

# Factions

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# Iron Star Union

The **Iron Star Union** is an insurrectionist faction operating on Vandros-7, primarily in the northern archipelago. Composed of former scrappers, laborers, and other disgruntled workers whose union was dissolved by the UEG, the Iron Star Union has evolved into a well-organized militant group opposing UEG and UNSC influence on the planet. Driven by deep-seated grievances and a desire for self-determination, the Union seeks to control Vandros-7's valuable resources and establish autonomy free from UEG interference.

## Origins

The Iron Star Union traces its origins to the *Vandros Salvage Workers' Union* (VSWU), which represented the scrappers, miners, and other laborers working on Vandros-7. For years, the VSWU advocated for fair working conditions and protections against exploitation by corporate interests and UEG policies. However, with the UEG's increasing need for resources to support the ongoing Human-Covenant War, the union was forcibly dissolved in **2529**. The UEG claimed that the move was necessary to streamline resource extraction and meet wartime demands, but many workers viewed it as an attack on their livelihoods and rights.

In the wake of the VSWU's collapse, a faction of former union members banded together, initially to protest and seek the restoration of their rights. When diplomatic efforts failed, and as UEG policies grew increasingly harsh, this group radicalized, forming the Iron Star Union. Naming themselves after the rusted machinery they once operated, the Union adopted the symbol of an iron star to represent their resolve and struggle against UEG domination.

## Ideology

The Iron Star Union is grounded in a populist, anti-UEG ideology that emphasizes workers' rights, autonomy, and local control over Vandros-7's resources. They argue that the UEG has sacrificed the interests of frontier workers in favor of corporate profits and the war effort. The Union's members believe that Vandros-7's wealth should be harnessed to benefit its residents, not shipped off-world to support the UEG's distant and seemingly indifferent leadership.

The Union rejects UEG taxation, regulations, and UNSC military presence on the planet, advocating for self-governance and a local economy free from what they see as exploitation. While not explicitly aligned with other insurrectionist movements in the Outer Colonies, the Iron Star Union shares similar grievances and has been known to cooperate with outside factions when it serves their goals.

## Structure and Organization

The Iron Star Union is organized into semi-autonomous cells, each responsible for specific regions of Vandros-7's northern archipelago. These cells coordinate through a central council known as the *Iron Council*, which sets strategic objectives, allocates resources, and oversees larger operations. The council is composed of former union leaders, seasoned scrappers, and community organizers who have transitioned into military and political roles within the Union.

## Operations and Activities

The Iron Star Union engages in a range of operations designed to disrupt UEG control, gather resources, and fortify their presence on Vandros-7. Their primary activities include:

- **Sabotage:** The Union targets UEG infrastructure, including power lines, communication networks, and transport routes, to weaken UEG authority and create an atmosphere of instability.
- **Smuggling:** Utilizing their extensive knowledge of Vandros-7's terrain and waterways, the Union runs smuggling operations to bring in supplies, weapons, and occasionally high-value salvaged technology from other insurrectionist groups.
- **Salvage:** The Union continues to operate salvage yards in secret, repurposing old UNSC and Covenant technology to bolster their military capabilities. Their technicians are adept at modifying plasma weapons, shielding systems, and communication devices for Union use. **ONI considers this their most grave infraction.**
- **Propaganda:** The Union conducts propaganda campaigns aimed at recruiting new members and swaying local sentiment. They emphasize themes of workers' rights, self-determination, and resistance against UEG exploitation, often disseminated through intercepted radio broadcasts and printed leaflets.

## Territory and Key Strongholds (Updated for Oct 5.)

The Iron Star Union exerts its influence primarily in the northern archipelago of Vandros-7, where they have established several strongholds and areas of activity:

- **Langoya Radar Station:** The Union's primary intelligence hub, used to intercept UEG communications, monitor naval movements, and conduct electronic warfare. The station is heavily fortified and guarded, serving as both a strategic asset and a symbol of Union defiance.
- **Ellisoya (Status Unknown):** Rumors suggest that the Union may have taken control of the Ellisoya Disciplinary Barracks, using it as a prison for UEG personnel or a training ground for new recruits. However, the exact status of Ellisoya remains unconfirmed.

## Relationship with Other Factions

The Union has a complex relationship with other groups on Vandros-7:

- **UEG and UNSC:** The Iron Star Union views the UEG as an occupying force and the UNSC as its enforcer. They actively resist both through sabotage and direct confrontation, seeking to undermine UEG operations and establish control over critical infrastructure.

- **Steel Hands:** Once part of the same labor force, the Union now sees the Steel Hands as traitors who have sided with the UEG. Skirmishes between the two groups are common, particularly near strategic locations like Midjordet and the Langgrunn Power Plant.
- **ONI:** Despite ONI's efforts to monitor and counter Union activities, the faction remains elusive due to its decentralized structure and local support.

## Local Support and Sentiment

The Iron Star Union enjoys varying degrees of support among the population of Vandros-7, particularly in areas historically neglected or exploited by the UEG. Towns like **Langgrunn** and **Langoya** harbor sympathizers who view the Union as a force fighting for their rights and autonomy. However, the Union's methods, including sabotage and smuggling, have also led to fear and resentment among residents wary of UEG reprisals and the potential for escalating conflict, particularly in **Kilen**.

## Current Status and Objectives

Currently, the Iron Star Union is focused on consolidating its control over the northern archipelago, fortifying key strongholds, and disrupting UEG operations on the central island. Their ultimate goal is to force the UEG to cede control of Vandros-7, allowing the Union to establish an independent, self-governed society. With access to salvage operations and the remnants of Covenant technology, the Union believes it can withstand UEG counterattacks and maintain a sustainable resistance.

The UEG and ONI view the Iron Star Union as a significant threat to stability on Vandros-7, particularly due to their control of strategic assets like the Langoya Radar Station and their ability to disrupt communication and supply lines. Plans for potential operations to neutralize the Union are under consideration, but the faction's entrenched position and local support make such efforts complex and risky.

# Steel Hands

The **Steel Hands** are a pro-UNSC faction operating on Vandros-7, primarily based in **Kongsdal** on the eastern archipelago. Formed by loyalist scrappers and former workers, the Steel Hands serve as a counterforce to the Iron Star Union's insurrectionist activities. Backed by the UNSC, they focus on maintaining order, safeguarding key infrastructure, and supporting UEG authority in the region.

## Origins

The Steel Hands originated from the *Vandros Salvage Workers' Union* (VSWU), the same labor organization that the Iron Star Union once belonged to. However, when the UEG dissolved the union in **2529** in favor of more direct control over Vandros-7's resources, a faction within the VSWU chose loyalty to the UEG and UNSC over resistance. Led by pragmatic foremen and technical experts, this group established the Steel Hands, pledging to assist the UNSC in countering the rise of insurrectionist movements on the planet.

The name "Steel Hands" reflects their background in salvage and scrapping, symbolizing their commitment to rebuilding and protecting the structures of order and society in the face of growing unrest.

## Ideology

The Steel Hands hold a firm belief in the necessity of cooperation with the UEG and UNSC, seeing them as the only hope for humanity's survival amidst the ongoing Human-Covenant War. They view the Iron Star Union's resistance as reckless and shortsighted, risking the stability of Vandros-7 and potentially drawing unwanted attention from the Covenant.

The faction emphasizes principles of order, duty, and collective security. They argue that only through unity with the UEG can the people of Vandros-7 protect their way of life and ensure their safety in the face of external threats. The Steel Hands promote the idea of shared sacrifice for the greater good, willingly taking on the role of enforcers to maintain peace and support the war effort.

## Structure and Organization

The Steel Hands are organized into small, well-coordinated units that operate primarily out of their headquarters in **Kongsdal**. The faction is structured similarly to a civilian defense force, with a clear hierarchy led by a council of foremen and overseers. This council coordinates with UNSC representatives to set strategic objectives, allocate resources, and manage local security efforts.

## Base of Operations: Kongsdal

Kongsdal, located on the eastern archipelago, serves as the Steel Hands' primary base of operations. The town features a mix of industrial facilities, workshops, and supply depots that support the faction's activities. The Steel Hands have fortified Kongsdal, setting up checkpoints and patrol routes to secure the town against potential Union incursions.

From Kongsdal, the Steel Hands monitor maritime routes and coordinate with the UNSC to maintain a strategic presence in the eastern region. The town's shipyards are crucial for repairing and outfitting vessels, allowing the faction to deploy naval patrols and secure shipping lanes against Union smuggling and sabotage efforts.

## Operations and Activities

The Steel Hands conduct various operations aimed at supporting UEG authority and countering the Iron Star Union's influence. Their activities include:

- **Infrastructure Security:** The faction prioritizes the defense of key infrastructure, including power plants, mines, and transport routes. They work closely with the UEG to ensure the steady flow of resources and prevent sabotage by insurrectionists.
- **Patrols and Reconnaissance:** From their base in Kongsdal, the Steel Hands deploy patrols to monitor coastal waters, shipping lanes, and land routes. Their naval units help intercept smuggling operations and prevent the Union from moving freely between the archipelago's islands.
- **Intelligence Gathering:** The Steel Hands actively gather intelligence on the Union's movements, identifying potential threats and providing this information to UNSC forces. They maintain a network of informants and use their deep knowledge of the archipelago's terrain to stay one step ahead of the Union.

## Relationship with the UNSC

The Steel Hands are closely aligned with the UNSC, receiving logistical support, weapons, and equipment to bolster their efforts against the insurrectionists. In return, they act as the UNSC's eyes and ears on the ground, maintaining control over key areas and providing a local force capable of rapid response to emerging threats.

This partnership has allowed the Steel Hands to maintain a technological edge over the Iron Star Union, particularly in electronic warfare and communications. However, it has also made them a target for Union propaganda, which paints them as puppets of the UEG and traitors to the working-class populace of Vandro-7.

## Local Sentiment

The Steel Hands' relationship with the local population is mixed. In Kongsdal and the surrounding eastern archipelago, where the faction has invested in maintaining public services and infrastructure, they are seen by many as protectors and stabilizers. Residents who benefit from the faction's security measures and economic activities generally support their efforts, viewing them as a bulwark against the chaos brought by the Union.

However, in other parts of Vandros-7, the Steel Hands are viewed with suspicion and resentment. Union sympathizers criticize them as enforcers of UEG exploitation, complicit in the imposition of taxes and regulations that burden smaller communities. This divide has made the faction's task of securing peace and order all the more complex, as they must navigate local grievances while upholding their pro-UEG stance.

## **Current Status and Objectives**

The Steel Hands are currently focused on expanding their control over the eastern archipelago and containing the spread of Union influence. Their base in Kongsdal serves as a launching point for counterinsurgency operations, logistical support, and coordination with UNSC forces.

Their short-term objectives include securing the shipping lanes near Kongsdal, fortifying key infrastructure, and preventing Union attempts to disrupt economic activities in the eastern region. In the long term, the Steel Hands aim to restore UEG control over Vandros-7 and re-establish a sense of normalcy for its inhabitants. This involves not just military actions but also efforts to win over the local populace, promoting the idea that cooperation with the UEG and UNSC is vital for the planet's survival in the face of the larger Covenant threat.

# Other Factions on Vandros-7

**These factions may grow larger, merge, or change their views on you.**

Vandros-7 is home to a variety of factions, ranging from violent insurgents to non-violent political groups and independent operators.

## The Free Miners

**Status:** Conditionally Rejoined UEG

A loosely organized coalition of miners and laborers based in the northern archipelago, the Free Miners advocate for worker rights and safe working conditions in the heavily industrialized mining areas. Unlike the Iron Star Union, the Free Miners avoid direct confrontation with the UEG, preferring negotiations achieve their goals. They are known for their strong presence in the granite mines of Prestejorded, often clashing ideologically with the Iron Star Union, whom they see as too radical.

## The Northern Rangers

**Status:** Refused to formally rejoin the UEG

**October 12 Update:** Despite their reluctance, they remain hostile toward the Union and the Covenant. Their knowledge of the northern terrain makes them a valuable asset, though cooperation with them is expected to be minimal and based on mutual hostility toward common enemies.

Operating in the northern archipelago's rural gaps, the Northern Rangers are a militant faction composed of local hunters, farmers, and survivalists. Initially formed to protect rural communities from raiders and poachers, they have grown increasingly hostile toward both UEG forces and the Iron Star Union, though at this time they are unlikely to shoot either on sight.

## The Redwater Marauders

**Status:** Hostile

The Redwater Marauders are a band of pirates and smugglers operating out of the southern coastlines of the largest archipelago. They are known for their violent methods, including raids on supply convoys and attacks on UEG outposts. The Marauders have a loose alliance with the Iron Star Union, often acting as arms dealers and suppliers of contraband materials. Their hidden bases along the southern coast make them a persistent threat to maritime traffic.



## **The Kongsdal Syndicate**

### **Status: Neutral**

An underground criminal organization based in the eastern, more urbanized region, the Kongsdal Syndicate focuses on illegal trade, extortion, and smuggling. Despite their illicit activities, they maintain a delicate relationship with the Steel Hands, occasionally providing intelligence in exchange for leniency and protection. The Syndicate's operations extend throughout the urban centers of the eastern archipelago, where they exert considerable influence over the black market.

## **The Vandros Separatists**

### **Status: Conditionally Rejoined UEG**

The Vandros Separatists are a small but vocal political group centered around the larger cities of the eastern archipelago. Committed to a non-violent approach, they advocate for Vandros-7's independence through peaceful protest and political reform. The Separatists organize demonstrations and distribute propaganda, calling for a referendum on self-governance. While they publicly condemn the violence of both the Iron Star Union and the UEG's militaristic approach, some suspect they provide indirect support to insurrectionist activities.

## **The Sea Serpents**

### **Status: Hostile**

A mercenary group that operates primarily along the coastlines of the eastern and northern archipelagos, the Sea Serpents offer their services to the highest bidder. They are known for their maritime expertise, often engaging in escort missions, naval skirmishes, and the protection of merchant vessels. While they avoid taking sides in the conflict between the UEG and the Iron Star Union, they have been known to turn against former clients if better offers arise, earning them a reputation as unpredictable and opportunistic.

## **The People's Voice**

### **Status: Unfriendly**

While their broadcasts are undermining UEG morale, their influence has not yet grown to the point of sparking widespread unrest. Counter-propaganda efforts are underway to diminish their impact.

A grassroots movement based in the southern rural areas of the largest archipelago, the People's Voice focuses on local governance and the preservation of traditional ways of life. They advocate for more autonomy from the UEG, emphasizing community-led decision-making and resource management. The People's Voice is strictly non-violent, relying on petitions, protests, and public campaigns to push for policy changes. Despite their peaceful methods, they are often monitored by UEG authorities, who view them as potential sympathizers to the insurrectionist cause.

# The Wandering Traders

## Status: Neutral

An independent, non-aligned group of merchants and salvagers, the Wandering Traders move between the rural and industrial gaps of the northern archipelago. They deal in a wide range of goods, including food, medical supplies, and occasionally, scavenged technology. While they avoid direct involvement in the conflict, they have been known to trade with both UEG forces and insurrectionist groups, making them a valuable yet neutral faction in the ongoing tensions on Vandros-7.

# 212th Colonial Guard Brigade

## Overview

The **212th Colonial Guard Brigade** is a conventional infantry unit within the Colonial Military Authority (CMA), tasked with maintaining order, defending key infrastructure, and supporting UNSC operations in the Outer Colonies. With roots tracing back to the early days of colonial expansion, the 212th has adapted to the changing nature of conflict in the outer territories, evolving from a peacekeeping force into a capable, combat-ready brigade.

## Composition

The 212th Brigade consists of roughly **3,500** personnel and is divided into several battalions across the planet:

- **1st Battalion, 212th Infantry:** The mainstay of the brigade, comprising four infantry companies equipped for conventional ground combat. This battalion specializes in securing urban areas, conducting patrols, and establishing defensive positions.
- **2nd Battalion, 212th Motorized Infantry:** Equipped with light armored vehicles for rapid deployment, the 2nd Battalion focuses on mobility and quick-response operations. This unit often provides escort for supply convoys, reinforces defensive lines, and carries out reconnaissance missions in contested areas.
- **3rd Battalion, 212th Artillery:** Provides indirect fire support using a mix of mobile artillery platforms, mortars, and anti-vehicle missile systems. This battalion plays a crucial role in suppressing enemy positions, fortifying defensive perimeters, and providing fire support to advancing infantry units.
- **4th Battalion, 212th Engineering:** Responsible for fortifications, demolition, and field construction, the engineers of the 4th Battalion build defensive structures, clear mines, and maintain supply routes. They are also trained to assist in emergency repairs on key infrastructure, such as roads and bridges, vital for maintaining operational flow.
- **5th Battalion, 212th Logistics:** Provides logistical support, handling supply distribution, vehicle maintenance, and medical services. This unit ensures that the brigade maintains combat readiness and operational sustainability in prolonged engagements.
- **Attached Armored Force (from 104th Armored Regiment):** The 212th Brigade is currently reinforced by a battle group from the **104th Armored Regiment**, a mechanized unit that is on R&R/back deployment on Vandros-7. This detachment consists of main battle tanks, Armored Personnel Carriers (APCs), and Infantry Fighting Vehicles (IFVs).

# Command Structure

The 212th is currently led by **Colonel Greer**, a veteran of several colonial conflicts. Known for their pragmatic approach, they emphasizes cooperation with UNSC forces and building relationships with local civilian populations.