

CULTURAL PROFILE		I. Date of Preparation																																		
2. World/Government Name Harrappa																																				
D875875-5																																				
PROGRESSIVENESS <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Attitude</td> <td style="width: 50%;">Action</td> </tr> <tr> <td><input type="checkbox"/> Radical</td> <td><input type="checkbox"/> Enterprising</td> </tr> <tr> <td><input type="checkbox"/> Progressive</td> <td><input checked="" type="checkbox"/> Advancing</td> </tr> <tr> <td><input checked="" type="checkbox"/> Conservative</td> <td><input type="checkbox"/> Indifferent</td> </tr> <tr> <td><input type="checkbox"/> Reactionary</td> <td><input type="checkbox"/> Stagnant</td> </tr> </table>		Attitude	Action	<input type="checkbox"/> Radical	<input type="checkbox"/> Enterprising	<input type="checkbox"/> Progressive	<input checked="" type="checkbox"/> Advancing	<input checked="" type="checkbox"/> Conservative	<input type="checkbox"/> Indifferent	<input type="checkbox"/> Reactionary	<input type="checkbox"/> Stagnant	EXPORTS <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%;">Natural Resources</td> <td style="width: 50%;">Processed Resources</td> </tr> <tr> <td><input checked="" type="checkbox"/> Agricultural</td> <td><input type="checkbox"/> Agricultural</td> </tr> <tr> <td><input checked="" type="checkbox"/> Ores</td> <td><input type="checkbox"/> Radioactives</td> </tr> <tr> <td></td> <td><input type="checkbox"/> Gems & Crystals</td> </tr> <tr> <td></td> <td><input type="checkbox"/> Petrochemicals</td> </tr> <tr> <td style="height: 40px;"></td> <td><input type="checkbox"/> Agroproducts</td> </tr> <tr> <td style="height: 40px;"></td> <td><input type="checkbox"/> Manufactured Resources</td> </tr> <tr> <td></td> <td><input type="checkbox"/> Weapons</td> </tr> <tr> <td></td> <td><input checked="" type="checkbox"/> Mechanical Parts (Farm)</td> </tr> <tr> <td></td> <td><input type="checkbox"/> Heavy Equipment</td> </tr> <tr> <td></td> <td><input type="checkbox"/> Electronics</td> </tr> <tr> <td></td> <td><input type="checkbox"/> Gravitics</td> </tr> </table>	Natural Resources	Processed Resources	<input checked="" type="checkbox"/> Agricultural	<input type="checkbox"/> Agricultural	<input checked="" type="checkbox"/> Ores	<input type="checkbox"/> Radioactives		<input type="checkbox"/> Gems & Crystals		<input type="checkbox"/> Petrochemicals		<input type="checkbox"/> Agroproducts		<input type="checkbox"/> Manufactured Resources		<input type="checkbox"/> Weapons		<input checked="" type="checkbox"/> Mechanical Parts (Farm)		<input type="checkbox"/> Heavy Equipment		<input type="checkbox"/> Electronics		<input type="checkbox"/> Gravitics
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Achievement Tech Levels																																				
<small>Notes on Technology:</small> <p>Highly corrosive environment, rapid oxidizing, metal eating bacteria, easy to purify</p> <p>Barbaric world "Conan-like"</p> <p>Atmosphere comfortable</p> <p>Has Terran Federation orbiting space station</p>																																				

IS Form 22

Cultural Profile Form

3. Government Code and Description 7 - Balkanization		GOVERNMENT DIVISION OF AUTHORITY													
<input type="checkbox"/> Executive	<input type="checkbox"/> Executive	<input type="checkbox"/> Executive													
<input type="checkbox"/> Legislative	<input type="checkbox"/> Legislative	<input type="checkbox"/> Legislative													
<input type="checkbox"/> Judicial	<input type="checkbox"/> Judicial	<input type="checkbox"/> Judicial													
<input type="checkbox"/> Ruler	<input type="checkbox"/> Ruler	<input type="checkbox"/> Ruler													
<input type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council	<input type="checkbox"/> Elite Council													
<input type="checkbox"/> Several Councils	<input type="checkbox"/> Several Councils	<input type="checkbox"/> Several Councils													
<input type="checkbox"/> Demos	<input type="checkbox"/> Demos	<input type="checkbox"/> Demos													
DETAILED LAW LEVELS (optional)		UNIFORMITY OF LAW													
<table border="1" style="margin: auto;"> <tr> <td style="padding: 5px;">Overall</td> <td style="padding: 5px;">Weapons (F₇-Tech)</td> <td style="padding: 5px;">Trade</td> <td style="padding: 5px;">Criminal Law</td> <td style="padding: 5px;">Civil Law</td> <td style="padding: 5px;">Pers. Freedom</td> </tr> <tr> <td><input type="checkbox"/> 5</td> <td><input type="checkbox"/> 4</td> <td><input type="checkbox"/> 8</td> <td><input type="checkbox"/> 0</td> <td><input type="checkbox"/> 1</td> <td><input type="checkbox"/> 6</td> </tr> </table>	Overall	Weapons (F ₇ -Tech)	Trade	Criminal Law	Civil Law	Pers. Freedom	<input type="checkbox"/> 5	<input type="checkbox"/> 4	<input type="checkbox"/> 8	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 6	<input type="checkbox"/> Undivided <input checked="" type="checkbox"/> Territorial <input type="checkbox"/> Personal		
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RELIGIOUS PROFILE (optional)		Notes on Religion: N/A													
<table border="1" style="margin: auto;"> <tr> <td style="padding: 5px;">God View</td> <td style="padding: 5px;">Spiritual Aim</td> <td style="padding: 5px;">Devotion Req.</td> <td style="padding: 5px;">Organization</td> <td style="padding: 5px;">Lit. Formality</td> <td style="padding: 5px;">Mission. Fervor</td> <td style="padding: 5px;">Nbr. Adherents</td> </tr> <tr> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/></td> <td><input type="checkbox"/> - <input type="checkbox"/></td> </tr> </table>	God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission. Fervor	Nbr. Adherents	<input type="checkbox"/>	<input type="checkbox"/> - <input type="checkbox"/>	<small>Notes on Culture:</small> <ul style="list-style-type: none"> - Colonized by <u>Norwegians & Zulus & Tzakonians</u> - "Normal" - <u>15</u> Members of Terran Guard from here - Deadly native life that has taste for Terran species - Permanent Yellow Zone - Trade Codex A. 					
God View	Spiritual Aim	Devotion Req.	Organization	Lit. Formality	Mission. Fervor	Nbr. Adherents									
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> - <input type="checkbox"/>									

IS Form 22 (Reverse) Cultural Profile Form

World Name	Harappa				UWP	D 875875-5		Star Name				
Star System	Single				Star Types	F2V		System Planets	8			
Year Surveyed					-----/-----							
Planet Density	HC	MC	RB	IB	Seismic Activity #	4	No. of Major Volcanoes	2				
Tidally Locked	<input checked="" type="checkbox"/> N <input checked="" type="checkbox"/>				Temperature		15 °C					
Day/Night Length	08H / D / W				Terraformed		<input checked="" type="checkbox"/> N <input checked="" type="checkbox"/>					
Atmosphere Primary Gases and Density	Mild Standard, Tainted (Corrosive) / / /											
Atmosphere Appearance												
Hydrosphere %	57 %											
Hydrosphere Appearance												
Satellites	Name					Colony	UWP			Density Type		
1						<input checked="" type="checkbox"/> N <input type="checkbox"/>	D 210244-5			RB		
2						<input type="checkbox"/> N <input type="checkbox"/>	-----			-		
3						<input type="checkbox"/> N <input type="checkbox"/>	-----			-		
Major Race	<input checked="" type="checkbox"/> N <input type="checkbox"/>		Native Life			<input checked="" type="checkbox"/> N <input type="checkbox"/>	Radical Lifeforms		<input type="checkbox"/> N <input checked="" type="checkbox"/>			
Native Lifeform Complexity			Sapient, Primitive					Native Jump Drive	<input type="checkbox"/> N <input checked="" type="checkbox"/>			
Non-Native Life			<input type="checkbox"/> N <input checked="" type="checkbox"/>		Modern Introduction			<input type="checkbox"/> N <input checked="" type="checkbox"/>	N/A <input checked="" type="checkbox"/>			
Non-Sophont Terran Lifeforms		<input type="checkbox"/> N <input checked="" type="checkbox"/>		Other Non-Native Species			<input type="checkbox"/> N <input checked="" type="checkbox"/>	Ancient Site	<input checked="" type="checkbox"/> N <input type="checkbox"/>			

Pre-Stone Age

Militarized

- 1 (15) Landmarks ~~for~~^{Norse} School of ~~Witchcraft~~^{Paganism} (150 yrs) ★
- 2 (19) Historic Church ~~Norse~~^{Paganism} (200 yrs) ★
- 3 (26) Memorial to Influential Citizen (250 yrs) ★
- 4 (23) Historic Lab (50 yrs, Past Gov.) ★
↳ Terran Federation other planet
- 5 (53) ~~Museum~~ Museum ★★★★★★
↳ War Trophy
- 6 (52) Ancient's City ★★★
↳ Ruined and inhabited by natives

HARAPPA – LIBRARY DATA ENTRY (Extended)

System: Harappa System

UWP: D875875-5 (Red Zone)

Zone Classification: Yellow (System), Red (Planet)

Government: Fragmented Tribal Oligarchies

Tech Level: Varies (TL 3–5)

Population: Low (scattered warrior enclaves)

Climate: Lush Garden World

Notable Features: Planet-wide corrosion bacteria, megafauna, hyper-aggressive sea leviathans, extreme weather systems

Harappa is a terrestrial garden world located near the outer edge of former Terran Federation expansion corridors. Initially settled over 250 years ago by a coalition of Earth-based cultural purists, Harappa's colonists were driven by a desire to escape what they perceived as a decadent post-industrial humanity and forge a future based on ancient warrior ideals.

Cultural Composition

Infighting during transit and colonization planning fractured the settlers into three dominant cultural-revivalist factions, each seeking to emulate an idealized version of a historical Earth warrior society:

- **The Tsakonians**: Modeled after a Spartan militaristic ideal, they value discipline, stoicism, and martial perfection. Cities are austere, highly ordered, and each citizen is expected to train in combat from a young age.
- **The Nord Clans**: Inspired by Norse raiders, these decentralized groups inhabit Harappa's rugged coastlines. They build longships using treated local wood and engage in seasonal raids and honor-based warfare, celebrating bravery and the glory of death in battle.
- **The Umzansi**: Drawing from Zulu traditions, the Umzansi emphasize speed, overwhelming force, and ceremonial warfare. Their kingdoms are centralized under warrior-kings, and their impis (war bands) are feared for their ferocity and coordination.

Despite periodic skirmishes, these cultures have achieved a form of violent equilibrium, with conflict ritualized and managed through traditional codes of honor. Intermarriage, ritualized hostage-taking, and shared enemy threats (like fauna or outsiders) help stabilize relations.

Environmental Hazards

Harappa's idyllic appearance belies a host of environmental dangers that stymied further colonization:

- **Corrosive Microbial Life**: The atmosphere contains native bacteria that rapidly digest unprotected metals. Most standard technologies degrade within weeks. Only specialized ceramics, treated alloys, or pre-industrial alternatives endure long-term exposure, metals with high rates of impurities for example.

- **Megafauna:** The landmasses are home to massive, aggressively territorial beasts. Many are armored or venomous, and all display signs of extreme evolutionary pressure. Harappans hunt them for glory and survival, using them as rites of passage or even limited cavalry mounts.
- **Ocean Leviathans:** The seas are dominated by predatory titanic organisms—some reaching over 100 meters in length. These creatures attack coastal settlements and ships indiscriminately and have resisted most offworld intervention.
- **Violent Weather Systems:** Superstorms and sudden temperature shifts are common. Harappan architecture relies on deeply rooted, flexible structures or subterranean shelters.

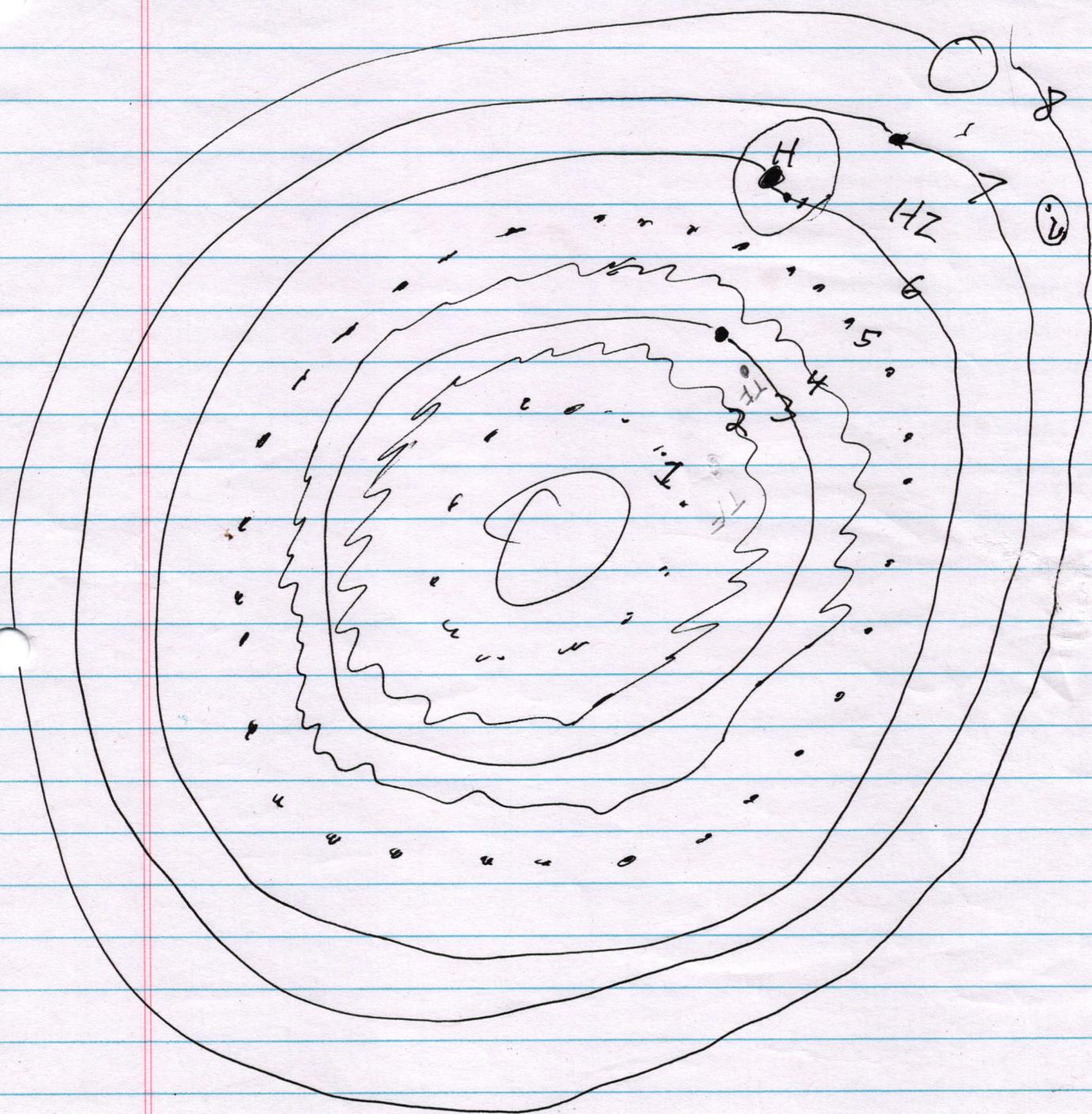
Federation Status and Strategic Use

Harappa's dangers, low tech level, and cultural instability made it unsuitable for long-term development or integration. However, the Terran Federation has classified the world as a military recruitment site due to the extraordinary martial discipline and physical conditioning of its inhabitants. Roughly 20% of the elite **Terran Guard** hail from Harappa, trained from birth in survival and combat.

The system is under **Yellow Zone** classification, restricting civilian traffic. The planet itself is under **Red Zone** interdiction. Visitors require specific military or research clearance.

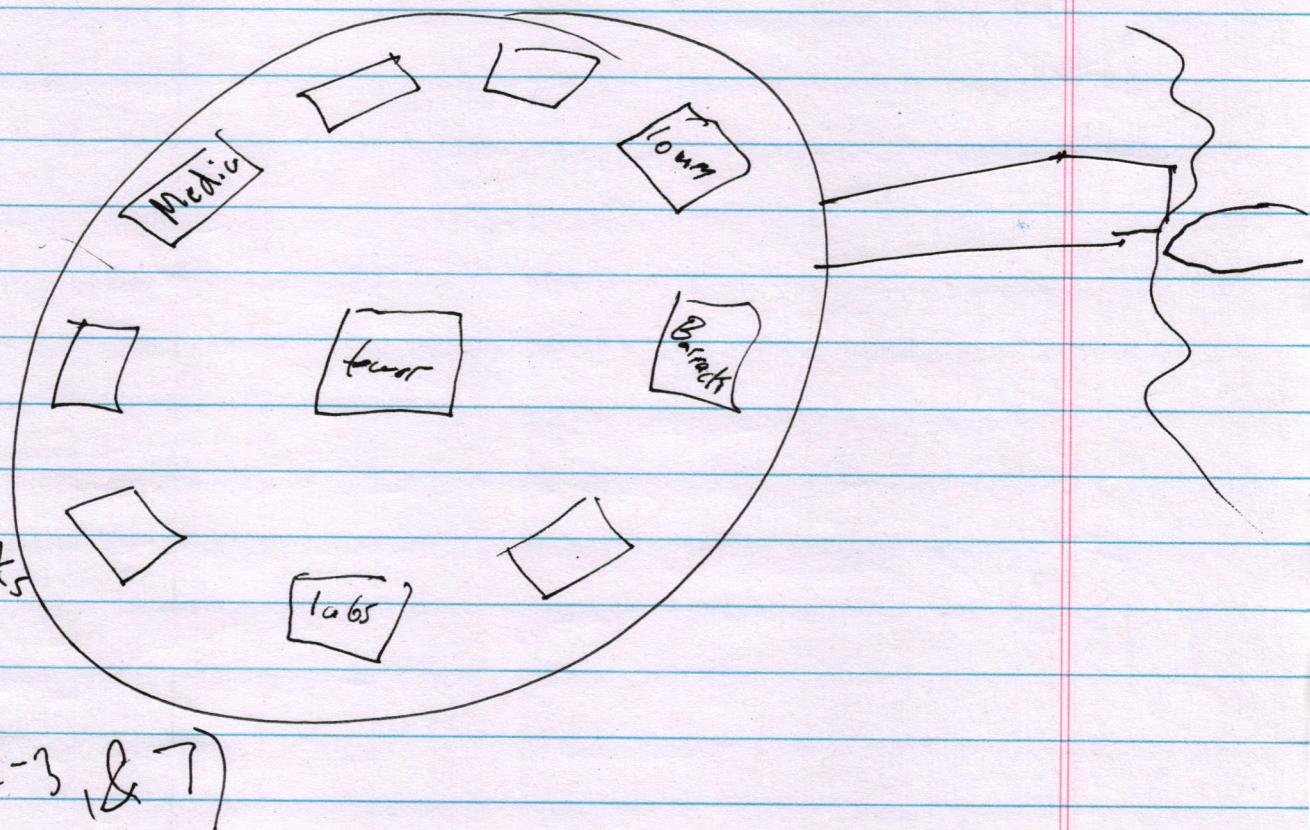
Harappa is seen as a proving ground and death world by many Terran officers—those who survive long enough to be recruited are considered among the most hardened soldiers in the galaxy.

Hara ppa System

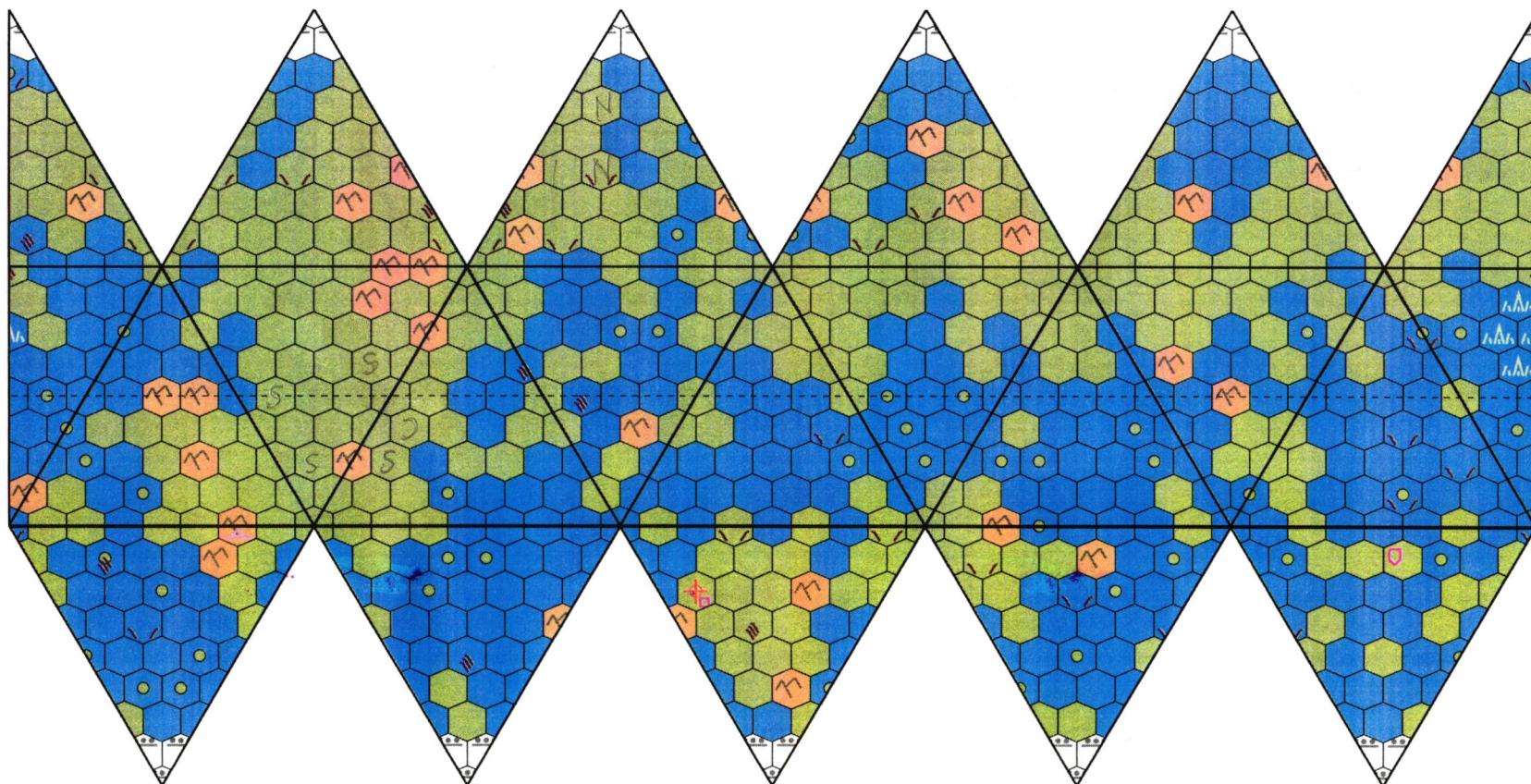


Harappa Base Terror Federation

Garr	1
Cell	2
OFF	3
PP	4
-	5
Σ	6
Σ	7
SP	8
H	



15°C



Chasm

Mountain

Town

Clear

Noble Estate

Wasteland

Exotic Terrain

Ocean

Scale

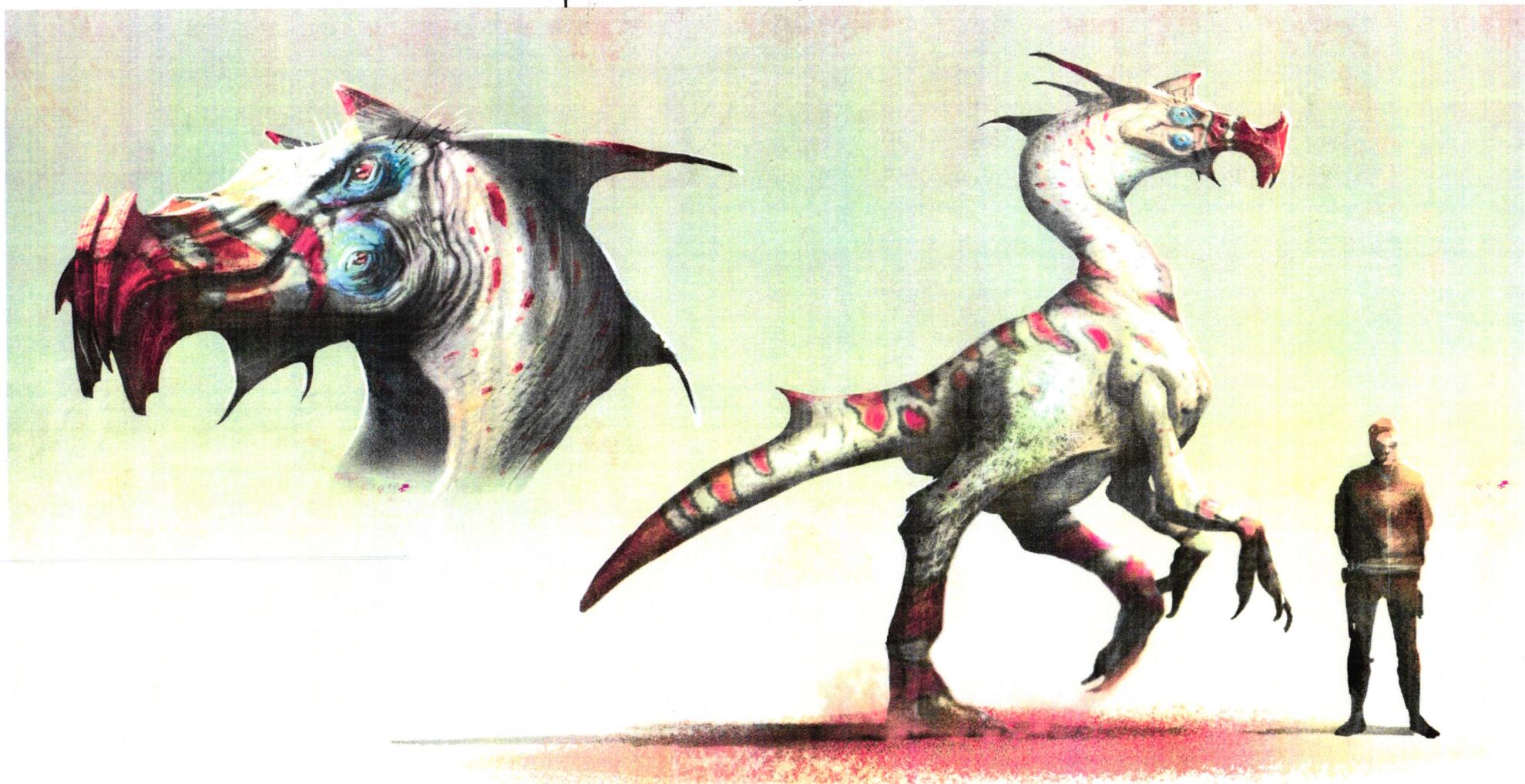
Ice cap

Precipice

Island

Starport

Harappan Proto-Sophonts



ANIMAL ENCOUNTER TABLE

1. World

HARAPPA

2. Terrain Type

Prairie

3. Subsector

4. Animal Encounter Table

Die	Qty	Animal	Weight	Hits	Armor	Wounds	Weapons	Reactions
2	13	Reducer (Scav)	3200kg	8D 4D	—	+4D	Thrasher	A 8 F 6 S 2
3	1	Reducer Gatherer (Omn.)	12,000kg	10D 5D	—	x2	Thrasher	A 9 F 5 S 2
4	2	Reducer (Scav)	3,200kg	4D	jack	+4D	Claws & teeth	A 9 F 8 S 1
5	3	Hunter (Proto-sophont) ^(Omn.)	400kg	6D 3D	jack +1	+2D	Spear	A 6 F 6 S 1
6	5	Grazer (Herb)	400kg	6D 3D	mesh +1	+2D	Hooves & Horns	F 5 A 8 S 2
7	6	Grazer (Herb)	50kg	4D 2D	—	—	Thrasher	F 4 A 5 S 3
8	18	Grazer (Herb) <small>long-necked gazelle</small>	24,000kg	12D 6D	—	x3	Horns	F 3 A 4 S 2
9	1	Siren (Carn)	12kg	2D 2D	—	—	As Body Pistol	A 5 F 5 S 1
10	—	Event	—	—	—	—	—	—
11	1	Killer (Carn) <small>shark nugget</small>	24,000kg	12D 8D	jack	x3	Stinger	A 8 F 9 S 2
12	6	Killer (Carn)	3,200kg	8D 4D	—	+5D	Claws and teeth	A 8 F 8 S 1

5. Remarks, Die Modifications, and Events

ANIMAL ENCOUNTER TABLE

1. World

HARAPPA

2. Terrain Type

Rough

3. Subsector

4. Animal Encounter Table

Die	Qty	Animal	Weight	Hits	Armor	Wounds	Weapons	Reactions	
2	3	Intimidator <small>rough skin 5cm bony goat-like humpbacked</small>	(Scav) 6kg	1D 2D	jack	-1D	Hooves & teeth	A 8 F 5 S 2	
3	1	Gatherer	(Omn.) 6000kg	9D 4D	—	x2	Thrasher	R 4 F 4 S 1	
4	1	Reducer	(Scav) 50kg	4D 2D	jack	—	Claws	A 9 F 8 S 1	
5	4	Hunter <small>(proto-sophant)</small>	(Omn.) 400kg	6D 3D	jack +1	+2D	Spear	A 5 F 7 S 1	
6	1	Intermittent <small>slithy armor hairy</small>	(Herb) 800kg	7D 3D	—	+3D	Claws & teeth	F 6 A 5 S 1	
7	1	Prowler * <small>armored sabretooth</small>	(Carn) 1600kg	8D 3D	Combat +2	+4D	AS Broadsword	R(S) F(S) S 3	
8	1	Intermittent	<small>armored chain sharp sharp stapir</small>	(Herb) 1600kg	8D 3D	ablat	+4D	Horns & teeth	F 7 A 8 S 1
9	4	Intermittent	<small>scaly sharp tail purple grey six limbed</small>	(Herb) 800kg	7D 3D	—	+3D	Thrasher	F 9 A 8 S 1
10		Event						I	
11	1	Trapper	(Carn) 1600kg	8D 3D	—	+4D	Claws and teeth	R(S) F 8 S 0	
12	10	Chaser	(Carn) 200kg	5D 3D	—	+1D	Stinger	A(M) F 9 S 2	

5. Remarks, Die Modifications, and Events

HARAPPA

ANIMAL ENCOUNTER TABLE

1. World

HARAPPA

2. Terrain Type

Mountain

3. Subsector

4. Animal Encounter Table

5. Remarks, Die Modifications, and Events

Piranha Grove,
Luma home Tree
Scaled Bark

(F) - Flyer

1. World

HARAPPA

ANIMAL ENCOUNTER TABLE

2. Terrain Type

Forest

3 Subsector

4. Animal Encounter Table

Die	Qty	Animal	Weight	Hits	Armor	Wounds	Weapons	Reactions
2	1	Corrion-eater (Scav.) (F)	400Kg	6D 3D	—	+2D	Claws	A 6 F 4 S 1
3	1	Gatherer (omni.) (F)	1600Kg	8D 3D	—	+4D	Claws	A 8 F 7 S 1
4	1	H. jacker (Scav.) (F)	12,000Kg	10D 5D	—	x2	Claws	A 12 F 7 S 1
5	1	Gatherer (omni.)	1600Kg	8D 3D	—	+4D	Teeth	A 4 F 5 S 2
6	1	Filter (Herb)	3Kg	1D 1D	—	-2D	Hooves & Horns	F 7 A 2 S 1
7	6	Intermittent (Herb) (F)	100Kg	SD 2D	—	—	Hooves & Horns	F 5 A 4 S 1
8	3	Grazer (Herb)	12,000Kg	10D 5D	Mlesh	x2	Hooves & teeth	F 3 A 7 S 3
9	1	Trapper (carn.) (F)	12,000Kg	10D 5D	jack	x2	Teeth + 1	A 10 F 5 S 1
10	—	Event						
11	1	Siren (carn.) (F)	1600Kg	8D 3D	—	+4D	Claws + 1	A 5 F 4 S 2
12	1	Pouncer (carn.) (F)	50Kg	4D 2D	jack	—	Claws and teeth	A 5 F 0 S 1
12	1	Grazer (herb) (F)	800Kg	6D 3D	—	+3D	Hooves & Horns	F 7 A 3 S 2

5. Remarks, Die Modifications, and Events

(A) Amphibians
(F) Flyer

ANIMAL ENCOUNTER TABLE

1. World

HARAPPA

2. Terrain Type

swamp

3 Subsector

5. Remarks, Die Modifications, and Events

4
25 10F M
59/26 62/29
274 18 28

ANIMAL ENCOUNTER TABLE

1. World

HARAPPA

2. Terrain Type

Surface, Sea

3. Subsector

4. Animal Encounter Table

Die	Qty	Animal	Weight	Hits	Armor	Wounds	Weapons	Reactions
1	1	Hijacker ♂ (sav)	800kg	TD 3D	—	+3D	Hooves Fins	A2 F6 S1
2	11	Grazer ^{Sea Thrasher} ♂ (Herb)	12,000kg	10D 5D	jack	x2	Thrasher	F1 A4 S2
3	8	Grazer ♂ (Herb)	3200kg	8D 4D	—	+5D	Horns	F2 A5 S2
4	11	Grazer ^{Mermaid} ♂ (Herb)	1600kg	8D 3D	—	+4D	Claws	F5 A6 S2
5	4	Hunter ^{Romance} ♂ (omn!)	200kg	5D 3D	—	—	Claws	A5 F8 S1
6	1	Killer ^{Harpoon Levitation} ♂ (Carn)	40,000kg	16D 8D	jack	x5	Claws +1 Teeth +1	A9 F5 S1
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5. Remarks, Die Modifications, and Events



Harappan Animal Survey

20,000 Credits
in Trade Goods (lost)

Bank
~~15,700~~

Forest

Swamp

Hills

Brown
White stripe
and toes

Green
White stripe
blue tip
toe

Grey

Black

Orange

Ungulate nectar consuming animal - Clovis' Sap Drinker

Long necked, reptilian, big eared that swirl - Big Eared Harappan Dragon

Flying, scaled, air strike scavenger - Scaled Batsilisk

3 Proto hoof horse creature, leafy back, horns and beak - Leaf-backed Gazelle

Enormous skull face ant lion Reptile - Harappan Mega-Sarcacc

Flying, scaled, leaf eating batsilisk adjacent - Leaf cutter Batsilisk

Titanic, fur & scaly Pangolimesque, flat face - Titan Plated Shovel mouth

Tiny, scavenger, big dog, resilient, monkeydog - Frank's Baboon

Six clawed, amphibious bobcat - Screech Cat

Titanic, stegosaurus-esque, pseudo winged, claws - Vestigium Rex

Large, swamp, boarnt, hooved hippo-pig - Bolin-Swamp Horse

Nectar Monkey - Sap Lemur

6 winged scorpion bird - Sky Jacker

4 horned, smooth skin, herbivore, hooved - Swamp Strider

Long snouted, gorilla arms, frilled neck, ~50tons - Dinosoid (*Valktos vesilius*)

Protosophen - Zillitotians

Coelacanth-esque fish, ~20kg, 3ft long, armored - Harappan Coelacanth

Klabora Mimi sencti - tail that splits into 2 balls -

~~large, long necked~~ ^(20m) ~~Macroti Monodaimo~~ ~~frog, gazelle face~~

Snake-like, stingtail, poison, - Ophidikos

Mica Lymii - predator, mystery animal

Brachiosaur neck, massive bellow, hoppers, deer face, long tail - Macroti Monodaimo

herbivore, reflective shell, long snout (hair), big eyes, fine fur, curled horn - Bush Unicorn

armored sabre cat, bullet-proof, 45mph, hyper-deadly, apex predator - Reaper Sabrecat

Rough Scabby skin, split hooves, fanged, flat humanoid face, scale beard, fur, facoon size - Jacks

4 limbed, sabre teeth, clawed knuckle dragger, armored, sloth face - Harappan Ground Sloth

Six toe, mossy Sloth - 6 Toe Ground Sloth

Long whip tail, ~25ft long, short stubby neck, small head, scaled, mucus film - Whip-tailed Ground fish

6 limbs ↗

Harappan Animal Survey pt. 2

Zillitition Red Tribe - Made peaceful? Contact

(tiny claw hands)

- Manatee/dugong, Split tail, fins[↑] on upper body, neckless, flat-face, molars in front black body and green underbelly - Harappan Mermaid
- ~~Small~~, hexapod sea creatures, 6 limbs, all fins, travel in packs, tuna-sized, all fins have hooks, Sharp teeth - Rhemora razor
- Vessel sized, hexagonal squares, leathery, saw tooth snout, hexapod, 6 fins that split into 2 claws, very long tail, ~140ft long - Harpoon Leviathan
- 4 finned creature, 1200 kg, ankylosaur tail - Sea Thrasher
Seagull Batsilisk

Special Collections Entry: HARAPPA [CLASSIFIED – EYES ONLY]

System: Harappa

Clearance Level: SIGMA-4 // Terran Federation Intelligence Authority

Entry ID: SC-HRP-1128-X

Date of Last Revision: 21-3002

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Overview

Publicly known as a backwater warrior world and recruitment ground for elite forces, *Harappa's true strategic importance is far greater*. While the Federation maintains the **Red Zone interdiction** for environmental and sociocultural reasons, this designation masks the presence of an **ultra-classified military installation** built atop a discovered **Ancients megastructure**. This facility is codenamed **Spirewatch**.

Spirewatch Facility

At the heart of the Red Zone lies an *Ancients Spire*-a colossal stone construct extending over 600 meters above ground and plunging unknown depths below. This artifact is of particular significance due to the following anomalous features:

- **Reshaping Interior:** The Spire's internal layout alters in response to mental commands or encoded access rituals. Some rooms vanish or expand seemingly at will. Federation scientists have only unlocked partial control.
- **Exotic Energy Core:** Deep scans suggest the Spire draws on a power source unidentifiable by Federation science, located in a sealed chamber near the base's lowest level. It is theorized to be a pre-quantum lattice field or zero-point tap.
- **Psionic Resonance:** Personnel report dreams, hallucinations, and empathy echoes when near the core. All confirmed psychics exhibit involuntary reactions near the structure, and at least one accidental psionic awakening has been documented.

Spirewatch is staffed by a joint command of **Terran Federation Naval Intelligence**, **Terran Guard Special Operations**, and **Federation Military Archaeological Department**. Surface presence is disguised by the aggressive environmental conditions and native fauna, as well as perimeter denial systems and disinformation regarding megafauna migration.

Naval Presence: Operation Leviathan Ring

To maintain planetary access and regional control, the Federation also maintains a **planet-bound wet navy**, one of only a few operated by the Federation. Known as **Fleet Element 93-C**, this force includes:

- Three **submersible dreadnoughts** modified for organic and corrosive resistance.
- Amphibious craft bases concealed in volcanic coastal regions.
- Two Earth-style aircraft carriers based off of the United States Nimitz class ships of the 20th and 21st century.

Fleet 93-C's primary function is to **monitor and suppress the oceanic megafauna**, and respond in force to threats—biological or otherwise—to Spirewatch operations. They are also prepared for **evacuation and annihilation protocols** if the Spire's integrity is compromised.

First Contact Incident – OPERATION STARFRACTURE

In 3001, the Spire became the site of the Federation's first confirmed **hostile encounter with advanced alien sophonts**. A covert group of nonhuman saboteurs attempted to breach the Spire's control chamber, triggering defensive systems. Their motives appear to have been **destruction of the Spire** to prevent continued research.

The sabotage was **foiled by an independent group of unauthorized scientific observers**. Later revealed to be former convicts and fringe researchers operating illegally within the Red Zone. Despite initial legal complications, their intervention led to the **death of the saboteurs, the preservation of the facility**, and a secure lockdown of the core. In light of those actions, charges were not pressed but they are being monitored.

Following this event, the Spire has shown intermittent increases in energy output and structural reconfiguration. Federation Command has elevated Harappa's status to **Tier Nine Strategic Asset** and increased the Red Zone's military enforcement.

Recommendations

- Continued **data restriction** at all levels below Tier-8 clearance, recent developments beyond classification reports and general overviews are now Tier-9, and must be conducted in-person with shielding in place.

- Monitor Spire for anomalous emissions and spontaneous access breaches.
-

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Approved by: Oversight Node Theta-Aleph

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