home Love*.” That title was adopted by people sharing the works; copied hand written half-sheets, folded and stapled into a small booklet. Within them were discussion with interviews, medical research discounting myths, historical figures involved in such relations, biblical relations, etc. When the internet became prevalent, she added how to handle it and a plea not to use her name, though it was with great confusion and misinformations and accusations.

Only 318 confirmable Aura Pamphlets are known to exist, with the last confirmed number being #1493, leaving a lot of missing work. Though 542 others use Aura's name and marking, they are determined to be penned by other people by the nature of the writing, not seemingly of Aura's style or specifically rejected by Aura in later pamphlets. There are 237 works with her name that have not been confirmed.

It is assumed Aura died in 2028 at a very old age and her daughters did not take up the writing. There is a lot of speculation for that.

Now original copies of Aura's pamphlets were ever discovered. If the full 2,381 pamphlets are to be believed, one would become available each 12 days. It seems to go with some reports.

People would copy their copies they had to give to others. Over 18,000 were written by other authors, many of which, Aura makes comments about. A few compilations have been produced and Aura didn't seem to ever make reference to them or challenge copywriting.

People within the network began making and wearing jewelry matching the simple design Aura always put with her scribed name at the end of each pamphlet from #48 on; a peddle flower between 2 hearts under and stylized roof.

MT-Future Enterprise: This corporation, formed in 1994, began as a property ownership company, buying and developing degraded real estate. They rarely sold any of the property they purchased, preferring to lease them to others companies. In 2008, the enterprise set up a credit union bank, running their business through it.

Stock ownership was held by BMK Financing (24%, mutual funds), Goldston Limited (17%, private), Pacific Sound Mutual (14%, mutual funds), Torson Inc. (12%, private), First Freedom Bank (8%), Horizon West Investment Group (7%), Lorenz Limited (7%) and assorted other

investors (11%).

By 2026, MT-Futures had taken operational control of the tranquility station as does the *Former U.S.* was unable to finance it. In 2013, MT-Futures began off planet mineral division working with NASA to launch robotic mining equipment to asteroids. By 2017, they landed their first robotic explorer on a large asteroid having an experimental drill on board

In 2016, the company entered the transportation business with a maglift rail from Vancouver British Columbia to San Francisco, called the Western Continental Rail Service. They also began passenger rail to provide more convenient option. See Sail Systems in the Details & Options section.

When Cascadia was formally announced as severing political associations with the *Former U.S. Congress*, MT-Futures blended within the new government of Cascadia, where the board of trustees for the company was dissolved and Parliament took over the assets.

This company ceased to exist on 16 June 2028 when the assets were handed over to Parliament control during the transition for from *Former U.S.* to Cascadia.

All employees were given the option to remain with the assets as government pensionaries or were to be given a severance pay of 6 months with transition into private life. If the employees remained Cascadian, their retirement package became the *Civil Retirement-Insurance Fund*. Many took the offer and becoming part of the Cascadia government. Others went into private life within Cascadia, though good many left the region entirely. See *The Beginnings* section for transition.

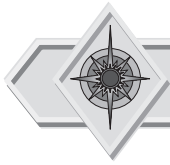
Northstar Social Club: Meets to be social with open discussions of society interacting of non-conservative culture and lifestyle. Serves as a front for Celestarians. The use of force point star was in a circle similar to the Celestarians. As a symbol.

Noble Renaissance Society: Contrivertial by many, dispised by some, this society held three castes of men (nobles, craftsmen and thralls/servants) with strength of the families, and two of women (consorts and thrall/servants). Outsiders felt the society grew from the assorted medeival recreationist groups, but those in the society tell that those of the other groups joined to live the lifestyle they knew was better and to understand why it was, and those with wisdom entered the *Noble Renaissance Society*. Outsides claim it is anything but wisdom.

The classical and medeival treatment of women brought a great outcry from the feminists and those professing equal rights, but the members (and surprizingly, the women as well) would say, if they did not like it, ignore it, but do not criticize another lifestyle, that there had been enough of that in the past.

Marriage plays a strong role within the society, binding families (the *Houses*) together. Few select families as worthy of nobility titles, though lesser families may bind with greater *Houses* by marriage, those who hold together and strengthen the family's roots patronage. Other families would be subject to the noble families. Older customs were reserected, including dowries.

The society knowingly took the name partially by Cascadia Renaissance term people were using for building of Cascadia. This society has been connected Black Oak Witch. Some member including Mitchell Sweeney and Nolan Burnstein.



Nation of Islam (NOI): Headquartered in Chicago, this pro-black Islamic religious group was formed to improve the status of black Americans and abroad, having up to 50,000 core members, founded in 1930 by Wallace D. Fard Muhammad and later led by Elijah Muhammad, who died in 1975 with 75 centers across the U.S.

Wallace Muhammad (Elijah's 5th son) became Supreme Minister in 1975, changing the name to *The World Community of Al-Islam in the West* and then *American Society of Muslims*, loosening member requirements by stirring from Elijah's views, allowing other races as fellow worshipers and building closer relations with other Muslim communities. That experiment ended in 2003 with Wallace's resignation. *Farrakhan* had resigned that group in 1975 to rebuild Elijah's legacy.

The NOI publishes *The Final Call* newspaper, often sold on the street by well dressed members.

Pacific Sound Mutual: Mutule fund company.

Privacy Liberation Right Advocates: This advocacy group works to protect the growing view that people, families and friends have the right to peacefully live as they feel without outside pressures dictating moral views, including gay, lesbian and polyamory relations. With many organizations striving to stifle and intrude upon people's lives, it became necessary for some to form more counter-limiting associations to represent a more liberating lifestyle.

Proponents of the Privacy Liberation Right Advocates feel the organization is promoting promiscuity, moral and otherwise deplorable lifestyles that they see as damaging to social fabric.

Rosicrucians: There is 3 basic sects floating around Cascadia. Reborn the Texas Lone Star Republic, these sects took their symbol as a fully open red rose on embellished cross hilt of a dagger. Mostly they

Setaran: See *Celestarian* in this section.

Social Outreach Group: There are many avenues for people to find like minded people, including online sites, social centers (see entry in the details & options section), magazine/newsletters, etc.

- Sports and gaming club have all manner of activities and catering to a variety of sports and games.
- Sex clubs abound, often calling them so often called *Happiness Clubs* (from the Japanese trend of the past) or kissing club for the intimate to see intimacy, free love sanctuaries), free love sanctuaries being another name. Some of the social networks meetings meet in homes, while others have social centers with common and private room, spas, pools, saunas, jacuzzis/hot tubs, recreation room, secluded patios/gardens, and more. Prostitutes often function within these groups.

Supreme Israeli Front: An underground pro-Jewish Israeli radical group, formed from the military to smuggle several nuclear devices from Israel when the Global Federation took over the region ending the great Israeli for the great Arab-Israeli war, farming the United Canaan Historical Reserve.

Torson Inc.: Private hardware and machinery company.

Trilateral Commission: Strong in other parts of North America, they struggle to regain control they had lost of government officials. They appear strongest in the Appalachian Commonwealth and United America. For a while, they worked to gain control of the nuclear fleet of the former United States.

United Arab Peace Inc.: Not functioning within Cascadia, though does do business with several Cascadian companies, this company was created to help stabilize Arab nations, building a strong position within world polioices, and by 2034, controlled governments in several Arab nations.

Forming in February 2019, during the Great Arab-Israeli war, by this Saudi Arabia Royal family in the attempt to stabilize the implosion of the Arab nations. Since the discourse was fueled by the lack of employment, this new company would mobilize into sensitive areas with government relations to build factories for the people to get jobs at. The jobs were moderate to moderately moderate level, but since the alternative was

strife, many accepted that. By 2022 the factories grew, producing all sorts of products from toilet paper to automobiles, aircraft and ships, under a variety of subsidiary companies.

Headquartered in Cairo, Egypt, and heavily financed by the Saudi Arabia royal family. They decided not to headquartered the company in Saudi Arabia as a public relations ploy to show that though the Royal family is financing it is of the full nations and the full Arab nations.

Saudi Arabia Royal family holds 68% of the stocks, placing one of many princes as CEO, operating factories around the world (except for Cascadia), mostly in Egypt, Libya, Yemen, Oman, Algeria and Saudi Arabia.

Young Love & Affection Health Society: This network of people began with Cindy Larking and Sapphire Melland, discussing the the growing problems with relations and culture and how people are raised. With the Sexual Renaissance/Enlightenment. There were many levels of this society, helping those in trauma as well as those seeking understanding of their desires, no matter when they start.

The name implies puppy love to some, though the intent is to show that nerodic or negative views of sex begins at young ages and stems from pressure to conform to what some view as ideal or proper behavior. Those with enlightenment, go beyond those restrictions, find a broader beauty in love and affection.

Stellar Progression

Science and exploration beyond Earth is a driving force for Cascadia and a lot of effort is given to it with dedicated factories and personnel to hold costs down. Many private ventures are also working to drift the population to the Moon, Mars and beyond the solar system.

With the advent of the Gravity Warp Drive and exceeding the speed of light, a people have ventured beyond the solar system. For Cascadia, the exploration of space is controlled by the **Bureau of Stellar Exploration & Colonization** (see *Government Agency* section) and they hold the secrets of the Gravity Warp Drive fairly close, as do the other knowing nation.

There are three main nations progress into space; Cascadia, Brazil and Congo Alliance. There are other nations piggybacking on the these three, not having the knowledge or full resources; India being the most supporting of those with Cascadia. Japan is also working with Cascadia.

- In 2053, Cascadia constructed and sent the *Titan Alpha Center and Citadel* to orbit Saturn as a home base for stellar activity.
- The Sheriffs and Marshals have special divisions for legal matter in space. The *Ministry of Martial Affairs* did not have a direct function in space by 2067, but later the *Stellar Martial Affairs Commission* was enacted by Parliament.
- Funding for this Bureau comes from the 15% levies and a variety of tariffs on all business activities off Earth. With contract from other nations to transport people and goods, space has become profitable for Cascadia. In 2067, they hold a superiority.
- Cascadia maintains a fleet of *Gravity Warp Transports*, tug and container vessels, hauling material and people around the solar system and beyond.
- Cascadia had declared *Saturn* and the orbiting region around it as sovereign to Cascadia. This is in dispute by the international community, but none yet have the influence to dispute it, and most don't care to, thinking there is plenty of area they had not staked a claim.
- Prisoners from Monroe Penitentiary may volunteer for *Prisoner Stellar Duty*, where they learn to work in space environments, giving them a strong advantage when released. There are stringent requirements.
- The *Cascadian Stellar Force* is the military might in space under the *Ministry of Marshal Affairs*.

Asteroid Mining: Becoming profitable in the 2050s, several mining companies ventured out into space to extract ores.

Distances & Solar Zones: Due to distances between planets, members of Orion use several references.

- **K'clicks** (1,000 kilometers) is used more within the Black Zone area when distances are less than 20 M'clicks. Say, "450 k'clicks – and closing 22 k'clicks per second."
- **M'clicks** (Mega-clicks) is 1 million kilometers. There are roughly 150 m'clicks to an Astronomical Unit (AU), and is more often used for distances beyond Black Zone. Say, "Bogey at a distance of 130 m'clicks – veering from Earth." As a note, Venus lies 38 m'clicks away from Earth at its closest pass.
- **Myriaks** (from the Greek *mýrioi*) is used for 10,000 kilometers.
- **Astronomical Units (AU)** is the distance between the sun (Sol) and Earth, 149.67 million kilometers (93 million miles). This is used when the distances exceed 1,000 m'clicks, or about 7+ AUs.
- **Black Zone** is 2,000 k'clicks, or 5 times the approximate apogee distance of Luna and Earth (Earth's moon, about

400,000 kilometers from Earth). Bogies within that zone are not tolerated, though hard to dissuade in the earlier years of Orion.

- **Red Zone** is out to 10 times the distance from Earth to Luna (4,000 k'clicks).
- **Amber-1** is the distance 50 times Earth-Luna area (20,000 k'clicks).
- **Amber-2** is the distance 100 times Earth-Luna area (40,000 k'clicks).
- **Amber-3** is the distance 200 times Earth-Luna area (80,000 k'clicks).
- **Zone Echo Forward/Aft** is the orbital path of Earth between Venus and Mars, with foreword being the direction Earth is going, and asked is where it came from.
- **Mercury Zone** is the area of soul (son) to the orbit of Venus.
- **Outer System Zone** is the area beyond Mars's orbit.
- **True Positioning Direction within the zones** is in reference to the celestial plane in equator of Sol (sun), with the central core of the galaxy as 0°, and high galaxy as north. **Relative positioning** is from the Earth's view on the same access, and is more often used with in the *Black/Amber Zones*.

Extraterrestrials: Cascadia refers to non-Earther beings as *Etiens* (extraterrestrial aliens) sometimes, *ETIs* (pronounced ettees).

Gravity Panels: Still very young and development in 2067, having its 1st application in 2061, these 2 inch thick multilayered panels has a thin center layer of a specialized crystal material coined *KryMyt* by Cascadia, wafer between a variety of leather layers then applied pressure on the crystals. The thicker the *KryMyt* layers the greater the gravitational effect. These panels may be applied as flooring on ships for artificial gravity. As the *KryMyt* condenses, the interior does so more, linking to the gravity Demrane, creating the gravity pull. Work is being done to create a half inch thick panel version.

Counter *KryMyt* layers lowers the effect of gravity, repelling, enabling it to function as an antigravity device is still in development.

Also see entry in the *Science & Technology* section.

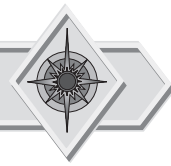
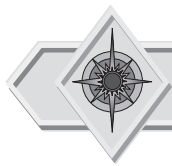
Extra-Planetary Colonization: Cascadia, as well as Brazil and Congo ventured beyond the solar systems to colonize other planets. Beyond Sol System, they discovered a few races, and that they were within a demilitarized zone called the *Drofferian Expanse*.

Gravity Space Warp Drive: A faster-than-light (FTL) engine-devices evolved from the gravity fusion experiments.

Future Growth of Cascadia: By 2048, Parliament began detailing what the nation would do as it grew in size. With hopes of survival, the Founders considered lessons of the past, deciding Parliament itself should not grow in size; that 81 Senators was already stretching manageable level, and if not for the 3 Houses, they may become dysfunctional as such bodies of the past had been. With the advancement into the solar system, with test flights beyond it, further decisions had to be made. The question loomed: What to do?

With growing number of peoples in Cascadia talking of merging with Calvada, already under Cascadia's protection, a decision had to be made, considering the possible inclusion of large Territories and Protectorates. It was decided that any new collection of regions would become Provinces within a separate Commonwealth, and that Cascadia would become a Commonwealth within an envelope being Dominion.

On 16 May 2061, Parliament officials declared an Edict forming the application of *Kaskashya Accord* as the enveloping title for the collective Commonwealths, setting Cascadia as the first Commonwealth, allowing for the formation of the Golden Pacific Commonwealth within the Accord.



Future Growth of Cascadia (cont.):

Future Commonwealths would select their titles with approval of Parliament, becoming part of the Ra-Helios System (as part of First Orion Stratum). In this way, they become part of the Kaskashya Accord, a name drawn from the blending of Cascadia (the first Commonwealth) and Akasha (for cosmos). The second Commonwealth was already taking shape in 2060, having been granted the name Golden Pacific Commonwealth 2064, bringing together East and West Indonesia, Philippines, Japan, unified Korea, Mongolia, Khingan (old north Eastern China, name for the mountain range in the region), Huang (old east-central China, the name of the Yellow River) and Yangtze (old southeast China, named after the river) as the 9 provinces. By 2067, radioactivity from the Russian-Chinese war had subsided enough for consideration of such plans.

When other nations discovered the declaration of a future Cascadia beyond their present Provinces, many saw it as imperial conquest, while others viewed it as just audacious. No matter what they thought, Cascadia progressed on solving their future growth problems. The following proposal was the considerations and current plan at the beginning of 2067.

*** General Regional Structure ***

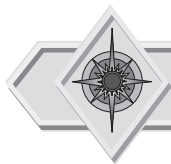
- § Kaskashya Accord: Dominion
 - » Chief Executive Director (CCP-49)
 - ✧ Parliament
 - » 81 Archons in 3 Houses (CCP-45 to 48)
- § Realms (9, each a collection of Stratoms)
 - » Basilae (CCP-44)
 - ✧ Pancongresses of the [name] Realm (one per Realm)
 - » 27 Primisaries per assembly (CCP-43)
 - ✧ League of Stratoms (one per Realm)
 - » 3 Advocates from each of the Stratoms
- § Stratoms (collection of Systems)
 - » Secretary of the [name] Stratum (CCP-42)
 - ✧ [name] Stratum Synods (1 per Stratum)
 - » 27 Chancillaries per Synod (CCP-41)
 - ✧ League of the Systems
 - » 3 Advocates from each system
- § Systems (collection of Commonwealths within the system)
 - » Magnus (CCP-39)
 - ✧ System Council (1 per Star System)
 - » 27 System Counselors (CCP-38)
 - ✧ League of the Commonwealths
 - » 3 Advocates from each Commonwealth
- § Commonwealths (several per system)
 - » Prime Minister (CCP 36)
 - ✧ Commonwealth Senate
 - » 81 Senators (9 per 9 Provinces)
- § Provinces (9) > Counties/Shires > Township

*** General Concepts ***

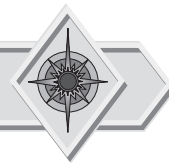
- Expanding off-world took some consideration when projecting association with asteroids, non-Earth moons, the Kuiper Belt and Oort Cloud. To resolve the jurisdiction of Provinces related to elements within the solar system and beyond, 9 equiangular curves (partial equiangular/logarithmic/golden spirals) had been projected inward along the planetary plane from the edge of interstellar space (outer limits of the Oort Cloud), producing 9 Realms. Each Realm would be a counter-bend portion of the solar system, having an approximate contouring S-shape slice of orange, all connected to the Dominion core (Olympyar). The boundaries radiating from Olympyar out to the edge of the Dominion would have those equiangular curves. The Realms would overlap neighbors to the "north" and "south" in that counter-curved plane creating a warped appearance. In doing so, distances between opposite Realms within the Dominion decreases, creating layers in relation to the edge of the Dominion to the core.
- Within the Ra-Helios System, the 9 Realms has been set by Parliament in 2058, and are plotted inwards from interstellar space to Mars's orbital influence, having Olympyar within that orbit. The 9 Realms became named by a combination of astronomical constellations and mythical beings: Lyrae (20°), Kosifus (60°), Alaree (100°), Hydrayu (140°), Harrinue (180°), Albireo (220°), Athrina (260°), Pandineenu (300°) and Valikiu (340°). Each Realm holds an area of 20° either side of the curved center angled north/south at 45° relative to Sol/galactic plane)

in that counter-bend wedge form. Within Sol's gravitational influence (up to interstellar space), the Realms are as plotted along the planetary plane with the galaxy center of 0°, allowing each of the Realms to have stations distributed throughout a broader length of the solar system to the Oort Cloud boundary, providing overlapping defense of the interior. Any moving bodies (planets, asteroids, etc.) are not claimed by any Commonwealth.

- From *Ra-Helios System* (Sol) interior, the angular projection continues into interstellar space, leveling with the galactic plane. Once the Dominion is established beyond the Sol solar system, the interior Realm designation would not apply and each Commonwealths would have jurisdiction within their boundaries, under the direction of Kaskashya Accord, with off-planet stations associated with the Commonwealths.
- It was set that Parliament would remain as the highest authority and retain the 3 Houses of 27 member, having the total of 81 Archons (9 from the 9 Realms). With the creation of Commonwealths, Parliament member were titled Archons after the Ancient Greeks high officials. Parliament shall remain the only body that enacts Edicts. Archons are elected from the Realm's Pancongresses. In effect the Basilae would not be able to become an Archon.
- Each of the 3 Kaskashya Parliament Houses (stations) shall reside at the cusp of 2 Realms and hold some equal distance from each other, and be about 2/3rd distance from the Dominion outer boundaries.
- The central authority core governance for all 9 Realms collectively would be called Olympyar, with the Dominion capital seat (station) being Kaskella. This would be a shifting location at the root of Kaskashya. Olympyar shall be the innermost region, having 81 Stratoms (9 adjacent to each 9 Realms), shifting as Stratoms form. Olympyar will shift to hold a relative central position.
- Since Realms project in a relation to the core, cusp-Stratoms may shift into different Realms. This makes Kaskashya fluid, having Olympyar surrounded by all 9 Realms at all times, creating an overlapping protective envelope commonly referred to as Nautilus Defense. The need for such defenses was considered in response of the loss of several international colony ships and the threat from the Uezarjh civilization.
- The 81 Stratoms within the Olympyar are distributed to the 9 Realms by approximation to their boundaries. Kaskella would be positioned at the boundaries of 3 Stratoms of different Realms, ensuring such relations exists.
- Cusp-Stratoms are Stratoms along Dominion Realm boundaries. Stratoms along the boundary may petition to be part of either Realm with a 2/3rd residence majority, as long as they share a border near balanced to either Realm and relative balance of the Realms are maintained.
- Since Realms are fluid – with changing boundaries within Kaskashya – cusp-Stratoms will shift deeper into a Realm as the Realm shifts within the moving galaxy and changes within the Dominion relative to general Dominion area. As Realms shift, cusp-Stratoms will change association within the Realms, though the governance within Stratoms, Systems and Commonwealths shall remain the same. Olympyar will also shift occasionally as the general center location of the Dominion changes. Governance within the Stratoms will occasionally fall under different higher governance. Official positions within higher and lower governance will remain, though may change through course of standard election process.
- Pancongresses of the Realms are discussion forums to advise Parliament and to help settle regional disputes within the Realms. There would be 27 Primisaries, each of which is elected from a Stratum Synod with the least representation historically. Pancongress shall elect one of their own as Basilae, becoming the principal administrator for the Realm.
- Stratoms are collections of solar systems within the Realms. The initial Stratum of the Accord contains Ra-Helios System (including Earth) took the name First Orion Stratum. There would be a Synod of 27 Chancillaries in each Stratum. They shall elect a Secretary of the Stratum from Synod Chancillaries in the same manner as Cascadia Parliament. Chancillaries are assigned from the System Council as seats open. No 2 Chancillaries will come from the same Commonwealth, and would have equitable distribution through the systems.

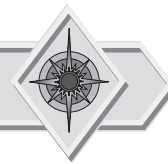
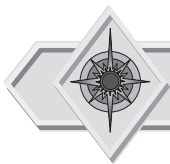


Universal Tales: Campaign Environment



Future Growth of Cascadia (cont.):

- Each Stratum would have a League of Systems, and each System would have a League of Commonwealths. All aspects of the League of Stratoms relate to these assemblies.
- Commonwealths are regions of the world, or a series of stations, depending on the system and habitable worlds. They may exist as neighbors along with non-Dominion nations, known as Local Nations.
- Casdas remained the currency throughout the Dominion, and function as currency throughout the Systems. As part of the Dominion, each Commonwealth shall transfer 9% of their full revenue to the System ministration, which would transfer 1/3rd of that amount to the Stratum, Realm and the Dominion respectively (effectively 3% from each Commonwealth to each level). As with Cascadian roots, all interregional and continuity costs are applied from higher levels, including stellar military, high courts, interstellar Sheriffs/Marshal, etc.
- Ministry of Dominion Continuity would be formed as an Independent Agency, mandated to ensure equitable treatment of all levels with special attention to the Commonwealths.
- Each Realm would have a League of Stratoms, having 3 Advocates by each Stratum Synod. This is only a discussion and advisory forum for Parliament. Due to the possible overwhelming numbers of advocates, the meeting chamber shall be an amphitheater style to accommodate the assembly. Positioning within the seating is rotated each meeting day, so all Advocates (Stratum representatives) shall remain together, progressing to the front row, then out to the farthest row in an equitable manner.
- Until the Dominion Parliament could hold control of Kaskashya, Cascadia shall maintain authority. Once the Archons are established, Cascadia Parliament will become the Senate of Cascadia Commonwealth. It is planned for the Parliament to have 3 Parliament Stellar House Stations of 27 Archons each. It is hoped that with the advancement of gravitational science, the stations would be able to settle on worlds and not being restricted to the vacuum of space. No Archon Stellar Ship shall have more than 3 Archons from the same Realm on it (though the capacity of having 7 manages evacuations of 4+ Realm Archons). The ships allow Archons to survey the Realms and Commonwealths so they stay in touch with the citizens.
- All Dominion Archons, Chief Executive Director, Basilaes, Pancongress Primisaries, Stratum Secretaries, Synod Chancillaries, System Counselors, Magnus, Commonwealth Senator, Commonwealth Prime Minister, and their spouses, must surrender their property holdings and wealth to any citizen of their choice as did the Parliament Senators of Cascadia. If retired or replaced, and after 12 season pause period, they gain their usual pension from the Civil Retirement-Insurance Fund, and may hold property and independent wealth again.
- Parliament still retains sole creation of Edicts in the normal process of Cascadia, still having People's Initiatives avenue. Such Initiatives would progress to Parliament once past at the Commonwealth level. To prevent possible congestion of Initiatives within Parliament, Initiatives coming from the Commonwealth will first be reviewed at System Councils, who may block unworthy Initiative with 2/3rd vote. If not blocked, Otherwise it continues to Stratum Synod level, where they also may block the Initiative with 2/3rd seats majority. If not blocked at the Synod, it goes to the associated Pancongress of the Realm with the same treatment. At no time shall there be delays in the, it must be received to the next level within 15 days, and voted done within 18 days after that, or progress to the next level unopposed. If not blocked at the Pancongress, it goes to Parliament, where at least one Archons from each Realm would sign it within 18 days. If all 9 Archons of any single Realm refused to sign, Parliament goes to a vote for blocking. If 2/3rd vote to reject the Initiative succeeds, the Initiative is rejected. If not blocked, the next Edict designation is affixed, and all who voted yea signs it, and the Châtelain shall sign for any Realm who has no representatives willing to sign it. All other aspects of the "People's Initiative for Edicts" applies.
- With the growth of the Accord, Pensionary positions shall be expanded from CCP-36 to CCP-49, with Commonwealths Prime Minister being CCP-36, and Dominion Chief Executive Director becoming CCP-49.
- Higher government institutions ensure smooth application and control of policies and fundings. Some institutions (like transportation) would remain at Commonwealth level, while others (such as Foreign Relations and Martial Affairs) would have elements at Dominion and Realm levels and be represented at Stratoms, System and Commonwealth levels. All agencies overview are collective extensions of the Commonwealth hierarchy as laid out by the foundation of Cascadia, expanding agency hierarchy with Senior Premier (System, CCP-38), Chief Premier (Stratum, CCP-40), Grand Premier (Realm, CCP-42) and Supreme Premier (Dominion, CCP-43), each having deputies and staff (1+ Pensionary grade lower).
- Each Archons shall visit their Realm for no less than 18 Dominion days per season, 3+ days in at least 3 Stratoms, not repeating a Stratum until all Stratoms had been visited equitably. For this purpose, there would be 36 Archon Stellar Ships, having capacity for 7 Archons, including 7 staff and 7 personal relations. These ships also allows evacuation, should the need arise.
- **Basilae** (evolved from Basileous, Ancient Greek for high official) is the prevailing official within each Realm and are elected to the position by seated Primisaries of the Realm Pancongress in the usual manner for selecting Chief Executive Directors. These are full duration appointments.
- Each Commonwealth will elect and send 3 Advocates to their League of the Commonwealth. This League is a large body, acting as advisors to the local System Council. The Advocates are the direct conduit of their citizens to their System Stratum, Realm and Parliament, and function in the same manner as League of Stratoms.
- A **Magnus** would be elected from members in the System Council and be tasked to ensure continuity of the System. The Council seat would be filled from the Commonwealth Senate. System Councils (the first being the System Council of Ra-Helios System) consists of 27 System Councilmembers. The Council has the authority to act in the defense of the star systems and to call on the Ministry of Martial Affairs for protection, functions as a local Security Council.
- The Commonwealth Senates are the oversight authority within the Commonwealths, having Provinces, Counties/Shires and Townships as laid out by Cascadia.
- Envoys of Trade Circuit Assemblies are handled and elected as League of Commerce, as described in the Business entry of this section. These assemblies are assigned overlapping Stratoms for monitoring and assisting in business matters. To finance government oversight, 15% of their income goes to the governance. For their finance, each Commonwealth Guild Congress will issue 3% of their income to the Assembly they belong. Each Assembly issues 3% of their income to the Realm Trade Assembly, functioning within the Domain Trade Assembly for trade throughout Kaskashya, as well as with companies conducting business with foreign civilizations. This Assembly would be under the oversight of Parliament and other agencies, complying with all Edicts. Each Guild Congress assigns Advocates to this Trade Circuit Assembly. First Trade Circuit Assembly was formed in 2063 under the oversight of the Ministry of Foreign Relation, to establish foundation for the progression of the Dominion, having representation of the Golden Pacific Guild Congress for Cascadia. Labor Guilds and Guild Congress would function as before in each of the Commonwealths interacting with Trade Assemblies.
- Business between and beyond Commonwealths is considered international trade and subject to Broad Scope Levies and related Edicts as such.
- Government agencies within Cascadia were expected to evolve with the growth of the Dominion, and Parliament continues to set policies to contain bureaucracy, mainly to hold managing control within 2 tiers; local staffers and higher Councils. Due to the nature of the Ministry of Martial Affairs, this agency remains a singular tier under the Dominion command structure, with Commonwealth and higher governance maintaining local fleets as part of Dominion defense.



Future Growth of Cascadia (cont.):

- Commonwealth Senates would function as Cascadia Parliament, though unable to create Edicts. With the projected advent of the Dominion, Commonwealth's principal administrator would be the Prime Minister. As the Dominion and 9 Realms take hold, Cascadia's Chief Executive Director becomes the title for the principle officary for the Dominion. Many financial responsibilities would be taken up by the higher regions, hence the funding being sent to those higher governance entities.
- The Concept of Dominion time/calendar beyond Ra-Helios (Sol) took on a lively discussion. To hold consistency with Earth history, it was decided to continue the Cascadia calendar year into Kaskashya. Commonwealths would hold their own days/years calendar based on planetary orbital and rotation creating 4 seasons and a number of 6-day weeks divided into months (possibly 1 month per season). The years would have equitable Freyjadaes (1 per 6-7 weeks). Dominion standard year would continue from Earth, retaining the 365/366 day year, with a four-year election process. In effect, each Commonwealth will have a local calendar-time (with a number of local zones) and Dominion calendar-time (with 1 time zone, synchronized with pulsars). It's expected sometime in the future, the Dominion calendar-time will not have planetary reference to Earth, though the legacy standard will remain for continuity within the Dominion. Once that happens, all century years (2600, 2700, 2800, etc.) would have High Winter Years. Seasonal concepts would remain, even if not relevant to any sort of equinox/solstice reference.
- The *Star Chamber* would oversee Dominion Edicts and legal consistency, having oversight over courts within all the Realms, Stratums, Systems and Commonwealths. Each Realm would maintain a Supreme Court, functioning as high-tier appellate oversight of Stratum Grand Courts. Stratums would maintain Grand Courts, taking appeals from System High Courts, which review decisions at Commonwealth Major Courts.
- *Stellar Force* is maintained by the Dominion throughout all 9 Realms as part of the *Ministry of Martial Affairs*. Commonwealths will maintain *Sky/Naval/Ground Forces*, and would be integrated through the full Dominion defense. For the defense of the Dominion, each Commonwealth shall maintain no less than 3+ destroyer-class stellar ships. Each System shall maintain 7+ destroyer-class stellar ships and 3 battle cruisers stellar ships. Each Stratum shall maintain 12+ destroyers, 12+ frigates, 7+ battle cruisers, 3+ dreadnought cruisers and 3+ carrier cruisers. Each Realm shall maintain no less than the combined number of vessels as Stratums and system distributed into 9+ (generally 9-15) fleets. All Realm vessels would hold a Dominion status, and would have a crew representing all Realms, discouraging regional preferences. There would be overlapping defense responsibilities to assigned areas, and fall under the Ministry of Martial Affairs and the Supreme Security Council.

Launch/Recovery Centers: Cascadia has several centers within the nation; Sierra, Yakima and Hanford being a few.

- The *Hawaii Martial Station* support platform is a massive floating platform used for martial naval support as well as launching and recovery of space vehicles. Others of these platforms are located in the northeast Pacific region.
- The *Yakima-Hanford Stellar centers* grew out of the Yakima firing range and Hanford site, near Yakima and Richland, Coulee Province. Both are capable of launch and recovery of spacecraft. Yakima CMS (*Cascadia Matial Station*) is adjacent to the *Yakima Center*, tasked with support protection of both installations.
- *Sierra Stellar Center* also has a large facility, though mainly conducts research and development for stellar crafts and support.

Lunar Mars Station: By 2067, Mars had 3 stations functional, and plans for 7 more at various stages to be completed within the next 15 years.

- The *Orion Lunar Station* (on the far side of the moon) was acquired when Cascadia took control of the *Dayton Complex*.

Private Companies: Any off world companies functioned as national companies, subject to broad scope levies as such.

Orion Accets (Day Complex): The *Orion Lunar Station* (on the far side of the moon) was acquired when Cascadia took control of the

Dayton Complex.

Space Station: *see places of interest.*

Pegasus Earth Orbit Platform: The final plans for construction of phase 1 was completed and approved by Parliament with funding to begin construction the following year in 2067 having an 8 year schedule.

Sierra Stellar Center: Located a few miles northeast of Sierra Martial station along the old California-Nevada border (previously the *Sierra Army Depot* of the *Former U.S.*) is one of the launch/recovery locations for spacecraft within Cascadia.

Satellites: A variety of communication and military satillites are in orbit by Cascadia.

- The nation maintains 4 *Orbiting Salvage Satillites (OSS)* that gathers derilic satalites and debrie orbiting Earth, as the mass grows and the orbit decays, operators select a suitable trajectory time and releases the mass. The effect lightens the OSS and it climes in altitude to collect other objects. Fuel cells are replenish be *Satilite Tenders* operated from the Aries Stations.

Stellar Vessels: There are a variety of ships Cascadia has in the *Cascadian Stellar Fleet (CSF)*.

- The FC-7 Harrington Class Frigate is the latest of the stellar frigates, displaced at ---- tons, having FTL capabilities.
- The CDD-2 Poseidon Class Distoer is the most numerous of the destroyer with 32 in service in 2067.
- The CCR-1 Cygnus Class Battle Cruiser is the newest stellar combat vessel – with 3 in service in 2067.
- Athena Battle Galley Class is the newest stellar vessle, commissioned 22 May 2066 (Cascadia calendar). The second is in construction, to be completed by 2069.
- Gemini Strike Frigate Class has 2 in servace and 3 to be complete for 2068 to 2072.



Cascadia
During
Earth Fall

M_o

