

Liree-14
“Forward Post Beta”



Asteroid impact cones, created by an impact's meltwater and instant freeze from ambient temperatures, are a common sight on the frozen wasteland that is the surface of Liree-14.

Climate : Barren, encased in ice that hides a deep, subglacial sea; the surface trembles with asteroid impacts and this world's orbit spills ice and dust behind it. This world's core has stopped spinning, causing it to shed its magnetic field. Compasses do not work here, and UV exposure is dangerous without significant protection.

Population : ~0.6 million citizens (excl. union garrison)

Governing body: Ivona Alkmene, Lucinda Sandeep and Luboš Jepson represent the planet in front of the Union garrison

Planetary border status: Open.

Summary:

*« At first sight, one could think that there is nothing on Liree-14.
That it's only a barren wasteland one could only find a slow and painfully cold
death in.
Living like that would be a stupid idea.
Under the thick carapace of our planet lie deep oceans,
in which we build our lives
and thrive»*

-Poem written during early Lyrean colonization

Lyree-14 is a remote world orbiting the Lyrean's system first of three suns. The planet is known for its extreme cold on the surface, as well as its month-long meteor showers. This world hosts a small Union garrison, likely made up of auxiliaries who report to a remote Union officer; their duty is to scout, stand watch, and await further orders. Most of their time is spent exercising, cleaning, maintaining gear, and waiting for something to happen.

Local cultures have adapted to the frozen climate, but mechs and pilots quickly freeze without a nearby source of heat. **Mechs that don't move or Boost on their turn become Immobilized at the end of their turn. This lasts until they break free with a successful Hull check as a quick action. In addition, all mechs gain Resistance to heat.**

Below the thick glaciers that cover the whole planet, are massive subglacial oceans that have been somewhat emptied by the exploitation of the planet.

Sometimes, there are dangerous meteor storms on the surface. **Storms of meteors sweep this planet. During storms, all characters take 2 kinetic dmg at the end of their turns unless they are adjacent to an object that grants hard cover.**

Points of interest:

- Icefield, the planet's only major surface settlement
- The Deep Freeze, Icefield's elevator towards the planet's frozen core
- Forward Post Beta, Union's garrison & forward listening post in the Lyrean system
- The Ice Wyrms Plateaus, Ice plateaus where the ice is only 500m thick
- The Arcology swarm, a group of private deep sea arcologies spread across the planet. They tend to keep to themselves.

Socio-political :

half the habitants of Lyree-14 live near Icefield, which is governed by its Council of Three. It is the de-facto government body of the planet, although the power is shared equally with the garrison's officers.

Nature: Life on the planet only survives deep under the ice. The surface itself is barren and pockmarked with meteor impacts big and small.

News & Rumors:

- Forward Post Beta's forces have instated a new minor exclusion zone around the fallen hexapod.
- Rumors are saying that it's not safe to stay alone at night these days in the capital. There has been at least ONE count of inexplicable disappearance and it's way too spooky.
- The Swarm's NHP chorus-net has fallen silent, a sign of discord amongst the elusive deep-sea dwellers.